

# Quick Start Instructions

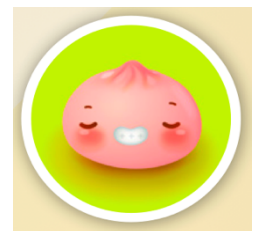
## Sushi Go! Spin Some for Dim Sum (2-6 players)

### Setup:

- Put together the the **Spin Table** with the 6 brown **Steamer Baskets** and place it in the center of the play area. Place the **Squishy Bun** in the middle of the spin table.
- Shuffle the circular **Dim Sum cards** and separate them into 6 roughly even piles, and then place 1 pile, face up, into each of the 6 steamer baskets.
- Give each player **4 Chopstick tokens** and 1 **coloured Menu**. Then give every player 1 **Plate token** that is same colour as the menu they have.
  - Notice that the menu has 12 circular “C” shaped open “**slots**” on its edge. These spaces will be where you place your 12 Dim Sum cards in the game.
  - Notice that the menu tells you the **scoring** for different combinations of Dim Sum cards that will be used in the end to total your score.
- Each player places their **plate token** in front of the **nearest** steamer basket to them. Players **cannot** share the same steamer basket.

### How to Play:

- Decide who will go first. On a turn, you’re trying to take the top card from one possible steamer basket to fill your menu spaces and get points. Pay attention to what you’re trying to collect AND what other players are trying to collect.
- On each of **12 turns** (= 12 card slots on Menu), you can do **one of 2 things**:
  1. **Take the card** (and any chopstick tokens if there are any) from the basket marked by your plate token and place it in one of the 12 menu slots.
  2. Use **1 chopstick token** (if you have any) **per basket** to rotate the steamer baskets **in either direction** to a different basket to get a desired Dim Sum card. Leave a chopstick **in your starting and all baskets you pass** along the way to the basket/card you want. If a basket is empty, you can skip over it.
- **Special Card: Steamed Bun**
  - The player who takes this card also takes the **Squishy Bun**.
  - On a **future turn**, the player with the squishy bun can **spin to any basket** needing no chopsticks. After using it, the player must put the bun back in the middle of the spin table.
  - But! If a player picks up this card, they can steal it from you!



### Game End and Scoring

- Using your menu as a reference, count the points from your 12 Dim Sum cards and 1 point for any 2 chopsticks you still have.
- The player with the most points wins!