

CA\$H'n GUN\$TM LIVE



In CA\$H'n GUN\$ LIVE, you're gangsters about to share their loot. Players have to aim at each other, using their fingers, and have to try to protect their team mates. You can play this game anywhere: at home, on the beach, in your garden, at school, etc. Specially made for groups, CA\$H'n GUN\$ Live is perfect entertainment for friends, family or camp mates. Any time or place.

Material:

Rules.

1 whistle.

110 cards:

3 cards "Godfather" / Gaming Help (One per language)

38 cards "Action" with a 5.000\$ front side

38 cards "Action" with a 10.000\$ front side

29 cards "Action" with a 20.000\$ front side

1 extra card for CA\$H'n GUN\$ (Super Power n_12)



Each card has one of the 6 weapons available in the game: Bang! Bang! Bang!, Double Guns, Shotgun, Kevlar, Backstab and Grenade. The "Grenade!" and "Backstab!" cards are numbered to help the Godfather in case two or more are used at the same time.

Some of the cards have a black lining and the others have a red lining to make it easier to divide the deck for games with 12 players or less.

Goal of the game:

Have at least one survivor in your team at the end of the last round and to be the **richest team** at the end of the game.

Setting up the game:

The Godfather:

To run the game, you will need a referee: The **Godfather**. He will need the whistle and the "**Godfather**" gaming guide. This guide will allow him to follow the game and keep its pace.

For your first game, the Godfather should only be a referee. After that, when everyone is used to the game, you can have a player being part of the game and acting as the Godfather at the same time. It's very easy when you have less than 12 player. In games with a lot of players and/or taking place in wide-open spaces, it is strongly advised to have one or two Godfathers not in the game. It will be easier and more dynamic.

In the following rules, the Godfather is not in the game. You will have a few advices to play with a gangster Godfather.

Game Area:

Players have to define a **game area at the beginning** (+- 5m² per player). If you play outside (which is strongly advised), it is very important to mark the limits of the area with **easy visual markers** such as chairs, trees, etc. If you play inside, make sure to choose a wide room (dining hall, ball rooms, old warehouses, etc) and to make enough space.

The important thing is for players to be able to **move around freely** in the game area, while staying visible to each other.

The first time, you should choose a game area without any obstacles or hiding spots. This will make things easier for the Godfather.

Players also have to define two smaller areas: "**The Wimps' Corner**" for players wimping out during a round and "**The Hospital**" for those **seriously injured** during a round. The size of these two areas also depends on the number of players. They can be some chairs, next to the barbecue place or another room outside the game area.

Teams:

The game is **team based**. Players have to form balanced teams of 3 players minimum and 5 players maximum. If you can, try to give an **"emblem"** to each team. It can be anything: a cap, a head band, etc.)

Example:

8 players: 2 teams of 4.

9 players: 3 teams of 3.

10 players: 3 teams of 3 and a Godf.

11 players: 2 teams of 5 and a Godf.

12 players: 4 teams of 3.

13 players: 4 teams of 3 and a Godf.

14 players: 4 teams of 3 and two Godf.

15 players: 5 teams of 3.

16 players: 4 teams of 4.

17 players: 4 teams of 4 and a Godf.

18 players: 6 teams of 3.

19 players: 6 teams of 3 and a Godf.

20 players: 5 teams of 4.

Each team has to choose a leader and a **"secret base"** where the leader will **"hide"** the loot at the end of each round. It's forbidden to touch that money after that. It's also forbidden to steal that money from the other teams... even the worst of Gangsters have some honor!

Cards:

In games **with 12 players or less**, only part of the **"Action"** cards are used. Leave the cards with the red lining in the box. Mix the rest of the **"Action"** cards and make **5 packs of 16 cards**.

When you play with more than 12 gangsters, **use all the "Action"** cards. Mix them all and make 5 packs of 21 cards. Each pack will be used for a round. Put them face down.

The game:

The game will spread over **5 rounds**, based on the same principle.

Basic of a round:

Phase 1/ Setting up the round:

The Godfather takes a pack of cards. He adds the cards that haven't been shared at the end of the previous round.

He **counts the loot and announces** it to the players.

Phase 2/ Dealing weapons:

The Godfather shuffles the cards and gives to the team leader **one for each member still in the game** (not in the Wimps' Corner) if the team leader is the Wimps' Corner, he has to give his card to another member still alive.

Each team will then **secretly share the cards between their members**, using their own strategy. The bank note side has no importance in this part of the game. Only the "Action" side is to be considered.

Here is a quick summary of the cards.

Bang! Bang! Bang!



A player carrying this card will be **shooting first**. If he hits an enemy carrying a Double Guns or a Shotgun, he will **prevent him from shooting**.

