Sushi lovers, get ready to indulge! Take your seats at the sushi bar and marvel at the tempting choice of nigiri and sashimi.

Have your Sushi Chef cook up the best batch of yummy dishes as you join the rest of the Customers in this mouth-watering 1x15-reel cascading slot game. Customers come and go at the sushi bar, and you'll be meeting 5 characterful ones in this game: MANEKI-NEKO, AIKO, SEA MONSTER, SOTA SUMO, and UKI UNICORN.

Each Customer starts with a 3-star rating and loses 1 star on each spin if not fed. When all 3 stars are gone, the Customer leaves the table. When non-winning high-paying symbols land in front of a Customer, it eats the symbol, gets replenished by 1 Star, and triggers further cascades. Customer features trigger after all wins have concluded.

The Customers and Stars are linked to the bet value and saved with it. Whenever you change your bet, your Customers and Stars are reset. If you change your bet to one that you already played with, your Customers and Stars are restored together with that bet.

When Customers eat a SCATTER symbol, +3 Respins are awarded. Scatters are eaten when they land in front of a customer after all wins and cascades have concluded. Multiple +3 Respins are retriggered by eating Scatters during the RESPINS FEATURE. While scatters are being eaten, you'll also get to enjoy some SUPER SAKES with total win multipliers between 2x and 20x, which accumulate on the Chef's Multiplier Counter. WILDS substitute for all symbols excluding Scatter and Super Sake.

You're in for an unusual, entertaining kaitenzushi experience at Sushi Yatta, so book your table with GameArt now!
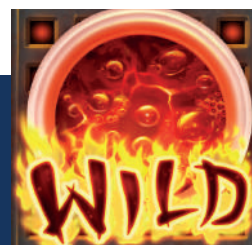
Game features

Sushi Yatta is a 1x15-reel cascading slot game. Features include 5 different Customers each with their own abilities, Wilds, Respins, and Super Sake total win multipliers.

CUSTOMERS

Customers randomly visit your restaurant each spin. Each Customer starts with a 3-star rating and loses 1 star on each spin if not fed. When all 3 stars are gone, the Customer leaves the table. When non-winning high-paying symbols land in front of a Customer, it eats the symbol, gets replenished by 1 Star, and triggers further cascades. Customer features trigger after all wins have concluded.

Below are the 5 customers you will meet in Sushi Yatta:

AIKO

Eats a high-paying symbol in front of her. Adds a Wild to the reel after all cascades have concluded.

MANEKI-NEKO

Eats a high-paying symbol in front of it each spin, triggering further cascades.

SEA MONSTER

After the Sea Monster eats a high-paying symbol, he destroys all the low-paying symbols after all cascades and other Customer features have concluded. The Sea Monster leaves the table after destroying all low-paying symbols. If no low-paying symbols are present, the Sea Monster leaves. If the Sea Monster gets too hungry and his star rating drops to 0, he will enrage and eat any Customer in an adjacent seat.

SOTA SUMO

Sota Sumo takes over 2 seats at the sushi bar and can eat 2 high-paying symbols at once. He places Wilds back in the position where he ate the high-paying symbols.

Hi! I'm **AIKO**

And I'm **MANEKI-NEKO**

I'm the **SEA MONSTER**

SOTA SUMO here!

UKI UNICORN

Uki Unicorn converts up to 5 low-paying symbols into Wilds after eating a high-paying symbol and triggering further cascades. Uki Unicorn leaves the table after converting low-paying symbols to Wilds. If no low-paying symbols are present, Uki Unicorn will leave.

RESPINS FEATURE

When Customers eat a Scatter symbol, +3 Respins are triggered after all cascades have concluded. Multiple +3 Respins are retriggered by eating Scatters during the Respins Feature.

SUPER SAKE

Super Sakes appear with a total win multiplier up to 20x. Super Sakes fly off the reel onto the Chef's table. Multiple Super Sakes on the same spin add to the total win multiplier. During Respins, Super Sakes are sticky and remain on the Chef's table for the entire duration of the Respins.

SCATTER

When Customers eat a Scatter symbol, +3 Respins are awarded. Scatters are eaten when they land in front of a customer after all wins and cascades have concluded.

WILDS

Wilds substitute for all symbols excluding Scatter and Super Sake.

CHANGING BET

The Customers and Stars are linked to the bet value and saved with it. Each bet is saved separately. Whenever the bet is changed, Customers and Stars are reset. If the bet is changed to one that was already played with, Customers and Stars are restored together with that bet.

INFORMATION

Game ID EU (Stage and Production)	297
Game ID Asia Production	297
Game Resolution	16:9
Channels	Mobile and desktop
Volatility	Very high

WIN

Maximum win/bet	2000x bet

RTP

Total RTP	96%