



## Rule Book

- 👤 **Players:** 2 – 5
- 🕒 **Time to Play :** 20 mins.
- 👤 **Ages:** 8+

### 📌 Description 📌

Sushicon(スシコン), is a card game which was named after "STOP. THINK. CONNECT.," a global online safety awareness campaign (<http://stopthinkconnect.org/>). This game has an educational aspect: You will learn the idea of three steps to use the internet safely (STOP before you access, THINK if you are certain the path is safe, CONNECT and enjoy the internet!).

### 📌 Components 📌

- 🎯 **STOP Cards** (14x)
- 💬 **THINK Cards** (6x)
- ➡ **CONNECT Cards** (10x)
- 🎮 **STC Card** (1x)



### 📌 Winning Conditions 📌

In the game which uses only 31 cards, players will bluff each other as "I doubt it" does. The deck consists of 4 kind of cards: Stop, Think, Connect, and STC (as joker). Number of each cards are different, so players have to guess what kind of cards the others have. This game ends if a player get rid of all his cards.

### 📌 Game Setup 📌

Before start, choose a dealer among players.

When playing with 4–5 players, use all cards in the deck.  
When playing with 3 players, discard 3 cards from the deck.  
Discard 4 cards when playing with 2 players.

No one can check what cards were discarded until the game ends.

### 📌 Game Flow 📌

1. Dealer shuffles cards then gives all the cards to players. (Some players have less cards but that's okay)
2. Dealer discards 1–3 **Stop cards** face down and announces what cards he discarded (Stop, Think, or Connect), then clockwise, next player do the same thing. Make sure that the order to put down cards as follow: **Stop (the dealer) → Think (next player) → Connect (next next player) → Stop...** so on. **PLAYERS ARE ABLE TO BLUFF WHAT HE DISCARDED.**

3. If next player doubt that previous player discarded what he announced, he can claim "**Phishing.**" He can't claim if the player next to him already discarded his cards.
4. Open the cards and if doubt was true (the cards didn't match with what the previous player announced), previous player has to take all the discarded cards. If doubt was wrong, claimed player takes all the discarded cards. Start the game again from the player who took the discarded cards, in counterclockwise.
5. If a player is able to get rid of cards in next turn, he has to announce "**STC.**" If he forgets and other player pointed out, the player have to take all the discarded cards.
6. If one player is get rid of all his cards, the game ends.

\*\* STC card is a joker so that you can discards at any time except in his last turn.

### 📌 End of the Game – Scoring 📌

When a player is out of cards, he gets points for cards left in the opponent's hands as follows:

All cards through 6, 10, 14 Face value.  
STC Card = 50 points

The WINNER is the first player to reach 500 points. However, the game may be scored by keeping a running total of points of each player is caught with at the end of each hand. When one player reaches 500 points, the player with the lowest points is the winner.

🌐 BoardGameGeek

<https://boardgamegeek.com/boardgame/182416/sushicon>

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Aug 3, 2015  
Oct 7, 2015  
Oct 28, 2015

Japanese 1<sup>st</sup> Edition  
Japanese v 2.2  
English 1<sup>st</sup> Edition