To perform this action, you have to stick out your fingers as if you were holding a gun and aim at your target.



Double Guns

A player carrying this card can shoot **two different targets** at the same time. If he hits a player carrying a Shotgun, he will prevent him from shooting.



To perform this action, pretend you're carrying a **gun in each hand** (striking a pose at the same time is a plus) and aim at **2 different enemies**. In rare occasions, you won't be able to aim at 2 different enemies, either because there is not enough players left, or because you can't see them. If this happens, you are allowed to aim twice at the same person.





Shotgun

A player carrying this card can **shoot one** of his enemies with a shotgun and **send him directly to the Hospital**. Players standing next to the target are also injured in the process.

To perform this action, pretend you're holding a virtual shotgun, load it (don't forget the sound!)

and aim at an enemy.



Clic: Boom

A player carrying this card doesn't have any bullets. He has to bluff and make others believe he has **one of the 3 weapons** by **miming** the one he wants (Bang! Bang! Bang!, Double Guns or Shotgun). If he gets injured by an enemy, he **must activate his grenade**, blow himself up and take down other gangsters with him.



Clic: Backstab

A player carrying this card doesn't have any bullets, but he has a **hidden knife**. He has to bluff and make others believe he has **one of the 3 weapons** by **miming** the one he wants. If he gets injured by an enemy, he **can activate his power** and **backstab** an enemy close to him without threatening him beforehand.



Clic: Kevlar

A player carrying this card doesn't have any bullets, but he's wearing a bullet-proof vest. He has to **bluff** and make others believe he has one of the 3 weapons. If he gets injured, he has to show his card, which will **cancel his first injury immediately**.



Each player has to keep the card he chose **hidden** in his left hand. Be careful not to mistake the cards dealt by the Godfather at the beginning of the round and the bank notes earned by the team at the end of the round! Cards earned at the end of each round have to

be stocked in the “hidden base” and **they are not to be touched until the end of the game!**

The godfather keeps the cards not shared in his hands. They will be used at the end of the round, during the “sharing” part.

Phase 3/ Movement :

Once all the players are geared up, the godfather starts counting down loudly from 10 to 0.

During the countdown, Gangsters have to **spread freely in the game area**. Members of the same team should try not to stand close to each other to **avoid disastrous consequences from a shotgun or a grenade**. On the other hand, it can be a **good idea to get close to enemies** if you're carrying a “backstab” or a “grenade”. If you have neither of those, you have to run away from whoever is after you. You can run, but it is forbidden to hold or catch another player.

At 0, the godfather gives a long whistle (+- 3 seconds).

At the whistling sound, players have to **freeze and aim immediately at the player of his choice by miming one of the 3 weapons** (Bang! Bang! Bang!, Double Guns or Shotgun). It is **forbidden to aim at a team mate**. Remember, the player has to make a different gesture, according to his “Action” card.

Players can only aim at another player they can see: you can't shoot through a flipped table, a wall. In case of disagreement, the Godfather will decide who is right.

Phase 4/ Banzai, Cojones or not! Wimps may quit the round.

Once everyone is in position, the Godfather **counts down from 3 to 0**. During the countdown, gangsters have to **decide whether they want to stay in the game**, with the possibility of **getting injured or give up their share of the loot and remain safe!**

At 0, the Godfather again blows the whistle and all the players courageous or crazy enough to stay in the game have to shout “Banzai” to give themselves courage! Those **who want to leave the round can put their hands up and surrender** – the others can boo them – and **go to the “Wimps’ Corner”**.

Players whose target(s) quit, can lower their weapons and not shoot.

Double Guns losing one of their targets only lower one weapon and keep aiming at the remaining target.

Wimps give their cards to the Godfather.

Phase 5/ Bang, Bang, Bang!

Tension is at its highest... If you have a harmonica, now is the time to play it!

The Godfather asks players with a **Bang! Bang! Bang!** card to raise their left hands and shout Bang!

All the players targeted by these cards get injured at the same time. They have to put their right hands on their hearts to show they are injured and stop aiming if they still were.

A player, who had a **Double Guns** or a **Shotgun**, and gets injured by a **Bang! Bang! Bang!** is surprised by the speed of the shot and **won't be able to shoot**. To make things easier for the Godfather, he just has to stay quiet.

An injured player whose card was a **Clic**, raises his left hand, announces his power and the Godfather will then work out the consequences of the powers.

Clic: Kevlar

The **first injury** is **cancelled**. The player doesn't put his hand on his heart. If he gets more injuries afterwards, they will of course be taken into account.

Clic: Boom!

The player holding a grenade and who just got injured has to make it explode! He has to shout "Grenade!", jump (without any momentum) and turn around with his arms stretched.

