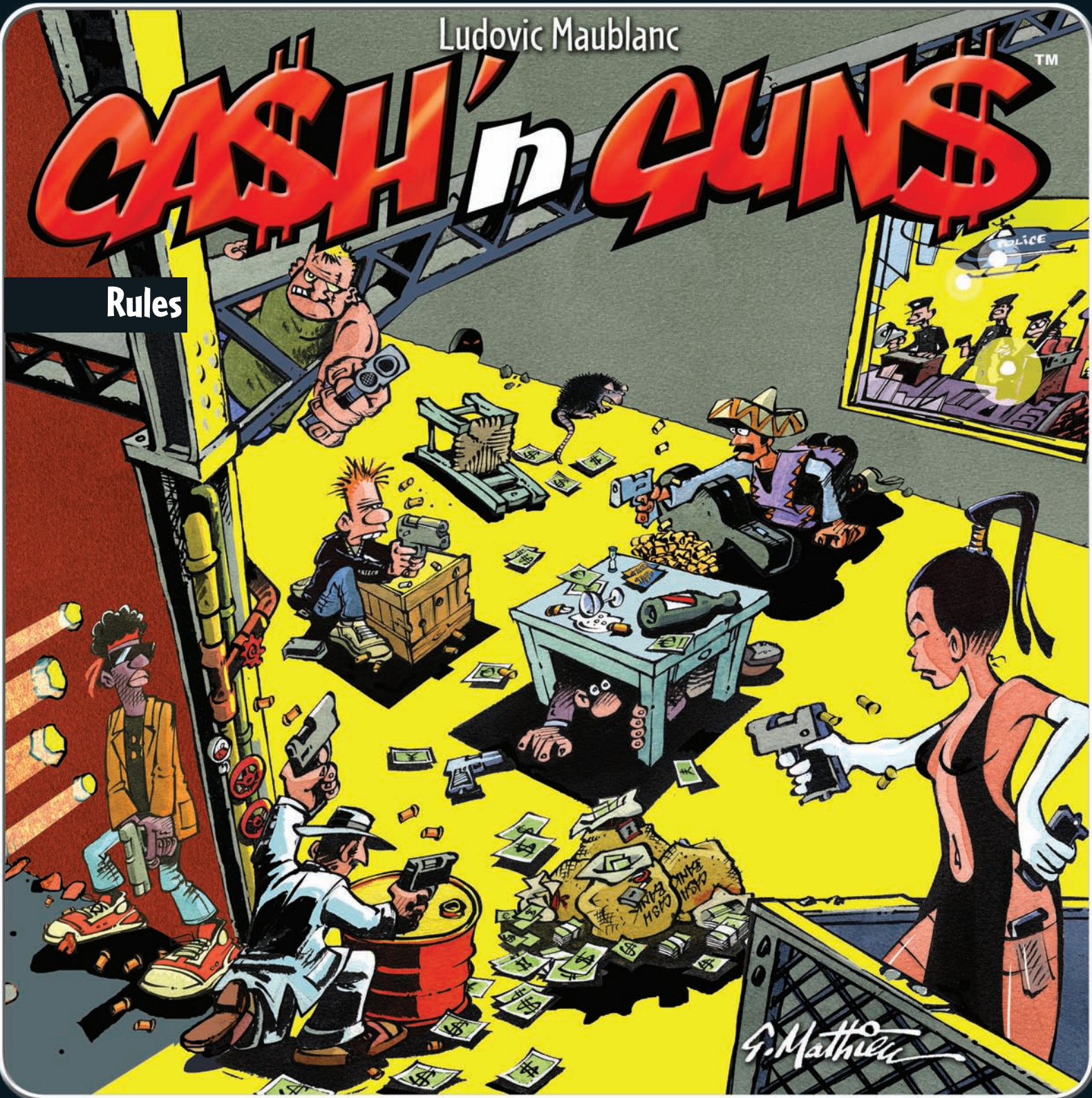


Ludovic Maublanc

CASH 'n GUNS™

Rules



G. Mathieu

CASH 'n GUNS™

The Rules

A Ludovic Maublanc game for 4 to 6 players of 10 years and above.

