




Gang

4 players · 30 min

Based on *Gang of Four*, a game by **Lee F. Yih**

Illustrations & design by **Elliott Riva**



Before each round

Shuffle and deal 16 cards face-down to each player.

If this is not the first round, the player who lost the previous round must give their best card to the winner of the previous round. In exchange, the winner must give a card of their choice to the loser. This exchange is made face-up, so that all players are aware of the cards exchanged.

Playing a round

At the start of the first round, the player with the multicolored 1 begins the game. Their first combination must contain the multicolored 1.

In subsequent rounds, the winner of the previous round begins, playing the card or combination of cards of their choice.

In turn, each player places a combination of cards on the table.

This combination must:


- Contain the same number of cards as the previous player's combination
- Be of higher value than the previous combination

If a player can't or doesn't want to play a combination, they say “pass”, and it's then the next player's turn to play a combination or pass.

If, after a player has played a combination, all the other players have passed, then that player may play a new combination, with the number of cards and value of their choice.

The round continues until one of the players plays their last card. The round then ends immediately, and each player's points are counted (see “Counting points”). The players then move on to the next round, and so on until the game ends (see “End of game”).

The combinations



Single	1 card
Pair	2 cards of the same numerical value
Triplet	3 cards of the same numerical value
.....	
Straight	5 cards of consecutive numerical values
Flush	5 cards of the same color, regardless of numerical value
Full House	5 cards of which 1 triplet and 1 pair (triplet determines value)
Straight Flush	5 cards of the same color of consecutive numerical values
.....	
Gang	4 or more cards of the same numerical value

A combination of cards is of higher value than the previous one if:

- The numerical value of the cards played is higher ($1 < 2 < \dots < 10 < P < D$)
- The numerical value is the same, but the color is stronger (green < yellow < red)
- It is a stronger 5-card combination (straight < flush < full house < straight flush)
- It is a Gang (see “The Gang”)

The Gang

A Gang beats all other card combinations and can be played on combinations that don't have the same number of cards. For example, you could play a Gang of Four (a Gang with 4 cards) to beat a straight flush. A Gang can be beaten by another Gang if the numerical value of the cards is higher, or if it's a Gang with a greater number of cards (a 5-card Gang always beats a 4-card Gang).

Counting points

A round ends when one of the players plays their last card. The other players then count the number of cards remaining in their hand to determine how many points they earn, the aim being to have as few as possible.

1 to 7 cards	1 point per remaining card
8 to 10 cards	2 points per remaining card
11 to 13 cards	3 points per remaining card
14 to 15 cards	4 points per remaining card
16 cards	5 points per remaining card (80 points)

The loser of the round is the player with the most cards left in their hand. In the event of a tie, the player with the strongest card is the loser. The loser must give their best card to the winner at the start of the next round (see “Before each round”).

End of game

When a player reaches 100 points or more, the game ends. The player with the lowest score is declared the winner.

Rule details

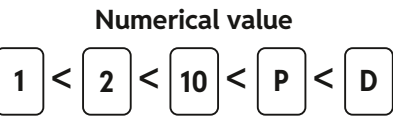
When a player has **only one card left** in their hand, they must signal it by saying “Card!”. If they forget, they are forbidden to play their last card for the remainder of the current round. A player may ask another player how many cards they still have in hand at any time.

The Dragon is the strongest card in the game, but it can only be played alone.

The Phoenixes can be played alone or in a pair (it is the strongest pair in the game) or in a full house (as the pair in the full house), but they cannot be played in a straight, flush or straight flush.

The multicolored 1 is the strongest of all 1s and can therefore be played over a red 1. When played in a flush or straight flush, you choose its color.

The **direction of play** changes each round. The first round is played counterclockwise.



5-card combinations
straight < flush < full house < straight flush

The Gang can be played over any combination.

Any combination < Gang

