

Scoring Guide

	Small Sesame Ball 1 point per small ball.		Shumai Dumpling 12 points for a set of 4. You may score this for multiple sets of 4. (No points for fewer than 4.)
	Large Sesame Ball 2 points per large ball.		Shrimp Dumpling 7 points for a set of 3. You may score this for multiple sets of 3. (No points for fewer than 3.)
	Turnip Cake 2 points for each if you have an odd number. (If you have an even number, score nothing.)		Chive Dumpling 4 points for a set of 2. You may score multiple pairs. (No points for single Dumplings.)
	Egg Tart 1/2/5/9/15 total points for 1/2/3/4/5+ tarts. (No score for extra tarts.)		Steamed Bun 3 points total for having the most Steamed Bun cards and -3 points for having the fewest. If there is a tie for most, the player who has the Squishy Bun wins the points. If neither has it, they both get the points. If players tie for fewest, they both lose 3 points.
	Special Plate 4 points if you have all 4 indicated cards on your Menu. You may score plates multiple times if you have multiple matching sets. You may also use multiple cards to score multiple different plates. For Special Plates with Sesame Balls, you can use either size Sesame Ball to score.		
	Chopsticks 1 point for every 2 Chopsticks tokens that you have.	Scoring Example Starting at the top left and moving clockwise: <ul style="list-style-type: none"> 4 points (2 points for each) 0 points (need a pair to score) 0 points (need 4 to score) 3 points (collected most in the game) 2 points (2 were collected) 4 points (each item collected) 4 points (each item collected) 1 point (1 point for every 2) FINAL SCORE: 18 points!	

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Inspired by Sushi Go!, a Phil Walker-Harding Game
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Rules of Play



Overview

Collect the best combination of Dim Sum dishes from the Spin Table. Each dish scores in a unique way. If you don't like the dish that's in front of you, spend Chopsticks tokens to rotate the Spin Table and choose a different dish. The game ends when everyone has 12 dishes. Whoever has the highest score wins.

Contents

- 1 Spin Table with 6 Steamer Baskets
- 105 Circular Dim Sum cards
- 6 Menus
- 24 Chopsticks tokens
- 6 Plate tokens
- 1 Squishy Steamed Bun

Set Up

- Put the Spin Table in the middle of the table.
- Each player takes a colored Plate token and puts it in front of the nearest Steamer Basket (Players may not share the same Steamer Basket.) This is their place setting and whatever Steamer Basket is in front of their Plate is where they must draw a card from.
 - It's important that players sit around the table so that they are in front of one single Steamer Basket. During the course of the game, the Spin Table will be rotated back and forth, and it needs to be clear which basket is in front of each player at all times.
- Shuffle the cards and distribute them relatively evenly into 6 piles.
 - Keep the cards face-down so you can't see the order of the cards.
 - It's ok if piles have a couple more or fewer cards than other piles.
- Place a pile into each Steamer Basket, with the whole stack **face-up**. Do your best not to reveal any cards in the pile other than the top one.
- Give each player 4 Chopsticks tokens and 1 Menu. (Note that each Menu contains 12 spaces around the edges to place cards.)
- Set the Squishy Bun in the middle of the Spin Table.

A Word from Gamewright

We know how much everyone loves Sushi Go!® So, when we saw this game, we loved how it offered a unique new 'spin' on the original. We hope you enjoy this delicious new addition to our Gamewright menu.



How To Play

The game is played in turns. The player who ate Dim Sum most recently goes first and play continues to the left. On your turn, simply take the top card in your assigned Steamer Basket, along with any Chopsticks tokens in that basket. Place the card overlapping one of the open spaces on your Menu.



This player decides to take the **Shumai Dumpling**, placing it on one of the twelve spaces on their Menu.

If you would prefer a card in a different Steamer Basket, you can rotate the Spin Table in either direction, but you must place 1 of your Chopsticks tokens into each of the Steamer Baskets you spin past, including your initial basket. If you don't have Chopsticks tokens, you can no longer rotate the Spin Table.



This player decides they want another **Shrimp Dumpling**. They place a Chopsticks token in each basket they rotate past until the **Shrimp Dumpling** card is in front of their Plate.

Squishy Bun

Whenever you take a Steamed Bun card, you will also take the Squishy Bun (from the middle of the Spin Table or from a player who has it). During any turn in which you have the Squishy Bun, you can return it back to the middle of the table, and then rotate the Spin Table as many times as you would like for free, without needing to leave any of your Chopsticks tokens in the baskets.

Game End

Once all players have 12 Dim Sum cards on their Menus, the game is over. Use the Menu to score all the points from your cards. (See the back page for even more on how to score.)

The player with the most points wins!

In case of a tie, whoever has the Squishy Bun wins. If no one has it, the players share the victory.