In an abandoned warehouse, a band of gangsters is splitting their latest haul... but they can't come to an agreement on the split. It's time to let the guns do the talking, and soon everyone is aiming at everyone.

Material

First game

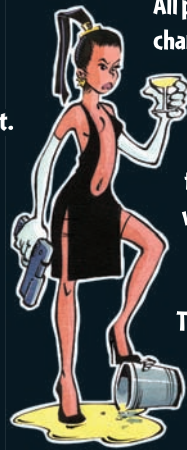
- 6 foam guns.
- 6 sets of 8 Bullet cards: there is a set for each player, each of them containing 5 "Click Click Click" cards, 2 "Bang!" and 1 "Bang! Bang! Bang!".
- 1 Quick Reference card.
- 14 Wound markers.
- 14 Shame markers: these markers have two sides: a "normal" side and one with a "flashing light" used in the version with the undercover cop.
- 40 Banknotes: fifteen \$5,000, fifteen \$10,000 and ten \$20,000 banknotes
- 6 Characters to be fixed on their bases to hold them upright. There are 2 bases per character.
- These rules.

Basic rules

- 10 Super Power cards.

Advanced rules: A cop in the Mafia

- 3 Telephone switchboard cards: 2 Busy and 1 Reinforcements Sent.
- 6 Secret role cards: 5 Gangsters and 1 undercover cop.
- 1 Telephone card with a side "telephone used".



First game:

Setup

In this version of the game, none of the Super Power, Secret Role, or Telephone cards will be used. In addition there is no distinction between the 2 sides of the Shame markers.

Each player takes a gun, his character and the 8 corresponding Bullet cards. Each player places his character standing in front of him.

The banknotes are shuffled and piled up face down on the center of the table. The Shame and Wound markers are put within reach.

The most experienced person or the one who knows the game best takes the Quick Reference card: he will be the **Godfather**. He is in charge of the follow-up of the various phases and makes sure that the splits are correctly done.

The game

The game is played in 8 rounds. Each of them follows the same 7 phase pattern. The winner is the richest player still alive after the 8th round.

A round

Each round is divided into **7 phases**.

Phase 1 -> 5 banknotes are revealed face up on the table.

At the beginning of each round, 5 new banknotes are put face up on the center of the table.

The non-distributed banknotes from previous rounds are kept on the table, which means that more than 5 banknotes can be available for a split.

All players still alive are back in the game, and their characters are put back upright.



Phase 2 -> Each player chooses one of his Bullet cards

Each player chooses secretly one of his unused Bullet cards and puts it face down on the right hand side of his character. Note that all the cards will be used once and only once!

Phase 3 -> On 3, each player aims at someone else

The **Godfather** (see setup) counts up to 3... At 3, all players must simultaneously aim at another player. If a player is too slow - hesitating or trying to find out who is aiming who first - his bullet will be considered lost.

Phase 4 -> Banzai! : players can withdraw

Each player can decide to give up his share, lay down his gun and hide under the table. Once the negotiations and intimidations are finished, the **Godfather** counts again up to 3. On 3, all the players who wish to give up lay their characters face down and are out for this round.

The others simultaneously shout "Banzai!" or any other war cry to prove that they have the guts and that they do not fear bullets!

Note: each player must decide to withdraw before knowing the reaction of the others. If he is too slow, he will be considered to be remaining in the round.

It is legal to withdraw, even if you are not targeted.

A player who withdraws lays down his character, puts his gun on the table, picks up a shame token, and discards his played bullet card face down.



The players who are aiming at a player who is lying down, put their gun on table and discard their played bullet card face down.

Indeed, a famous unwritten (well, we just wrote it down now) gangster rule is to never shoot a gangster who gives up his share.



