

# Sushi Express

Abacus Spiele (2005)

Variant by **Stefano Crespi** ([theruler@libero.it](mailto:theruler@libero.it))

Graphic design by **Alessandro Crespi** ([alecrespi@alice.it](mailto:alecrespi@alice.it))

Playing time: 1h

This quite substantial modification came from the necessity to wipe out an annoying BUG (probably escaped in playtesting phase) that permits a player who places his van first on the Park, to become almost impossible to remove unless the players next to him play the ONLY right card. Staying there, and bet always on 9 (if there are 4 players, on 8 if 5, on 10 if 3 and so forth) he automatically collect EACH TURN one "action card" and one "client card", strongly pushing himself toward sure victory.

The second variant has also the job to diversify the van positioning along the gameboard, and make the delivery section less trite than in the original game.

## Setup variant:

Substitute the original 10 buildings with the new 16 ones attached to this document.

Build up the boardgame as usual, with Sushi Express opposed to the park and the new 16 buildings in circle.

As further variant it is possible to raise to 3 the number of the Blue and Azure buildings (printing 2 copies of the new buildings) seeing that those are the houses with more "client card" linked (8 against 2 for other colors), without increase the route of the vans too much.

(Not having the buildings, in the original edition of the game, any particular function, it isn't clear why the editor didn't chose for a fixed boardgame solution... but this made easy to me these variants creation!)

## Sushi delivery variant:

Each time a player go through the Sushi Express takes a "client card" as usual, but he actually earn it only on an accomplished delivery. Each player can have, in front of him, any number of "client cards" but he can consider the deliveries "accomplished" only when his own van manage to take the Sushi to the correspondent building color.

If someone would take a "tip card" should combine it to a "client card" already in his "to deliver" list.

When a van overtake another, the player could offer a "client card" exchange to the overtaken one (increasing so the interaction between players).

