

## ***How Ca\$h 'n' Gun\$ is Played***

**Setup:** Each player takes his character card and his deck of 8 Bullet cards (1 *Bang-Bang-Bang!* card, 2 *Bang!* cards, and 5 *Click-Click-Click!* cards). One person is the Godfather. The Godfather may be either a player or an observer.

The game lasts for a maximum of 8 rounds. Each round, the Godfather walks the players through the following phases:

<b>Phase 1</b>	<b>Turn over 5 additional banknotes.</b> All character cards stand up.
<b>Phase 2</b>	<b>Ready!</b> Each player chooses one of his Bullet cards. The card is played face-down, next to his character.
<b>Phase 3</b>	<b>Aim!</b> The Godfather counts to 3. On 3, each player aims his gun at one of the other players.
<b>Phase 4</b>	<b>Cojones!</b> Each player may elect to give up his share and withdraw from the negotiations. After any table talk, the Godfather counts to 3. On 3, all players who want to withdraw lay their characters down flat, discard their Bullet cards, and take a Shame marker. Those who stay in shout “Cojones!” Any player who’s aiming at someone who has withdrawn puts down his gun and also discards his Bullet card. His character remains standing, however.
<b>Phase 5</b>	<b>Fire!</b> The Godfather calls for the undiscarded cards, in this order: 1. <i>Bang-Bang-Bang!</i> All <i>Bang-Bang-Bang!</i> cards are revealed and fire simultaneously. The target of each <i>Bang-Bang-Bang!</i> card takes a Wound marker for each <i>Bang-Bang-Bang!</i> card played against him and lays his character down. That character will get no money this round.
<b>Phase 6</b>	2. <i>Bang!</i> All <i>Bang!</i> cards are revealed and fire simultaneously. The target of each <i>Bang!</i> card takes a Wound marker for each <i>Bang!</i> card played against him (even if the target was shot earlier by a <i>Bang-Bang-Bang!</i> card!) and lays his character down. That character will get no money this round. 3. <i>Click-Click-Click!</i> These cards are discarded with no effect. A player who takes 3 Wound markers is out of the game. His money is put into the game box; it is not given to the other players.
<b>Phase 7</b>	<b>Split the loot.</b> Players whose characters are still standing split the loot. Each player must get exactly the same amount and no one is allowed to make change. Undivided money remains in the center for next round.
<b>Phase 8</b>	<b>The telephone.</b> This phase occurs only when you play The Undercover Cop scenario.

### **Game End**

After the 8th round:

1. Players who have not been killed count their money.
2. These players subtract \$5,000 for each Shame marker they have.
3. The surviving player with the most money is the winner.

## The 10 Super Power Cards

	<p>1. "6 feet under": As a shareholder of the undertakers, you'll get \$10,000 for each killed gangster. Reveal your Power at the end of the game and collect \$10,000 for each character killed during the game. Tactical advice: Try to make trouble in the group. Aim at people who already have one or two wounds.</p>
	<p>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 taking one more bullet.</p>
	<p>3. "You don't need it anymore...": You can take the gun and Bullet cards from the first person who is killed. 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 two guns in your hands, you'll become a target. Note: If several gangsters die in the same phase, you can decide from which one you take the gun and Bullet cards.</p>
	<p>4. "Dragon Skin": You never receive more than one wound per round. Reveal this card when you are hit by several bullets in the same round. Until the end of the game, you can only be wounded once per round, regardless of the number of bullets reaching you. Tactical advice: Don't fear several people aiming at you.</p>
	<p>5. "The Insane": You just found a grenade in your pocket. If someone shoots you after you reveal it, the pain will make you drop the grenade. Anyone still standing will be wounded by its explosion.</p>
<p>Reveal this card during one of the first 3 phases of a round. At the end of the phase when you take your next wound, all the players still standing (i.e. who did not withdraw or did not take a bullet) also take a wound marker. The round is over since everybody is lying under the table or wounded. You only have one grenade.</p> <p>Tactical Advice: Do not reveal your grenade too early. It's more effective 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 nut job who came with a grenade. Phase 3: Tino is targeted 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 <i>Bang-Bang-Bang!</i> 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 damage 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.</p>	
	<p>6. "The Kid": This card can be revealed in any round before Phase 3. You can choose your target after all the other players. You can decide who to aim at in Phase 3 of this and any following rounds, after the others. The Kid has to make his decision before The Cunning (if The Cunning is in the game).</p>
	<p>7. "The Cunning": This card can be revealed in any round before Phase 3. You can choose your Bullet card at the end of Phase 3, after you see who is aiming at whom. The Cunning waits until The Kid's decision (if The Kid is in the game) before making his selection.</p>
	<p>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 all rounds, but you can lay down with no regrets when the loot is small.</p>
	<p>9. "The Specialist": You can use your <i>Bang-Bang-Bang!</i> card twice in the game. You must reveal this Power at the end of the phase where you first played your <i>Bang-Bang-Bang!</i> card. Take it back, and throw one of your unused Bullet cards instead. You can use this Power only once. Tactical Advice: You have one Bullet card more than all others, and it's a <i>Bang-Bang-Bang!</i> card. Use it on your opponents when they least expect it.</p>
	<p>10. "It does not even hurt!": You can take part in the split even if you withdrew or you were wounded in this round. You can use this Power only once. You must reveal this Power at the beginning of Phase 7, before the loot is split. You put your character back upright and you take part in the split. Note: This Power does not work during the round in which the grenade explodes.</p>