Phase 5 -> Bang! Bang! Bang!

The players who are still aiming at somebody and who played a "Bang! Bang! Bang!" card must reveal it now.

The targeted player is wounded; he lays down his character, takes a Wound marker and discards his Bullet card face

down. Surprised by this fast attack, he does not have the opportunity to shoot back.

Note, all the "Bang! Bang! Bang!" are simultaneous. Two gangsters who aimed each other with a "Bang! Bang! Bang!" will both be wounded.

The played "Bang! Bang! Bang!" cards are discarded.



Phase 6 -> Play Remaining Cards (Bang! and Click Click Click).

The standing players who did not shoot yet reveal their card.

If it is a "Click Click Click", nothing happens. There was no bullet in the gun. "It was just business, nothing personal!"

If it is a "Bang!", the aimed player takes a Wound marker and lays down his character.



Like in phase 5, the shooting takes place simultaneously. Two gangsters who aimed at each other with a "Bang!" will both be wounded.

A player aimed at by several cards takes a Wound marker for each "Bang". Worse, a player wounded in phase 5 by a "Bang! Bang!

Bang!" can still be wounded in phase 6. Only the gangsters who gave up their share in phase 4 are sure not to be wounded.

The played cards are discarded.

Phase 7 -> Split the loot

Only the players whose character is still standing (i.e. those who did not give up their share in phase 4, and who were not wounded in phase 5 and 6) take part in the split. The loot must be distributed in equal parts between all remaining players.

The amount of money must be distributed absolutely equitable way. The players keep their banknotes face down in front of them.

Note that you can't get change, you can only distribute the banknotes that are on the table. If there are several possible combinations, the largest banknotes should be handed out first.

In fact, the fewer people there are remaining for the split, the more money survivors can get and the more likely a split is possible. It can happen that, when too many players are still around, the loot cannot be shared and all the money remains on the table.

For example: There are 5 banknotes on the table: 1 of 20,000\$, 2 of 10,000\$ and 2 of 5,000\$.

If there are 3 players remaining in this round, each of them will receive \$10,000 (the first two a \$10,000 banknote, the third one the two \$5,000 banknotes.

The \$20,000 one cannot be handed out since it would lead to an unequal split and therefore remains on the table.

If there are 5 players, no split is possible, since no change is allowed on the \$20,000 banknote! They cannot get the expected \$10,000 each and all 5 banknotes remain on the table.

Once the split is done, banknotes which could not be handed out remain on the table.

They will be part of the next loot with the 5 new banknotes that will be added in the next round.

Wounds and elimination of a player

Each time a player is hit by a bullet, he takes a Wound marker. Once a player receives his **third marker**, he is **out of the game**. His money is lost and put back in the box.

Note: it is possible to take **several wounds during the same round!** Indeed, the gangsters' ethics does not stop them from shooting on wounded opponents. It is therefore sometimes wiser for a gangster to forget about the money and withdraw from the round when aimed by several guns. Shame on him, but it's better to be poor and alive than rich and dead.

*For example: **El Toro** is aimed at by three different players: Lotus, Mr. Black and Huggy. Igor, is aimed at by Tino.*

During phase 4, only Igor withdraws, he discards his card, lays down his character and takes a Shame marker (Boo!). No luck for Tino who has put a "Bang!", his card is discarded face down: remember, no gangster shoots a gangster who gives up his share.

During phase 5, Lotus played a "Bang! Bang! Bang! ". **El Toro** takes a wound marker, he discards his card and lays down his character.

*During phase 6, Mr. Black and Huggy show their cards and – surprise, surprise! – they both played a "Bang! ". **El Toro** just received 3 Bullets in the same round! Being wounded 3 times, he is immediately out of the game... The moral of the story is that it is wise to withdraw when dealing with trigger-happy people!*

Ending / winning the game:

The game ends at the end of the 8th round.

