

sushi hands

a party game for 8-24 hands

Beginning the game

All players put their hands on the table, palms facing down. The oldest player starts the game by placing an order.

Ordering sushi

To order a player says: "I order..." followed by the name of a sushi piece. All players then quickly collaborate to make the sushi piece named. Every piece of sushi requires two, sometimes three hands to form. The players have to make a piece with each of their hands in play.

Rules for making sushi

1. You cannot use two hands in one piece.
2. You cannot form two different pieces with only one other player.
3. You cannot make two pieces with your hands in the same position (top or bottom).

For example: If the order is "Maki" and you have two hands in play, you need to use one hand as the bottom, the other hand as the top. And these pieces needs to be formed with two different players.

Note: Some simple two-hand pieces (chopsticks, wasabi and octopus) have no orientation. When forming these the position is not relevant. Three-hand pieces on the other hand always have two bottom positions and one top position.

Ending a round

To end the round, the ordering player says "Itadakimas" (I humbly receive). This can be done when all pieces are formed or when at least three seconds have passed.

Any hands not in a correct piece or with no piece at all count as a failure. A player who has failed loses the function of one hand for the rest of the game. All correctly formed pieces remain on the table.

Subsequent rounds

A new rounds begins with the player on the left placing a new order. Play continues as before.

Players who have lost both hands are still place orders for the other players when it's their turn.

Winning

When only two players remain, they are named the winners. All players stand up and the losers bow respectfully to the winning couple. Players change the seating: winners are seated next to each other.

The winners have an advantage for the next game: They decide who of them places the first order. Also they don't have to follow rule 4 for making sushi: They can now form two pieces together whenever they want to (and when it's possible).

optional rules

Double Orders

The ordering player can order two types of sushi at once. In this case players with both hands need to form both types of sushi. Players with only one hand can form whichever type they want.



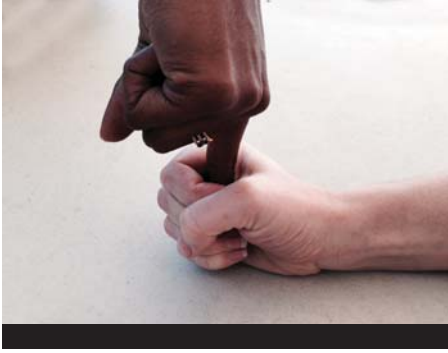
Sushi-Train

If the last three orders happened without a single player losing a hand, a player can call for the sushi train. In a sushi train round, instead of making a specific piece of sushi all players need to interlock fists. Each fist grabbing onto the thumb of another fist. Two of a players fists may not be neighboring.

The last player to add his fist loses a hand. The whole table then counts down from 3 and says "Itadakimas" together. Play continues as normal.

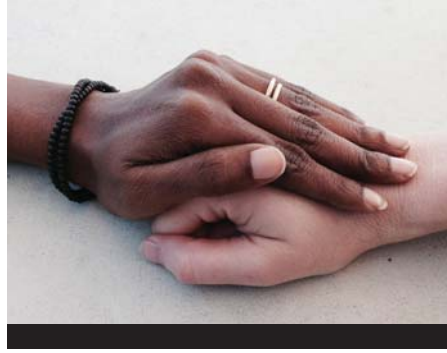
first taste menu

A simple set of sushi to start the game with



maki

Vertical fist (bottom) with an Index finger (top) inside



nigiri

Horizontal fist (bottom) covered by a flat hand (top)

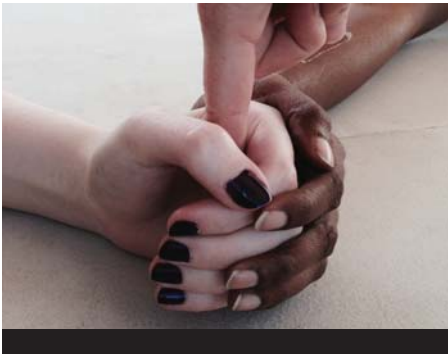


sashimi

two palms facing upward (bottom)
one facing downward (top)

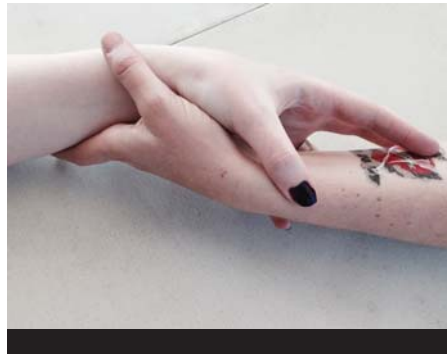
most delicious menu

Advanced sushi to provide greater challenge



california roll

Vertical fist (bottom) with a hand wrapped around (bottom) and an Index finger (top) inside



wasabi

Two hands gripping one another's wrist.

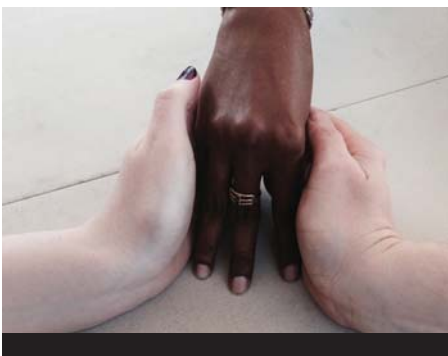


chopsticks

Index and middle-finger intertwined with another pair.

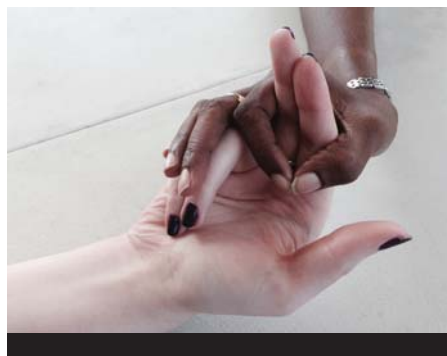
spicy chef menu

Warning: Extra hot sushi for advanced eaters



caviar maki

A hand standing on its fingers (top) with two hands wrapped around it (2x bottom).



temaki

Thumb and index finger forming a loop (bottom) with two fingers sticking out and up (top).



octopus

Interlocking the fingers of two hands.