

CHOLENT, THE GAME!™

FAQ v1.0

General

Q1: What does your hand consist of?

A: Your hand consists of your Gelt and Chevra cards. It does not include your Ingredient cards or your Secret Recipe card.

Q2: What exactly is the restriction on winning by receiving an ingredient through a Chevra card or Shuk card?

A: This means that a player cannot receive an ingredient from a Chevra card or Shuk card if that player has six ingredients.

Q3: Can more than one Gelt card be used to bid?

A: Yes, you can use any number of Gelt cards to bid.

Q4: Can more than one Chevra card be used to alter a bid?

A: Yes, you can use any number of cards to alter your bid.

Q5: How do Chevra cards function, exactly?

A: When a Chevra card is played, the effects are entirely resolved before another card can be played.

For example, if a player uses The Big Macher to make his "4" Gelt card worth 8, his opponent cannot then play The Epicure "before" The Big Macher was played in an attempt to make the total from The Big Macher's multiplication effect less.

Q6: What happens when a deck runs out?

A: Shuffle the discard pile and reuse it.

Q7: If a player draws the Shuk card that allows that player to "remove an ingredient from in front of another player," what happens to the removed Ingredient?

A: The chosen Ingredient is placed in the discard pile.



Chevra Cards

The Beggar — This makes it so instead of the highest bid winning, the lowest bid wins instead. Keep in mind, a bid of 0 is still considered a bid. Therefore, if multiple players bid 0, those players would be tied for the winning bid.

The Big Macher — This effects the current value of Gelt cards--not necessarily their original value. For example, if The Epicure is used on a "4" Gelt, making it worth two, the Big Macher will then multiply its current value (2) by two. The Big Macher can also be used to modify a Gelt card outside of bidding. (For example, when buying a Chevra card.)

The Bubby — If a player already has six ingredients, he cannot use The Bubby.

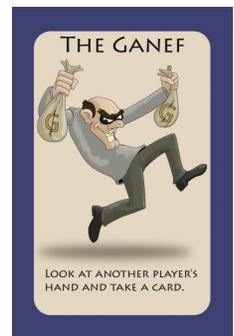
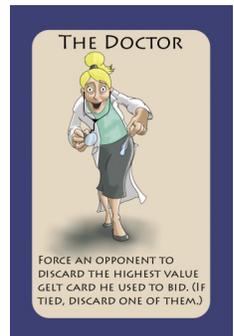
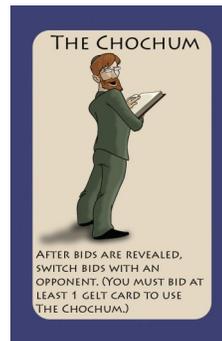
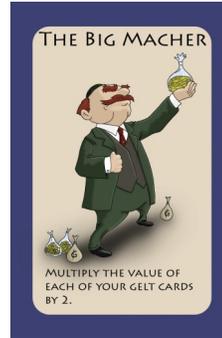
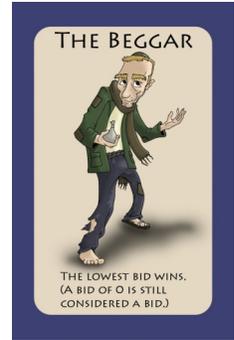
The Chochum — The Chochum allows a player to physically switch Gelt cards with another player (which also switches the players' current bids.)

The Doctor — The Doctor forces a player to discard a Gelt card that currently has the highest value on it.

The Epicure — This card can also be used to modify a Gelt card outside of bidding. For example, when purchasing Chevra cards.

The Ganef — This allows a player to look at another player's hand of Gelt and Chevra cards and take one of them for himself. He cannot take Ingredients or look at another player's recipe card with the Ganef, as these are not considered part of a player's hand.

The Golem — This returns all the Gelt cards an opponent used to bid to his hand, which reduces his bid to 0. The cards can still be used during that bidding round with appropriate Chevra cards.



The Matchmaker — This allows a player to add the value of another player's current bid to his—not the actual cards. For example, if I add your bid of 4 to my bid of 3, my current bid is 7—but yours is still 4.

The Merchant — This lets a player sell an Ingredient for four Gelt cards instead of the normal two.

The Meraglim —This cancels the effect of the Chevra card that was played last—even another Meraglim card. This is the only card that can cancel the effect of a Chevra card.