The players who were killed have lost; the ones still alive count their money. Note! Each Shame marker costs its owner \$5,000!

The richest player still alive wins! If there is a draw, the player with the fewest Shame markers wins. If there is still a draw, it is the player with the most wounds who wins.

The game also ends when there is only one player remaining alive. He is the winner.

The game also comes to an end when, at the end of a round, there is nobody remaining alive. In this case, there is no winner.



Basic Rules

"The Super Powers"

Now that you gained some experience from the previous robberies, you became stronger and got a Super Power... but unfortunately, the others did too...

Material

Add the 10 Super Power cards to the material used for the base game. It's the same setup as for the base game. Just let each player draw one of the Super Power card, which they will keep secret for the moment.

For your first game, just use the Super Powers #1 through #6.

The game



You play the same way as in the base game.

When you wish to use your super Power, describe it clearly and show your card. The game stops while you describe your power to the others, and you apply it.

You can find hereafter the description of each Power.

10 Super Power cards



1. "6 feet under": As a shareholder of the undertakers, you'll get, at the end of the game, \$10,000 for each killed gangster.

Reveal your Power at the end of the game. You get \$10,000 for each character killed during the game.

Tactical advice: try to make trouble in the group, aim at people who already have 1 or 2 wounds.

2. "The Unbreakable": You are only killed when you receive your 4th wound.



Reveal your Power when you get your 3rd wound. You're not dead yet, they need to shoot you once more.

Tactical advice: do not withdraw too often, since you can survive to one more bullet.

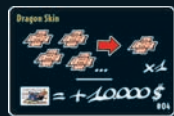
3. "You don't need it anymore...": You can take the gun and Bullet cards from the first person who is out of the game. Reveal this card as soon as a player is out of the game. You get his gun and remaining Bullet cards. You can



now play with both guns and 2 decks of cards, one deck for each hand. You play two cards per round and can aim at two different players (or the same one with both weapons).

Tactical advice: As soon as a gangster is wounded, try to have him killed! But be careful, with 2 guns in your hand, you will soon become the man to kill!

Note: if several gangsters die in the same phase, you can decide from which one you take the gun and Bullet cards.



4. "Dragon Skin": Reveal this card when you are hit by several bullets in the same round. You will only receive one wound regardless of the number of bullets reaching you in phase 5 and 6 of this round. This power can only be used once.

If you don't use this card during the game, you will receive \$10,000 at the end of the game.

Tactical advice: you shouldn't be afraid of having several people aim at you



5. "The Insane": It's so funny, you've just found a grenade in your pocket. If somebody shoots at you after you have revealed it, your wound will hurt you so much that you let the grenade fall on the table, anybody still standing upright will be wounded by its explosion.

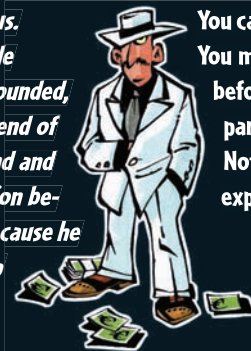
Reveal this card during one of the first 3 phases of a round. Show everybody that you are holding a grenade. At the end of the phase in which you receive your next wound all the players still standing (i.e. who did not withdraw, or were not wounded yet) also take a wound marker. The round is over since everybody is lying under the table or wounded. You only have one grenade
Tactical Advice : Do not reveal your grenade too early... It's more efficient when your opponents are already wounded, they are more likely not to shoot you!

For example: During phase 1 Tino reveals that he's the insane guy who came with a grenade!

Phase 3: Tino is aimed at by Lotus and El Toro. Huggy aims at Lotus.

Phase 4: Mr. Black lays down fearing that the grenade will explode

Phase 5: Lotus reveals her "Bang! Bang! Bang!" card, Tino is wounded, he takes a Wound marker and lays down his character. It's the end of phase 5. Since Tino is wounded, the grenade slips out of his hand and explodes, Lotus, El Toro and Huggy are wounded by the explosion because they are still standing. Mr. Black does not take a wound because he is lying down. The round is over: phase 6 and 7 (and 8 in the "a cop in the Mafia" version) are skipped. El Toro and Huggy's cards are discarded and a new round begins.



