

CHOW'S 11

To play **Chow's 11** the base game **Wulong** is required.

Hire a team of experts to rig the game and keep the other players' teams in check. The aim of the game remains the same: the player who achieves to roll a Wulong (5 dragons in one go) or accumulates the biggest fortune at the end of the game wins.

CONTENTS: 54 cards, rules

SETUP

In addition to the usual setup of the base game **Wulong**

- Stack the 11 »**Mr. Fu's deal**«-cards face up next to the bank.
- Shuffle the remaining 43 action cards and stack them face down as a draw pile next to the bank.

DRAFTING THE STARTING HAND:

- **In the case of 3 to 5 players:** each player receives 6 action cards. Each player chooses one card and hands the remaining cards to the next player in a clockwise direction. Now, each player picks another card and passes the 4 remaining cards to the next player. Repeat this process until each player has chosen 5 action cards. Discard the remaining cards face down (= discard pile).
- **In the case of 2 players:** both players receive 10 action cards. Each player chooses one card and discards another card face down (= discard pile). Then the remaining 8 cards are passed to the other player. Repeat this process until both players have chosen 5 action cards. Discard the remaining cards face down.
- The hand is limited to 5 cards throughout the entire game.

SYMBOLS ON THE ACTION CARDS

There are two different types of symbols on the action cards, defining a) when to play the action card and b) who can play the action card.

a) When to play the action card

-  May only be played during a **betting round** (the dice are not yet revealed).
-  May only be played during the **first betting round** of a turn (the dice are not yet revealed).
-  May only be played during a **revealing-the-dice** phase.
-  May only be played as an **immediate reaction** to an action card played by another player.



May only be played in between two turns. There are no active or passive players in this time frame. Cards with this symbol can be played by all players.

b) Who can play the action card



May only be played by the **active player**.



May only be played by **passive players**.



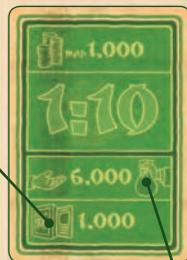
May be played by **all players**.

PLAYING THE CARDS:

- The symbols on the action cards must be respected. Cards played in the wrong circumstances are not resolved but must remain on the table.
- Each player may play as many action cards as he likes.
- Speed is important: the card played first takes priority. However, blocking cards like »**Fred the Fist**« or »**Detective No Go**« always take priority.
- All cards played (including blocked cards) must remain on the table until they are discarded at the end of the turn.
- Action cards may not be sold, swapped or simply given to another player.

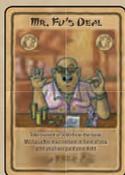
BUYING NEW ACTION CARDS:

New crew members can be hired every time a safe is closed. The current all-in card indicates the cost for each action card. You may draw (buy) as many action cards as you like. Remember to discard all cards exceeding your hand's limit of 5 cards before the next player's turn begins.



SHORT OF CASH?

MR. FU'S DEAL (3x)



May only be resolved in between two turns. Draw a »**Mr. Fu's Deal**« card and place it face up in front of you onto the table to get a loan of 5,000 from the bank. The card remains there until you have paid your debt (the latest by the end of the game).

The all-in/game-over card indicates the **repayment conditions**. Every player may draw as many »**Mr. Fu's Deal**« cards as he likes.

THE ACTION CARDS

CRAZY CHOW (3x)



May only be played by passive players during a betting round.
May only be blocked with »Fred the Fist« by the attacked player. If »Crazy Chow« wins, you collect the betting profit and the bet. If he loses his wager, place his bet onto the top safe card.

JIN JIN (3x)



May only be played by passive players during a revealing-the-dice phase. If the active player has rolled no scoring dice, »Jin Jin« has no effect.
May only be blocked with »Fred the Fist« by the active player.

CHUN-LEE (3x)



May only be played during a betting round by all players. Can also be targeted on »Crazy Chow« or »Johnny Cash«.
May only be blocked with »Fred the Fist« by the attacked player (respectively the player who played »Crazy Chow« / »Johnny Cash«).

MR. FU'S VETO (3x)



May only be played by passive players during a betting round.
The effect of »Mr Fu's Veto« cannot be canceled/blocked with the effect of »Jin Jin«.
May only be blocked with »Fred the Fist« by the active player.

FRED THE FIST (3x)



To block any red or green action card attacking him (or one of his played action cards) or to block any blue action card, every player may play »Fred the Fist« as an immediate reaction.
May only be blocked/canceled with another »Fred the Fist« card by your opponent (any player not involved must stay out of your business).

CHANG THE CROUPIER (4x)



May only be played by passive players during a betting round.
Transfer your entire bet to the new betting card.
Can be blocked with »Fred the Fist« or »Detective No Go« by all other players.

DICE MASTER YIN (4x)



May only be played during the revealing-the-dice phase by all players.
Can be blocked with »Fred the Fist« or »Detective No Go« by all other players.

WANG THE KING (4x)



May only be played by the active player during a betting round. Re-roll the dice before revealing them to the other players.
Can be blocked with »Fred the Fist« or »Detective No Go« by all other players.

DETECTIVE NO GO (4x)



To block any blue action card every player may play »Detective No Go« as an immediate reaction.
The active player has to restart his entire turn without scoring the current results.
All action cards already played are discarded.
»No Go« cannot be blocked.

LUCY THE BAR MANAGER (4x)



May only be played in the limbo between two turns by all players.
Search through the discard pile and pick one action card.
»Lucy« cannot be blocked.

JOHNNY CASH (3x)



May only be played during the first betting round of a turn by every passive player.
»Johnny's« all-in bet is not limited: place all your chips onto your betting card.
»Johnny« cannot be blocked.

Game design: Anselm Ostertag, Philipp Wetzel
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