How to play Sushi Go

In Sushi Go, players pick one card from their hand each turn and pass the remaining cards to the next player. Over the course of a round, you build combinations of sushi cards that score points in different ways.

Each decision matters. You are not just building your own hand, but also controlling what your opponents receive next.

The game is played over multiple rounds, where cards are scored, reset, and played again. The player with the highest total score after all rounds wins.

Game overview and setup

Game overview

Element	Details
Players	2–5 players
Age	8+
Playtime	About 15 minutes
Game type	Card drafting / set collection

Setup

Players	Cards each
2 players	10 cards
3 players	9 cards
4 players	8 cards
5 players	7 cards

- Shuffle the Sushi Go deck thoroughly
- Keep cards hidden
- Everyone starts with a full hand

How a round works in Sushi Go

- Choose one card
- Reveal simultaneously
- Pass remaining cards left
- Repeat until all cards played
- Score combinations

Winning the game

- Played over 3 rounds
- Keep pudding cards
- Highest total score wins

Card types and scoring system

Card	How it scores
Nigiri	Fixed points
Wasabi	Triples next Nigiri
Tempura	Pairs
Sashimi	Sets of three
Dumplings	Increasing value
Maki rolls	Most rolls score bonus
Pudding	End game scoring

Tips to play Sushi Go better

- Watch other players
- Block combinations
- Complete sets early
- Balance strategy
- Prioritize pudding
- Adapt constantly

Summary of Sushi Go rules

- Pick one card and pass rest
- Build scoring combinations
- Play 3 rounds
- Pudding scores at end
- Highest score wins

Our verdict

At Playiro, Sushi Go is a perfect entry-level drafting game with fast gameplay and strategic depth.