

CASH'N GUNS LIVE

In Ca\$h' n Gun\$ LIVE, you embody gangsters sharing the loot. Players point to each other with their fingers while trying to protect their teammates. The game can be played in real environments: at home, in the beach, in the garden, the schoolyard, etc. Especially conceived for the groups, Ca\$h' n Gun\$ Live is ideal to animate your days and evenings with friends and family.

COMPONENTS

Game rules

1 whistle

110 cards:

- 3 Godfather / Player Aid cards (one per language).
- 38 Action cards worth \$5,000
- 38 Action cards worth \$10,000
- 29 Action cards worth \$20,000
- 1 expansion card for Cash'nGuns (Super power 12).

Each card has in the front one of the 6 weapons of the game: Bang! Bang! Bang!, Double Guns, Shotgun, Kevlar, Backstab and Grenade. The "Grenade" and "Backstab" cards are numbered, in order to help the Godfather resolve their effects if they are used simultaneously.

Some cards have a black edge and some have a red edge; the latter will only be used in games with 12 gangsters or more.

OBJECT OF THE GAME

To have at least one member of your team alive and be the richest team at the end of the game.

SETUP

The Godfather: To coordinate the game, you will need a referee, whom we'll call the Godfather. He'll take the whistle and the player aid card. He'll be in charge of keeping the game flowing, resolve the actions and set the rhythm of the game.

For your first game, the Godfather will not play and will only referee the game. Later on, when everyone is familiar with the game, it is perfectly possible for the Godfather to play as well. This is very easy when there are less than 12 players... In other games, when there are many people and a larger area, we advise to have one or two Godfathers who do not play. That will make the game simpler and more dynamic.

In these rules, we consider that the Godfather is not playing. At the end, we'll give some advice to play with a Godfather gangster.

THE PLAYING AREA

At the beginning, the players define a playing area (around 50 sq. ft per player). If you play outside (recommended) it is important to delimit the area with easily recognizable references, such as chairs, a large tree, etc. If you play in interiors, make sure you have enough room and choose a large place (a town hall, closed warehouse, etc). It is important that players can move freely in the playing area while being visible to all others.

For your first game, choose a playing area without any obstacles or hiding spots... that will make it easier on the Godfather.

Players also establish two other smaller zones: The "Coward's Corner", for the player who abandon a round, and the "Hospital" for those who have been seriously wounded during a round. The size of these zones also depends on the number of players. They can be chairs, or even a different room.

TEAMS

The game is played in teams. Players can divide freely to form balanced teams of no less than 3 and no more than 5 players. If you can, try to give each team a distinctive sign (pin, cap, scarf, etc.).

Example:

8 players: 2 teams of 4.

9 players: 3 teams of 3.

10 players: 3 teams of 3 and one Godfather.

11 players: 2 teams of 5 and one Godfather.

12 players: 4 teams of 3 .

13 players: 4 teams of 3 and one Godfather.

14 players: 4 teams of 3 and one Godfather.

15 players: 5 teams of 3

16 players: 4 teams of 4 .

17 players: 4 teams of 4 and one Godfather.

18 players: 6 teams of 3 .

19 players: 6 teams of 3 and one Godfather.

20 players: 5 teams of 4

Each team must appoint a "Chief" and a "secret" spot. At the end of each round, the Chief will place their profits there; he cannot touch this money afterwards. He is also

forbidden from stealing the other teams' money... even the worst gangsters have a sense of honor!

THE CARDS:

In games with 12 gangsters or less, use only part of the Action cards. Put away the cards with red edges. Shuffle the rest, and make 5 decks with 16 cards each.

When you play with more than 12 gangsters, use all the action cards, shUffle them and form 5 decks with 21 cards each.

THE GAME:

The game consists of 5 rounds, which follow the same sequence.

ROUND SEQUENCE.

Phase 1: Round preparation.

The Godfather takes one deck of cards. He adds to it the cards that were not distributed at the end of the previous round. He calculates the amount of the loot and announces it to the players.

Phase 2: Weapon distribution:

The Godfather shuffles the cards and gives one card per each player in the game (not in the Hospital or the Coward's Corner) to each Chief (if the Chief is in the Hospital, he gives the cards to any other surviving member of his team).

Within the team, and in secrecy, players divide the cards according to their strategy. The money side does not have any importance in this phase. Only the action side is considered.

Here's an explanation of the cards:

Bang! Bang! Bang!

A player who has this card will shoot first on one of his adversaries. If he hits an adversary armed with Double Guns or Shotgun, he'll prevent him from drawing.

To mime this action, you must hold your fist closed, with the index and middle fingers pointed at your adversary, as if you held a gun.

Double guns

A player with this card will be able to point at two different adversaries in the same round. If he shoots at a player who has a Shotgun, he'll prevent him from drawing.

To mime this action, pretend you have a gun in each hand (if possible, with a classy attitude) and point at 2 different adversaries. In the rare case where you cannot aim at 2 different adversaries for lack of enemies or visibility, you may point both guns at the same adversary.

