



## Contents

52 Sushi Cards

(1~13 x 4 colors: red/black/blue/yellow)



6 Summary Cards



6 Score Cards



6 Glass Beads



1 Manual

## Story

Today, you're putting your sushi on the line and betting with your friends for the sushi toppings! However, if you get too greedy and cross the line, some of the sushi you've stolen will be lost~ So use [Melds] carefully and aim to keep as much sushi for yourself!

## Purpose

A collection of cards played by each player is called a "trick", and the winner is determined for each trick. Repeat this until you have one card left in your hand (6-player games will use all of them) and end the round (a set of multiple tricks). After 4 rounds, the winner is the player who has the highest total points from winning tricks and [Melds].

## Game Preparation

Distribute a set of summary cards, score cards, and glass beads according to the number of players, keep them at hand. Set your glass bead on the "4 points" spot on your score board. Or alternatively, use the [->] on the summary card to point to your current score.

The number of sushi cards (hereafter referred to as "cards") will vary depending on the number of players

Players	Cards in Deck	1. # Cards Omitted	Dealt Cards	2. Surplus
3	36 (1-9)	None	12	1
4	44 (1-11)	None	11	1
5	All 52	2	10	1
6	All 52	4	8	None

\*1. After cards are dealt, the remaining cards will not be used during the round, so put them aside.

\*2. There will be 0-1 leftover cards after the last trick.

-Collect all the cards to be used and shuffle well.

-Deal the number of cards according to the chart.

## Game Flow

### Preparation for the Round

Confirm that rounds trump suit (Red in the first round)



-(For a 4-player game) Shuffle the 44 cards from 1-11 and deal 11 cards face down to each player.

-The player with the "Red 8" in their hand is the "start player" of the first trick. If there is no one with the "Red 8", check for the person with Red 7 -> 6, 5, 4, etc.

### How to Play Cards

-The start player chooses one card from their hand and plays it face up. However, if the selected card is a trump suit, it is played face down.

-In clockwise order, the other players choose any card from their hand and play it face up. However, if the selected card is a trump suit, it is played face down.

### Judgment of Winning or Losing a Trick

(If there is no trump card)

When everyone's card has been played, only the cards with the same suit as the card played by the start player are compared, and the player who played the highest among them wins the trick.



Example: Yellow 5 is lead, so the Yellow 9 wins the trick.

(If there is trump card)

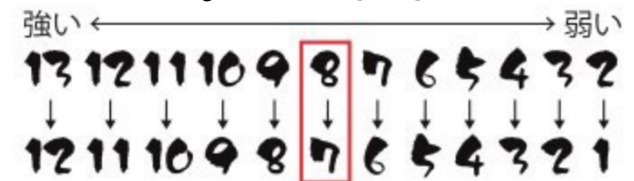
When everyone's card has been played, all the trump cards are revealed, and the player with the highest trump card wins the trick.



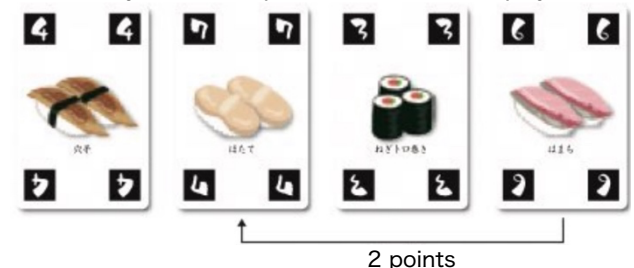
Example: If the trump suit this round is red, the Red 11 card wins the trick.

### 1. Trump Card [Meld]

If the 2 strongest trump cards\* in a trick are sequential, as shown in the figure below, a [Meld] occurs.



If a Meld occurs, the player with the higher card immediately receives 2 points from the other player.



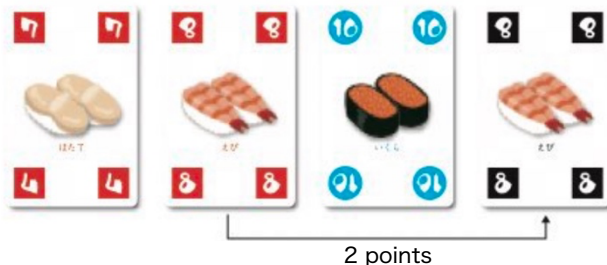
Example: In this case, a Meld occurs between the 2 strongest trump cards "7" and "6". The Meld is decided in favor of the stronger card, the "7" player immediately gets "2 points" from the "6" player.

\*There must be at least 2 trump cards for a Meld to occur.



