



# **Choosy Sushi**

**A Changing Landscapes game for the piecepack**  
**Version 1.5 01/11/03**  
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**Players: 2-4**

**Materials: 1 Piecepack, Pencil and Paper**

**Time Limit: 30 minutes**

## **Overview:**

You are a waiter at Choosy Sushi, a very busy, often times chaotic sushi restaurant. Customers will make their orders, and it is your job to pick up the exact order off of the conveyor belt and deliver the food the fastest.

That would be easy, if the conveyor belt would just cooperate with you.

## **Definitions:**

Aces are Ones.

Nulls are Zero.

Coins are 'dishes'

Pawns are 'waiters'

## **Order Up!**

Put the tiles face down in 4 piles by suit. Each player draws a tile from each pile. Each tile represents an order for that particular type of sushi. Players record their orders, and do not show other players. When this is done, all of the tiles are returned to the table face down.

## **Set-Up:**

Remove the Null tiles from the rest of the other tiles.

Put each Null tile value side down in front of each player. These tiles will serve as the trays.

Take the remaining 20 tiles and put them on the table value side down in a rectangular ring (Conveyor belt)

This will create one row of 7, a column of three on each side and, another row of 7.

Place the corner tiles at 45 degree angles so the conveyor belt forms a rounded rectangle.

C	CC	CC	CC	CC	CC	C
	XXXX	XXXX	XXXX	XXXX	XXXX	
	XXXX	XXXX	XXXX	XXXX	XXXX	
	XXXX	XXXX	XXXX	XXXX	XXXX	
C	CC	CC	CC	CC	CC	C

(In this diagram, the blank squares represent tiles; the black Xs represent empty spaces and the Cs as coins)

Take out all of the coins, and turn them value side down.

Put 10 coins value side down on the inner “track” on the two middle sections of the conveyor belt, 1 coin value side down on the inner “track” on the corners of the conveyor belt. Finally, each player places his pawn on one of the corners of the outer “track”. The 45 degree angled corner tiles should prevent a mix-up of inner and out track in gameplay.

### Game Play:

Each player rolls his or her die; highest roll goes first and continues to his left.

### Turn Phases:

During your turn, you may do one of the following;

1. Move your pawn.
2. Monitor orders.
3. Run the Belt.
4. Repair the Belt.

### Move your Pawn

Roll your die and move your pawn in either direction along the outer track up to and including the number shown. After this is completed, you may pick up an order. Two waiters may occupy the same space with out effect.

### Monitor Orders

Roll your die and look at both sides of a number of dishes equal to the exact number as shown on the roll, return these dishes to their place on the belt value side down. There is no additional step in this turn, as this choice is the most strategic.

### Run the Belt

Roll your die, and move a chain of dishes (a connected line of two or more coins) up to (and including) the number shown, counting each square on a tile as one space. A chain of dishes moves together and is counted as just one dish when moving.

If other dishes are in front of your chain, you cannot move your chain any further

After this is completed you may pick up an order.

## **Repair the Belt**

Take any corner tile, and swap its position with any other tile (Including another corner tile) taking all dishes and waiters with the swap. (Orient the tile so that waiters are on outer track, dishes on the inner track). Take the new corner tile, and again place it on a 45 degree angle, if this is not done, a few dishes will end up on the outside track You are taking out one section of the belt, and repairing it with another section. (Waiters and orders have to move to insure a safe repair job). After this is done, the player on your left rolls his die, and moves your pawn up to and including the number shown in the direction away from the corner your repaired.

## **Pick-up an Order**

When you are instructed to pick up an order, take the dish next to you and verify it to your recorded order, if it is a match, place it on your tray. After this is completed, you may roll the die and move your pawn, however you may not pick up any more orders this turn. If it is not a match, put the dish back on the belt, from the same location- face up or face down.

## **Delivering The Order**

After you place the 4<sup>th</sup> dish on your tray, you are ready to deliver your order. To deliver your food, during your turn, instead of any other moves roll your die, if it matches the number of your suited dish on your tray; you deliver the food and win the game. If you fail to match, your turn ends with no further effect.

## **Variants:**

1. For a Harder (Longer) Game: Arrange the Conveyor belt in any non-circular fashion as long as all 20 tiles are used and only if 90-degree angle turns are made. When a dish makes it to the end of the line, simply move it to the outer track. (The only time a dish may move from inner to outer track, is when it is at the end of the line) and vice-versa. Waiters simply move next to the belt, but not on the tiles.
2. For an Easier (Shorter) Game: Discard null and 5 coins before game starts. Skip the Order-up! Portion of the game and just collect the dishes of your choice suit in order, each player picking a different suit.