Shotgun

A player who has this card may point the Shotgun at one of his adversaries and send him directly to the Hospital. Players who are standing next to the target will also be wounded.

To mime this action, take an imaginary rifle in your hands, cock it with a loud noise and aim at an adversary.

Click: Boom

The player who has this card does not have a loaded weapon. He can bluff and pretend he has one of the three previous weapons, miming his choice (Bang! Bang! Bang!, Double Guns or Shotgun). If he is wounded by an adversary, he'll have to activate the grenade, which will blow up and may take others with him.

Click: Backstab

A player with this card does not have a loaded weapon, but a hidden dagger. He can bluff and pretend he has one of the three weapons by miming his choice. If he is wounded by an adversary, he'll be able to activate his card and stab an adversary within his range, without having threatened him previously.

Click: Kevlar

A player with this card does not have a loaded weapon, but is wearing a bulletproof vest. He must pretend to have a weapon (same as in Grenade and Backstab). If he is wounded, he shows his card and cancels the first wound immediately.

Each player must keep his card in the palm of his left hand.

Make sure not to mix the cards the Godfather distributes at the beginning of the round with the cards that the team earns at the end of Phase 6! Cards earned at the end of each round must be placed in the team's secret spot and should not be touched again until the game ends!

The Godfather keeps the cards he did not distribute; they will be used again during the division phase at the end of the round.

Phase 3: Movement:

After all players have been equipped, the Godfather counts down, loudly, from 10 to 0.

During the countdown, the gangsters move freely within the playing area.

It is advisable that members of the same team are not side to side, in case of a shotgun blast or a grenade explosion. On the other hand, it is always interesting to get

close to adversaries when one has a dagger or a grenade. If you have neither, you must at all costs run away from those who try to get close to you. Players can run, but not grab other players.

When the count reaches 0, the Godfather blows the whistle (for around 3 seconds).

Upon hearing the whistle, players stand still and immediately aim at the player of their choice, miming one of the three weapons (Bang! Bang! Bang!, Double Guns or Shotgun). It is forbidden to aim at a teammate. Remember that the player must mime the weapon that correspond to his card.

Players must always aim at a player they can really see; you cannot shoot through a turned over table or a wall... in case of a disagreement, the Godfather is the final judge.

Phase 4: Banzai! Cojones or not! The cowards may retire from the round.

Once everyone is still, the Godfather counts down loudly from 3 to 0.

During the countdown, gangsters must decide whether remain in the game, at the risk of being wounded, or give up their share of the look but remain safe!

When the countdown reaches 0, the Godfather whistles a second time, and all players who are brave or reckless enough to remain in the game shout "Cojones!" to give each other courage. Those who want to leave the round raise their arms and go --amidst the mocking and whistling of the others-- to the Coward's Corner.

The players whose targets left put down their weapons and will not shoot.

The Double Guns where one of the targets left lay down that gun, but continue to aim at the other person.

The cowards return their card to the Godfather.

Phase 5: Bang! Bang! Bang!

Tension is in the air... if you have a harmonica, this is the time to play it!

The Godfather asks the players who have a Bang! Bang! Bang! card to raise their left hands and announce themselves by shouting Bang!

All the players aimed at by them receive a wound simultaneously. They put their right hand over their hearts to indicate that they are wounded, and stop aiming if they were.

A player wounded by Bang! Bang! Bang! and whose card is a Double Guns or a Shotgun is surprised by this fast shooting and will not draw. To make the Godfather's life simpler, he doesn't say anything.

A wounded player whose card is a Click raises his left hand, announces his power and, at the request of the Godfather, resolves it.

Click: Kevlar:

The player's first wound is cancelled. He does not put his hand on his heart. If he receives another wound later, it will count.

Click: Boom!

The player who has a grenade and has just been wounded must make it explode! He shouts "Grenade!", jumps in place (without moving) and opens his arms.

The player and any players he touches are immediately sent to the hospital by the grenade's blast. Victims of the grenade who had a click card cannot use it (not even a kevlar card!).

Click: Backstab

The player who has a dagger and has just been wounded can lift his left arm to

stab an adversary by giving him a light, friendly slap. Attention: The player cannot move his feet! The player who is touched is wounded. If his card was a Shotgun or Double Guns, it is cancelled, since we are still in Phase 5: Bang! Bang! Bang!. If it was a Click card, it is activated.

The effects of Click cards are resolved simultaneously as much as possible. If several grenades or daggers must be used in proximity, the Godfather resolves them using the numbers in the cards, from smaller to larger.

Dead:

A player who takes a second wound or is hit by a grenade or shotgun, falls into a coma and will not receive a share of the loot. He leaves the playing area, gives his card to the Godfather and goes to the Hospital to be treated. He will not play in the next round.