6. "The Kid": You can choose your target after all the other players. This card can be revealed in any round before phase 3. You can decide who to aim at after the other players in phase 3 of this and any following round.

The kid has to make his decision before The Cunning (if he's in the game).



7. "The Cunning": You can choose your Bullet card at the end of phase 3

This card can be revealed in any round before phase 3. You can choose your bullet card at the end of phase 3 when you see who is aiming at who.

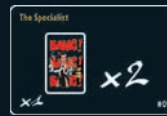
The cunning waits until The Kid's decision (if The Kid is in the game) before making his selection.



8. "Super Coward": At the end of the game, each Shame marker grants you \$5,000.

Reveal your Power at the end of the game and earn \$5,000 per shame marker you collected!

Tactical Advice : You can't win if you withdraw in every round, but you can lay down without feeling remorse when the loot is small!



9. "The Specialist": You can use your "Bang! Bang! Bang!" card twice in the game.

You must reveal this card at the end of the phase where you played your "Bang! Bang! Bang!" card. Take it back, and discard one of your unused Bullet cards instead. Of course, you can only use this once.

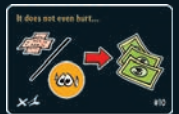
Tactical Advice: you have one bullet more than all others, and it's a "Bang! Bang! Bang!"! Use it to surprise your opponents when they expect it least.

10. "It does not even hurt!": You can take part of the split even if you withdrew or you were wounded in this round.

You can use this power only once.

You must reveal this card at the beginning of phase 7, before the loot is split. You put your character back upright and you take part of the split.

Note: this power does not work during the round in which the grenade explodes.



Ending / winning the game:

Just like in the first game rules, the game ends at the end of the 8th round or when there is only one player left alive. "The Super Coward" and "6 Feet Under" reveal themselves – if they are in the game.

The players who are still alive count their money and deduct \$5,000 for each Shame marker they received (except for the super coward, who adds \$5,000 per shame marker). "6 Feet Under" adds up \$10,000 per character killed during the game.

The winner is the richest player still alive.

Advanced rules: "A cop in the Mafia"

(5-6 players only)

Once again you have made a new robbery. As usual, everything went well until the split of the loot. But this time you have an additional problem. You have been told that one of the gangsters is actually an undercover cop!

Material:

Start with the standard setup. In addition to the base game, take the 3 Telephone Switchboard cards, the 6 Secret Role cards and the Telephone card.



Note: It is also possible to play this game with the advanced rules by taking the Super Power cards.

Then take as many Role cards as there are players, but the cop card must be included. Each player draws a card, looks at it and puts it face down under his character. It will only be revealed at the end of the game. Since there are as many cards as players, one of them is the cop!



The Telephone card is placed at the center of the table within reach.



The 3 Telephone Switchboard cards are piled up, face down at the center of the table. The "Reinforcements Sent" card (#3) must be placed at the bottom of the pile.

The Shame markers are all turned with the orange "Coward" side up.

The Game:

The mission of the cop is to call for reinforcements before the end of the 6th round and to remain alive to testify at the trial. If the cop can't manage to call for reinforcements, he can only win if he is the only player still alive.

If the cop does not win, then it's the richest gangster still alive who wins the game.

Note: in this alternative version, the gameplay is very different, since all players are forced to talk and negotiate to find out and kill the cop to avoid going to jail.

In addition to the base game, there is a new phase at the end of the first 6 rounds: the telephone.