## 2. Trump Card [Meld Reversal]

If a [Meld] occurs in a trick, if there is a card that is the same number as the winning trump card, and there is a relationship between the suit colors (red <-> black -and- blue <-> orange), the Meld is ignored, and a [Meld Reversal] occurs. The non-trump card immediately receives 2 points from the strongest trump card.



Example: If the trump suit is red, the [Meld] between Red 8 and Red 7 is ignored. Instead, a [Meld Reversal] occurs and the Black 8 gets 2 points from the Red 8.

- In addition to the points earned from [Melds] and [Meld Reversals], the points earned by winning tricks normally is also recorded on the score card.

## 3. [Meld] and [Meld Reversal] in the Final Trick

The Final Trick is the trick where the last card is played.

Players	3	4	5	6
Tricks	11	10	9	8

\*Only 3 to 5 player games will have 1 card leftover.

-If a [Meld] or [Meld Reversal] is established in the final trick, the player who steals points will instead receive "4 points" from the opponent.

-If the payout cannot be made in full\*, the player who it is decided in favor of still receives points.

(\*TL: Implied you can't go negative and do not lose **any** points if you can only give a portion of the points)

## Acquisition of Cards

The winner of the trick stacks all the cards played in the trick and puts the card that won the trick on top so that everyone can see them.



\*Please make sure that tricks with [Melds] and [Meld Reversals] are distinguishable from the other tricks. Placing them horizontally is suggested.

-The winner of the trick becomes the start player of the next trick, and a new trick begins with everyone playing a card. The procedure above is repeated until (in a 3-5 player game) everyone has 1 card left. In a 6-player game, repeat until everyone has no cards.

## Score Calculation

1. Checking and distributing the acquired tricks  
See how many tricks each player has won.

**\*\*Important: Tricks with [Melds] and [Meld Reversals] are not included in the count for tricks won.**

Players	Total Tricks	Borderline	Penalty
3	11	4 Tricks	1 each to 2 players
4	10	3 Tricks	1 each to 3 players
5	9	3 Tricks	1 each to last place players
6	8	3 Tricks	1 each to last place players

If **only 1** player crosses the borderline, they will distribute tricks to eligible players according to the table above. \*It is okay to still be across the borderline after tricks have been distributed.

Example: If the number of tricks won is as follows: 4, 3, 1, 0, 0, 0; the 1<sup>st</sup> place player who won 4 tricks will give 1 trick to each of the last place players (of the round).  
The final trick total will be: 1, 3, 1, 1, 1, 1

## 2. Record Score

The tricks won are calculated as 1 point per trick, and the total score is recorded on the score card.

## Preparing for the Next Round

After calculating the score, shuffle all cards (including Omitted cards) and distribute the cards to everyone to prepare for the next round, omitting cards as needed. The 2<sup>nd</sup> round start player is the player with the "Blue 8" in hand, the 3<sup>rd</sup> round the player with "Black 8", and 4<sup>th</sup> round the player with "Yellow 8".

If there is no one with the "8" trump, check for the person with trump 7 -> 6, 5, 4, etc.

## End of Game

-At the end of all 4 rounds, scoring is done and player with the highest score wins.

-In the case of a tie, share the victory.

## Supplement

-If 4 rounds is too long, play as many rounds as you like.

## Afterward

"Sushi Trick!" was created out of my love for "Unsun Karuta". "Unsun Karuta" is said to be a Japanese version of a playing card game that was brought to Japan by Portuguese sailors in the Muromachi period. In the present day, it has been passed down as a traditional game in Hitoyoshi city, Kumamoto Prefecture. The basic way to play is a 4 vs 4 team battle, where 9 cards are dealt from 15 cards in 5 suits, totaling 75 cards, one of the remaining 3 cards becomes a trump card. The unique rules that unfold around this trump card are interesting, so I tried it at two board game cafes in Osaka. I became addicted to it and I participate in monthly meetings as much as possible.

And while playing regularly, I thought it would be nice to add a different theme to this and make it easy to play as individuals instead of a team, and it was only finally completed it three weeks ago. Unsun Karuta is known as a team game (it is said that there are rules that allow up to 10 players to play but was originally playable with only 2 people) and so has high potential for unique fun, but if it is reduced to an individual game...

As a result, I had a difficult time bringing to life and was on the verge of failing many times, and I was testing until the very last minute, but I think I managed to create a work that can be enjoyed casually by people who like trick takers and those who don't. (I want to think so at least lol) And in the wake of this work, if 1 person or many people could enjoy the fun of "Unsun Karuta", I would be happy. (2020.10.20)

Special Thanks: everyone that participated in testing

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