



Ages 8+

2-5 Players

Think you make a mean cholent? Prove it! Be the first to complete your secret cholent recipe and you'll be the talk of the town!

OBJECTIVE

Be the first player to complete your recipe by collecting all the ingredients on your Recipe card.

COMPONENTS

Recipe cards—Each player gets one at the beginning of the game. Put it on the table in front of you and keep it secret! The first player to complete his recipe wins the game.

Ingredient cards—These are the ingredients you need to complete your recipe. They are Meat, Beans, Potatoes, Eggs and Spices. A Wild counts as any one ingredient.

Shuk cards—These are the vendors from whom you buy your cholent ingredients. Players draw one Shuk card on their turn and follow the instructions.

Gelt cards—These come in values ranging from 1 to 4. Gelt cards are primarily used for bidding on ingredients. (See "Bidding.")

Chevra cards—These are the people you meet in the shuk. They can help you complete your cholent. (See "Chevra cards")

SETUP

Before starting, separate the cards into the Shuk, Gelt, Ingredient and Chevra decks. Then shuffle each of the decks and place them face-down on the table. (Each deck will require a discard pile, so remember to leave some space.)

Next, deal a random Recipe card to each player. (Don't show anyone else your Recipe card.) Then deal four face-down Gelt cards and one Chevra card to each player. You're ready to begin!

GAMEPLAY

The youngest player begins by drawing a card from the top of the Shuk deck. He places the card face-up on the table and follows its instructions.



Every card in the Shuk deck has an Effect section and a Bidding section.

Effect: This is the immediate effect the Shuk card has. Follow the directions on the card.

Bidding: Bidding is the main way in which players receive the ingredients they need to complete their recipe. (See "Bidding.")



After bidding, the Shuk card is placed in a shuk discard pile. Then it's the next player's turn to draw a Shuk card.

Note: If a deck ever runs out, shuffle it and continue play.

BIDDING

The goal of Bidding is to **outbid** the other players for ingredients by using your Gelt cards. Here's how it works:

To start, draw Gelt cards equal to the number of ingredients being bid on. (For example, if a vendor has 3 ingredients, each player draws 3 Gelt cards.)

Next, flip over the ingredients themselves and lay them face-up. The ingredients are then bid upon one at a time in the order they were revealed.

(For example, if the ingredients revealed were Meat, Potatoes, and then Spices, players first bid on the Meat, then the Potatoes, and then the Spices.)

Bidding works as follows: Players **secretly** decide how many Gelt cards to use, in order to bid on the ingredient in question. There is no limit to how many Gelt cards may be used to bid on a single ingredient.

All players simultaneously reveal the Gelt cards they used to bid. The player with the highest total value wins the ingredient and places it face-up in front of him. *All the Gelt cards that were used to bid are then discarded.* Yup. Even if you didn't win.

Note: In the event of a tie, the player whose turn it is decides who gets the ingredient.

Note: If a player uses no Gelt cards to bid, it is considered a bid of 0. (Thus, Chevra cards can still affect the bid.)



CHEVRA CARDS

Chevra cards are used for one-time effects. They can be played **at any time**, and are discarded after use.

Chevra cards are **purchased** from the Chevra deck at the cost of three gelt per card. Chevra cards can be purchased by any player, even if it's not that player's turn.

Keep in mind, a good Cholent player will use his Chevra cards to increase the total value of his gelt!

TRADING IN INGREDIENTS

Players can trade in their ingredients **at any time**, even on another player's turn. The ingredient is discarded, and the player takes two Gelt cards.

WINNING THE GAME

The first player to complete his Cholent Recipe flips over his Recipe card and declares himself the winner. Victory dances are optional, but recommended.

Note: Sometimes, players receive ingredients through Chevra cards or Shuk cards. However, the game must be won by successfully winning an ingredient through bidding.



FAQ

Q: Can you buy a Chevra card at any time?

A: For the most part, yes. There is one exception: You **cannot** buy a Chevra card the moment after bids are revealed, but before the winner is decided.

Q: If I want to buy a Chevra card with a Gelt card that's worth 4, can I take change?

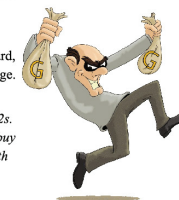
A: No. If you overspend on a Chevra card, you cannot take change.

Q: Let's say I have three Gelt cards, all 2s. My total is 6—can I buy two Chevra cards with this?

A: Yes.

Q: Can your bid be reduced below 0?

A: No.



Morah (Hebrew) – Female teacher

Nudnik (Yiddish) – Pest

Rebbe (Hebrew) – Rabbi

Rebbetzin (Hebrew) – Rabbi's wife

Sabah/Zadie (Hebrew/Yiddish) – Grandfather

Saftah/Bubby (Hebrew/Yiddish) – Grandmother

Schnorer (Yiddish) – Moocher

Shabbat (Hebrew) – Jewish day of rest, which lasts from sundown on Friday to sundown on Saturday

Shochet (Hebrew) – Ritual slaughterer

Shuk (Hebrew) – Market

CREDITS

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FAQ v1.0

General

Q1: What does your hand consist of?

A: Your hand consists of your Gelt and Chevre 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 Chevre card or Shuk card?

A: This means that a player cannot receive an ingredient from a Chevre 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 Chevre card be used to alter a bid?

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

Q5: How do Chevre cards function, exactly?

A: When a Chevre 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.



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 Chevre cards that modify the values of Gelt cards cannot affect the additional Gelt from The Sabah.

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

The Schnorer — Discarded Gelt cards includes Gelt that was used to buy Chevre 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 Chevre cards.



Chevre 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 Chevre card.)

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

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 Chevre cards.

The Ganef — This allows a player to look at another player's hand of Gelt and Chevre 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 Chevre 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 Chevre card is put into the discard pile, the Zadie allows a player to take it into his hand. If a player takes a Chevre card with The Zadie, it does not void its initial use. (This is because Chevre cards are only discarded after their effects have been resolved.)



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



Cholent Recipes

What's the only thing better than cholent?

More cholent!

Try these new recipes on Shabbos!

Avy's Spicy Moroccan Cholent

½-1 pound fertl-off (beef shank)
2 ribs celery, diced
2 large carrots, diced
1 small onion, diced
2 clove garlic, diced
1 small can chickpeas
1 small can whole potatoes
½ cup barley
½ tsp black pepper, freshly ground
½ tsp fennel seed, ground
½ tsp hot pepper sauce (1 tsp if you like it a little spicier)
½ tbsps ground mustard
3 bay leaves
25-30 oz chicken stock (fill pot until it just covers)

Directions:

- 1) Place fertl-off, carrots, celery, onion, and garlic in the bottom of your cholent pot.
- 2) Then add the rest of the ingredients.
- 3) Cook on low.
- 4) Remove bay leaves before serving the next day.

Kap's Cholent Supreme

½ cup of barley
1 cup of marinara sauce
1 pound fertl-off
½ pound of potatoes
½ pound of kishke
½ tsp black pepper
½ tsp cayenne pepper

Directions:

- 1) Put all the ingredients in the pot, make sure to add kishke last.
- 2) Add Water until the meat is covered.
- 3) Cook on low before serving the next day.