

SUSHI GO - Rule Book Adjustment

Daniel, Georgia, Venus, Taylah, Anakin

Existing Card Rule Modification;

Chopstick Card (Anakin)

The Chopstick card is now a *Thief Card*.

If you have this card in your hand, you can choose to play it face down like any other card. However, once revealed, you must use it straight away. The Thief Card can be used to steal ONE card from any players 'played' cards. Once you have stolen a card from another player, the Thief Card is discarded as it is one use only.

Added Cards + Rules:

Dice Cards (Udon Soup - Daniel)

If you place this card down as a 'played' card, you will wait until the end of the rounds to determine how many points this card is worth. Once the rounds are over, the player who placed the Dice Card down, will roll a die. The outcome of the dice roll is the amount of points that card is now worth and is tallied into their overall points.

Risk Cards (Pufferfish - Georgia)

A Risk card is worth 5 points when drawn on its own, however, if two players (or more) draw this card at the same time during the same card reveal, both players lose 5 points. Should only one player reveal this card, the card will remain facing up to show that they were successful with their 'risk'. Should more than one player reveal this card, each player will have the card facing down, to show that they were unsuccessful with their 'risk'.

Swap Cards (Hot Roll – Venus)

Should a player ‘reveal’ this card during their turn, every player must swap all of their played cards in the direction chosen by the card wielder, this can be both clockwise or anti-clockwise depending on the player's preference. Once used, this card is then discarded as it is one use only.

Poison Cards (Blue Ringed Octopus – Taylah)

Should a player ‘reveal’ this card during their turn, they are able to choose which ‘played’ deck they attach the poison to. Poison cards come in either -1 or -2 points and can be set in any player's ‘played’ deck as a detriment to their final score.

Antidote Cards (Medical Syringe – Taylah)

An antidote card is used to ‘cure’ a player of Poison. Once played, the card wielder can remove all poison cards in their ‘played’ deck. There are very few of these cards in the deck and, once used, they are discarded as they are a one use only.