

Omakase Rules Overview

Objective

Collect sushi to control sets. The player who controls the most sushi sets at the end of the game wins.

Setup

Place the Chopsticks on one empty space on the Sushi Platter to start the game.

Turn Structure

On your turn:

1. Rotate the Chopsticks to see all valid straight line moves.
2. Move the Chopsticks in a straight line from their current position to another valid space.
3. You collect the sushi you land on, plus any sushi of the same type that lie in between the starting and ending spaces along that line.
4. Tap Confirm to end your turn.

Players alternate turns.

Collecting Sushi

- You always collect the sushi you land on.
- You also collect any matching sushi between the Chopsticks starting point and ending point.
- Collected sushi is tracked on the Score Tracker using colored pebbles.

Sets and Control

- Each sushi type forms a set.
- The player with the most pieces of a sushi type controls that set.
- Control is shown with white stones.
- Sets are what matter most for winning, not just total sushi count.

Bento Boxes and Power Ups

When a player collects the last remaining piece of a sushi type from the platter, they earn a Bento Box. Bento Boxes grant one bonus action and are used immediately.

Available Bento Box effects include:

- Relocate: Move up to three sushi pieces on the platter to open spaces before your opponent's

turn.

- Exchange: Swap one of your collected sushi with one of your opponent's.
- Player's Pick: Collect any one sushi on the platter by placing the Chopsticks on it.
- Bonus Move: Take an extra turn.
- Command: Make a move for your opponent.

End of Game

The game ends when:

- The Sushi Platter is completely cleared, or
- No valid moves remain.

Winning

- The player who controls the most sushi sets wins.
- If there is a tie, the player with the most total sushi pieces wins.