

Sushi Go! Spin Some for Dim Sum

Competitive

Ages 8+


Playing time: 20 minutes

2-6 players

Reading required to play

Math required to score

☒ Double digit addition

Strategy level: 
1 goal/
strategy 2-3 goals/
strategies 4+ goals/
strategies



Collect the best combination of Dim Sum cards from the Spin Table! In Sushi Go: Spin Some for Dim Sum, everyone receives a menu showing the points you can score (or lose!) for different Dim Sum cards or sets and 4 chopstick tokens. On a turn, you can either pick the Dim Sum card from the tray in front of you to earn points or spend Chopstick tokens to spin the table for a different card that might earn you more points. If you get the Squishy Bun in the middle, this can allow you to spin to any card without having to spend any chopstick cards! (and it has other powers as well!). The game ends when everyone has picked 12 Dim Sum cards. The player with the highest score wins!