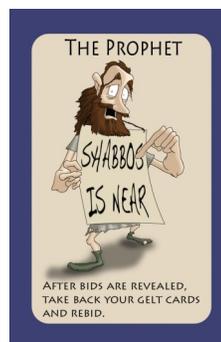
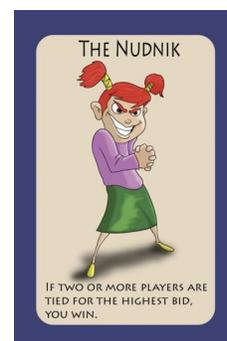
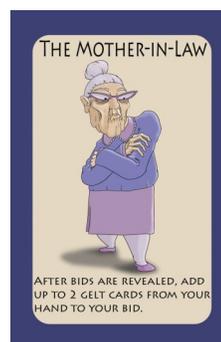
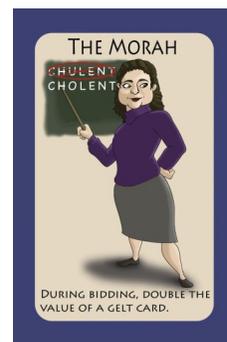
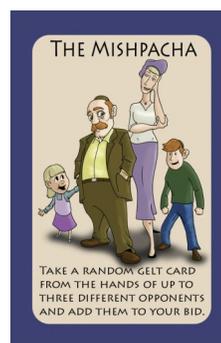
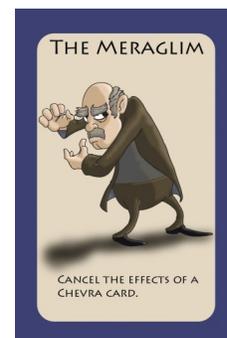
The Mishpacha — Only one Gelt card may be taken from each player.

The Morah — This affects the current value of Gelt cards, not necessarily the original value. The Morah can only be used during bidding.

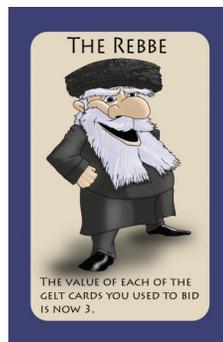
The Mother-in-Law — If a player wants to add two Gelt cards to his bid when he plays the Mother-in-Law, he must do so immediately. He cannot add one, then add an additional one after play continues. This is because the effects of Chevra cards are entirely resolved at time of play.

The Nudnik — The Nudnik only allows you to win when players are tied for the highest bid, not the winning bid. (For example, when used in conjunction with The Beggar, the Nudnik would have no effect.)

The Prophet — This allows a player to take his Gelt cards back into his hand “rebid” more, less or the same number of Gelt cards.



The Rebbe — This modifies all of a player's Gelt cards—even Gelt cards that are currently worth more than 3.



The Rebbetzin — This allows a player to keep whatever Gelt cards he used to bid, provided his current bid isn't higher than 4. (For example, if a player initially bids 12, but The Shepherd was used to make his bid 0, he can then play The Rebbetzin to take all of his Gelt cards back into his hand instead of discarding them.)



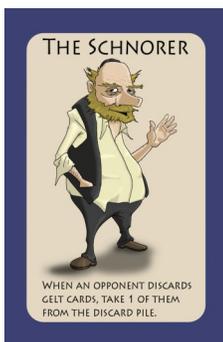
The Sabah — The Sabah adds 3 to a player's BID—not a player's Gelt card. Therefore, other Chevra cards that modify the values of Gelt cards cannot affect the additional Gelt from The Sabah.



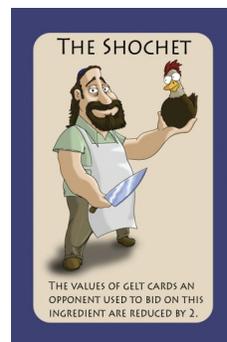
The Saftah — If a player receives an Ingredient card (either through successfully winning a bid or through other means) that player can play The Saftah to receive another one from the top of the Ingredient deck. If a player receives a Chevra card (either through purchasing one or through other means) that player can play The Saftah to receive another one from the top of the Chevra deck.



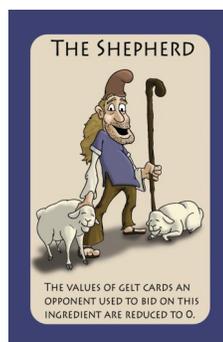
The Schnorer — Discarded Gelt cards includes Gelt that was used to buy Chevra cards. If a player takes a Gelt card with The Schnorer, it does not detract its value from its initial use.



The Schochet — This affects the current value of Gelt cards, not the original value.



The Shepherd — The Shepherd makes a player's current bid 0. However, that bid can be further modified from that point on by using more Chevra cards.



The Uncle — This allows a player to add two Gelt cards to his bid from the top of the Gelt deck (not the discard pile).

The Zadie — Once a Chevra card is put into the discard pile, the Zadie allows a player to take it into his hand. If a player takes a Chevra card with The Zadie, it does not void its initial use. (This is because Chevra cards are only discarded after their effects have been resolved.)