Phase 8 -> The Telephone:

Once the split is done, the players who took part in it pass the Telephone card to each other. The **Godfather** – or if he's not part of the split, his nearest neighbour – takes the phone card with the "Telephone not used" side up and passes it under the table to the next player who was part of the split, and so on. While the card is passed from hand to hand under the table, the cop (and only him) can secretly turn the card to show that he has used the phone. Once the card reaches the last player in the round, it is put back on the table. If the upper side shows "Telephone used" it means that the cop has called the police.

Note: only the cop is entitled to turn the card, and only if he wishes to!!!

Telephone used:

If the telephone has been used, the first card of the "telephone switchboard" deck is put face up on the table.

Once the third card is revealed, the police have been alerted and the reinforcements are on their way:

If the cop remains alive until the end of the game, he wins! But, from that time on, he can only withdraw once from a round for

the rest of the game.

The Shame markers from the stock are now turned to show the "flashing light". This will allow players to easily identify who withdrew after the police has been called.

Note: the number of times the cop withdrew before the reinforcements were on their way is not relevant.

Remember: the reinforcements must be on their way by the end of the 6th round at the latest; otherwise they won't have enough time to come!



For example: We are in phase 8 of the second round. The split has been done between El Toro, Lotus and Mr. Black (their characters are still standing). Tino and Huggy are lying down. The godfather (Tino) takes the Telephone card with the "Telephone not used" side up and gives it to El Toro. El Toro takes the card and hides it under the table. He is a gangster and passes it to Lotus. She is also a gangster and passes it to Mr. Black. He is the undercover cop. He decides to turn it to call the police. Since Mr Black was the last player who took part of the split, he puts the card back on the table... and, surprise!, the phone has been used. The top card of the telephone switch board is turned and put beside the deck. You can feel the tension now and see suspicious looks. El Toro, Lotus and Mr. Black are trying to claim their innocence: but we now know that the cop is one of them. Good for Tino and Huggy: they were not part of the split and are cleared.

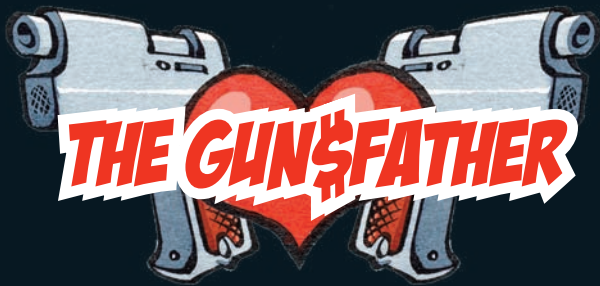
Ending / winning the game:

The game ends at the end of the 8th round or earlier if there is only one survivor left (he is the winner in this case).

If the police has been alerted on time, and the cop survived with no or only one Shame marker with a flashing light (he only withdrew once since the reinforcements were on their way); he wins!

If not, the winner is the richest gangster still alive. Don't forget to pay \$5,000 from your part of the loot for any of your Shame markers whatever side is shown.

Game from 9 to 12 players



Warning!!

This version of CA\$H'n GUN\$ requires all players to have a good understanding of the basic game. We suggest appointing a moderator the first time you play using this variant.

Material:

2 copies of CA\$H'n GUN\$

The Game:

To be on the team that leaves with the largest stash.

Setup:

Mix the banknotes from both boxes facedown. Form 8 piles of 10 banknotes and place them in the center of the table. Take the shame tokens and wound markers from both boxes and place them within reach. Randomly select teams of 3 players. The members of each team choose who will be the godfather – the boss of their family. The other two team members will be the boss's bodyguards.

Team 1: El Presidente and his toughs –Vodka and Borsht (El Toro, 2 X Igor).

Team 2: Little Capone and the brothers Black - John and Quentin (Tino, 2x Mr.Black).

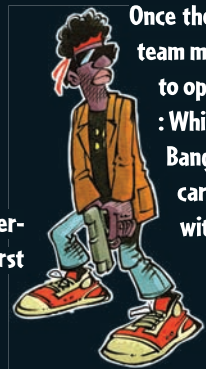
Team 3: El Seducator and his twin killers (El Toro, 2x Lotus).