Phase 6: Double Guns

The Godfather asks the players who have a Double Guns card to raise their left hand and shout "Bang! Bang!". Players being aimed at by them are simultaneously wounded, place their right hand on their hearts (see Phase 5 for resolution of wounds). Remember, the Double Guns card lets you aim at two different people.

Again, a wounded player whose card is a Click raises his left hand, announces his power and, at the request of the Godfather, resolves it. A wounded player with a Shotgun card loses his weapon, takes a wound and does not say anything.

Phase 7: Shotgun

Finally, the Godfather asks players with a Shotgun card to raise their left hands and announce themselves by shouting "Blam!".

A player hit by a Shotgun goes directly to the hospital without playing his possible Click card (not even a Kevlar card).

Before going to the hospital, the player hit by a Shotgun must move a step backwards with his arms open. If he touches other players, these players are wounded and place their right hands on their hearts (see Phase 5 for resolution of wounds).

Phase 8: Dividing the loot.

At the end of each round, once all the effects have been solved, the loot is divided.

The Godfather gather all the cards from the round (those of the players who are still alive, the dead ones and the cowards). He divides the money in as many shares as the number of surviving players (all the players except the cowards and the dead). A player that has only one wound does get a share of the loot.

The cards are divided according to the value on the money side. The shares of all players must be strictly equal. It is not allowed to make change with money earned in earlier rounds. If it is not possible to divide all the money equitably, the remaining cards are added to the loot for the next round.

Once each player has received his share, the Chief gathers his team's money and places it in the team's secret spot. The money placed there should not be touched again until the end of the game!

Example: At the end of a round with 12 gangsters, there are 18 cards in the loot (16 cards from this round, plus 2 cards that could not be divided at the preceding round's end). The Godfather spreads the cards with their money face up. The gangsters will share 4 cards worth \$20,000, 7 cards worth \$10,000 and 7 cards worth \$5,000. Since there were 2 cowards and 2 dead gangsters at the end of this round, there are 8 gangsters who'll

share the loot. The Godfather makes the shares starting with the large bills: 4 cards worth \$20,000, plus 3 times 2 cards worth \$10,000, and 1 card worth \$10,000 plus 2 cards worth \$5,000, to form 8 equal \$20,000 shares. The 5 cards worth \$5,000 that are left cannot be divided into 8. So, the Godfather gives \$20,000 to each participant, and will add the 5 remaining cards to the next round. If there had been 7 players for the division, the Godfather could have made shares of \$25,000!. Conclusion, The less people surviving, the easier the division and the larger the shares!

Phase 9: New turn, the cowards return.

When a new turn starts, the cowards from the previous round return.

The dead from the preceding round move from the Hospital to the Coward's Corner, so they'll return next round.

The game proceeds with all the players, except the dead from the preceding round.

All players begin the new round without wounds, sane and ready!

GAME'S END AND VICTORY

After the 5th round, the hour of reckoning has come.

Each team must pay \$25,000 per player who is at the Hospital at the end of the 5th round!

The riches team wins the game. In case of a tie, the team that has more people in coma wins. In case of a second tie, both teams win.

Note: A team that has all its members in a coma at the end of the 5th round cannot win!

THE GANGSTER GODFATHER

It is completely possible, if all the players know how to play and if you are not too numerous, that the Godfather also plays as a gangster!

All it takes is a little discipline to simplify the Godfather's life.

During a round, when a player chickens out or is killed, he places his card on top of the deck corresponding to this round before going to the Hospital or the Coward's Corner.

At the end of the round, players who are still alive place their cards on the deck corresponding to this round.

Afterwards, the Godfather divides the loot and, if any cards remain, he places them as the start of next round's deck.

VARIANT: CHAIN OF GRENADES

If you play with an experienced Godfather, you can use chains of grenades.

The victims of a grenade who had a click card cannot use it (even a Kevlar card)... unless it is a grenade!

VARIANT: FOOLPROOF

For Godfathers who are not good at Math, you can simplify the division.

Announce at the beginning of the game that all the cards have the same value! At the end of each round, the Godfather divides the cards among all survivors without concern for their value. Only the number of cards count!

For example, at the end of the first round there are 16 cards to divide. If there are 6 survivors, they receive 2 cards each, regardless of their values. The remaining 4 cards will be added to the 16 cards for the next round.

At the end of the game, each team who has dead members at the end of the

5th round must pay a 2 cards penalty per dead.

The team with more cards win the game!

Since only the number of cards counts, calculations are simpler... on the other hand, nobody can brag anymore that their team earned \$100,000!.

BONUS POWER

The 12th power for Cash'n Guns classic: Backstab (x1).

Once per game, if your BANG! or BANG! BANG! BANG! card is foiled because your target lied down, you can reveal it and inflict a wound on one of your two direct neighbours. Note: Your victim cannot be lying down. You don't shoot at a gangster who is down, so you also cannot knife him in the back!

Cash'n Guns Live is a game by Repos Production. Tel +32477.25.45.18

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