

8 Players

Game materials needed from this expansion:

- Four 7-star chips (white, yellow, orange, red) 
- Four 8-star chips (white, yellow, orange, red) 
- Two exit chips (red) 

VARIANT Mastermind Mode for eight players:

Use only one exit chip.

7 Players

Game materials needed from this expansion:

- Four 7-star chips (white, yellow, orange, red) 
- One exit chip (red) 

VARIANT Mastermind Mode for seven players:

Play without exit chips.

Easier variant for 5-6 players

Since *The Gang* is relatively difficult with five or six players, the exit chips can also be used to make the game easier.

Simply add one exit chip to the game when playing with five or six players.

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More Players

Expansion for 7-10 players

This expansion allows you to play *The Gang* with up to ten players. You can also use the included **exit chips** in order to make a game with five or six players a little easier.

This expansion is only playable with *The Gang* base game.



GAME MATERIALS

16 Chips



3 Exit chips



The rules of the base game apply with the following changes based on the number of players. **First read the rules for a game with ten players.** Then check how many chips you need for the number of players you have:

10 PLAYERS

Game materials needed from this expansion:

- Eight 0-star chips (2 white, 2 yellow, 2 orange, 2 red)



- Four 7-star chips (white, yellow, orange, red)



- Four 8-star chips (white, yellow, orange, red)



- Three exit chips (red)



GAME PLAY

In each of the four rounds, add the chips of the **relevant color (two 0-star chips, one 7-star chip, and one 8-star chip)**. The **three exit chips** are only used in **Round 4**.

The rounds are played as usual: Players take chips in each of four rounds, and then proceed to the showdown.

The **two 0-star chips** rank below the 1-star chips. That means that during the showdown, the hands with the 0-star chips must be weaker than the hand with the 1-star chip. It doesn't matter if one of the 0-star hands is stronger than the other one, the important thing is

that both of the hands with the red 0-star chips are weaker than the hand with the 1-star chip.

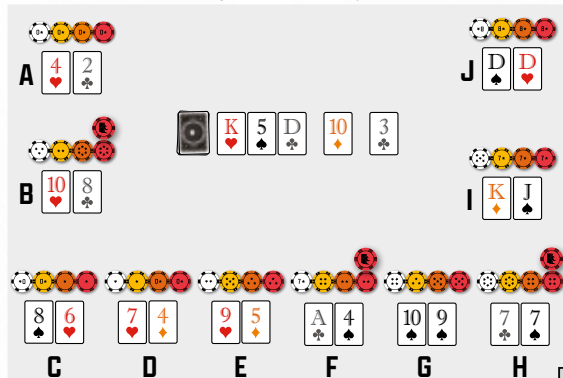
In **Round 4**, you will take the red chips (0 to 8 stars).

In addition, three of you must take an **exit chip**. Exit chips may be taken and traded exactly the same way as star chips during the round.

Round 4 ends when all star chips **and** all exit chips have been taken from the center of the table.

The players who have exit chips do not take part in the showdown. That means you do not need to check whether their star chips are in the correct order.

Example: Showdown in a game with 10 players



Players A and D have each taken a 0-star chip. Their hands are both weaker than Player C's hand with the 1-star chip — the order is therefore correct.

Players B, F, and H have each taken an exit chip. Player B took the 6-star chip and the showdown reveals that they have a weaker hand than player G with 5-star chip. This doesn't matter, though, because Player B's exit chip means that they are not included in the showdown evaluation.

VARIANT: Mastermind Mode for 10 players:

Use only two exit chips.

VARIANT: Mega Mastermind Mode for 10 players:

Use only one exit chip.

9 Players

Game materials needed from this expansion:

- Four 0-star chips
(white, yellow, orange, red)



- Four 7-star chips (white, yellow, orange, red)



- Four 8-star chips (white, yellow, orange, red)



- Two exit chips (red)



VARIANT: Mastermind Mode for nine players:

Use only one exit chip.