Team 4: Tino and The Wailers (Tino, 2x Huggy).

As in the basic game, each player takes his character, bullet cards, and gun. Take the Super Power cards of one set and add the following Super Power cards from the second set: the #1; the #2; the #4; # 8; #9 and the #10 (you can add # 11, the Shotgun, if you have it). This makes a deck of 16 cards (or 17 if you have the shotgun). Give the maximum cards (5, 4 or 3) to each team according to your number of players and cards. The players of the each team decide jointly how to split the Super Power cards among themselves. Each player must have one and only one super power. If the players are not able to agree, the godfather makes the final decision. As in the base game, all super power cards are kept hidden until used.

Once the super powers have been worked out, the two bodyguards of each team may freely exchange bullet cards. Thus, they can tune their card decks to optimize their strategy in concert with their super powers. For example : White Lotus takes 4 Bang and 4 Click cards, and Black Lotus takes 2 Bang, Bang, Bang ! and 6 Click cards. Each Bodyguard must have eight bullet cards. The members of each team sit next to one another at the table, with the godfather sitting between the two bodyguards.

Now you're ready to start the party !



Gameplay:

The game plays the same as the base game with some exceptions:

Phase 1 -> Turn over one of the eight piles of banknotes in the center of the table.

Phase 2 -> Each player chooses his or her action card through discussion with the other members of their team. Through discussion, players jointly decide their strategy and their future targets.

Phase 3 & 4 -> no change

Phase 5 & 6 -> Protection of the godfather : When the bullet cards are revealed, if the godfather would be shot, one of his bodyguards can decide to protect the godfather and take the bullet(s) instead. If the bodyguard opts to protect the godfather, all guns pointed at the godfather are now directed to the bodyguard, and the godfather takes a shame token. In order to step in to protect the godfather, a bodyguard may not have bowed out! All guns pointed at the bodyguard remain pointed at him. In the event a bodyguard protects the godfather and there are both Bang! Bang! Bang! and Bang! cards pointed at him, the bodyguard is hit by the Bang! Bang! Bang! in phase 5 and the godfather is unprotected during phase 6. The godfather cannot be protected against the grenade.

Phase 7 -> The money is divided among any players still standing just as in the base game. However, once the money is collected, it is placed face down in front of the godfather of each team and shared by all three players.

Ending / winning the game.

The party's over after the conclusion of the eighth round of play. Each team tallies up their loot and pays any funeral costs for dead team members. As in the base game, players discard \$5,000 for each shame token in front of them (if they are still alive). A player who has the Super Coward special power card gains \$5,000 per shame token in front of him. Also, players with the 6 feet under special power collect \$10,000 for each other player who has been taken out - players on their own team do not count!

Finally, dead players are buried. Teams pay \$20,000 in funeral expenses to bury a dead bodyguard, and \$50,000 to bury a dead godfather. **The team left with the most money wins!** Those who are dead enjoy the victory posthumously. In the event of a tie, the team with the most players left standing wins. If there is still a tie, the team with the fewest shame tokens wins.



Ca\$h'n Gun\$ is a game from Repos Production Tel. +32477.25.45.18
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Ca\$h'n Gun\$ is published in homage to Ludodélire. Use it well !!

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Yakuza is the new expansion for Ca\$h'n Gun\$: more characters and new foam weapons will pull you deeper into the Japanese underworld.

The game contains **7 foam weapons**, rules to play in teams (up to 9 players) with **Yakuza** as well as a special expansion for people who have balls of steel!

Note: The US version contains orange weapons.



From the **same designer**: discover **Good Question!** For once, you don't need to know the answers....

A dose of pure, concentrated joy, Good question is a general culture game where no player needs to have Einstein's brains or to be particularly cultured. A bit of imagination and some craftiness are all you need to be able to create and answer questions of all shapes and colors - often zany, sometimes ridiculous, but always amusing!