The player and all the players in contact are immediately taken to the Hospital because of the explosion. Victims of a grenade can't use their **Clic** cards (even if it was a Kevlar)!

Clic: Backstab

The player holding a knife and who just got injured **can stretch out his left arm to stab an enemy**. To do so, he just has to give his enemy a friendly pat. Be careful, the **player is not allowed to move his feet!** The enemy in contact gets injured. If his card was a Shotgun or Double Guns, it is cancelled as we are in phase 5/ Bang! Bang! Bang!. If it was a Clic card, it gets activated.

Effects of Clic cards have to be worked out simultaneously as much as possible. If more than one grenade or knife have to be activated one after the other, the godfather has to follow the ascending order of the numbers written on the cards.

Death:

A player who gets **injured a second time, blown up by a grenade or shot with a shotgun**, goes into **coma** and won't be part of the "sharing". He has to **leave the game area**, give his card to the godfather and **go to the Hospital** for reanimation. He **won't be playing the next round**.

Phase 6/ Double Guns

The godfather asks the players with **Double Guns** to raise their **left hands** and **shout Bang! Bang!**.

Players targeted by those cards are injured at the same time. They have to **put their right hands on their hearts** (See: Phase 5 on how to work out the consequences of the powers). Remember, the Double Guns card allows you to aim at 2 different people.

Once again, an **injured player** holding a **Clic card** **raises his left hand**, announces his power and the Godfather has to work out the consequences.

An injured player holding a **Shotgun** card **loses his weapon**, gets injured and keeps quiet.



Phase 7/ Shotgun

Finally, the godfather asks players holding a **Shotgun** to raise their left hands and shout "**Kablam**"!

A player targeted by a Shotgun goes **directly to the Hospital, without using the Clic card he might have had** (even a Kevlar card).

Before going to the Hospital, a player who was shot with a Shotgun has to take **a step back while stretching out his arms**. If he touches any other players, they get injured, and have to put their right hands on their hearts (see: Consequences of powers)!

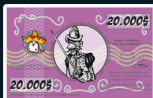
Phase 8/ Sharing the loot:

At the end of each round, once all powers have been worked out, it's time to share the loot.

The Godfather gathers **all the cards from the round** (those from survivors, those from the dead and those from the wimps). **He has to divide the loot according to the number of survivors** (all players minus the wimps and the dead from the round). Of course, a player with only one injury gets his share.



The Godfather has to divide the bank notes according to the **value written on the front**



side. All shares have to be **perfectly equal**. It's forbidden to exchange a bank note into smaller notes with the loot already earned.

If some of the money can't be shared equally, the rest will be added to the loot in the next round.

Once each player gets his share, the **team leader** gathers the money and **puts it in the "hidden base"**. That money is not to be touched until the end of the game!

Example

During a game with 12 Gangsters, there are 18 cards in the loot at the end of the round (16 cards from the current round and 2 cards

that couldn't be shared during the previous round). The godfather spreads the cards in order to show the values of each note. Gangsters have to share 4x20.000\$, 7x10.000\$ and 7x5.000\$. There have been 2 wimps and 2 casualties during the round, so only 8 gangsters will be there to share the money. The godfather starts sharing, starting with the bigger notes: 4x20.000\$ and 3 times 2x10.000\$ and 1x10.000\$ plus 2x5.000\$ make 8 equal shares of 20.000\$. The 5 "5.000\$" notes remaining can't be shared in 8. The godfather has to give 20.000\$ to each player taking part in the sharing and add the 5 remaining cards to the next round.

If there had been 7 players at the sharing, the godfather could have made 25.000\$ shares! Conclusion: less people at the sharing, easier sharing process and the bigger the shares!

Phase 9/ New round, the return of the wimps:

When a new round starts, the **wimps** from the previous one **come back into the game**.

The "dead" go from the Hospital to the Wimps' Corner and will be back into the game at the next round.

The game starts with all the players, minus the dead from the previous round.

All players start a new round unharmed, nice and fresh!

End of the game and victory

After the 5th round, it's accounting time.

Each team has to pay **25.000\$ per player in the Hospital** at the end of the 5th round!

The **richest team** wins the game. In case of a draw, the team with the most members in the coma wins. In case of a second draw, they both win.

Be careful, if all the members of a team are in the coma at the end of the 5th round, no victory is possible!

The Gangster Godfather

If all the players know the game, and there aren't too many players, the Godfather may play as a Gangster!

All that is needed is discipline to simplify things for the Godfather.

During the game, when a player gives up or goes to the Hospital, he has to put his card on the **stack of the current round before going to the Wimps' Corner or the Hospital.**

At the **end of the round**, players still alive **put their cards on the stack of the current round.**

After that, the godfather has to share the loot and if there is any money left, he has to add it to the next round.

Anti headaches variation

For the godfathers who aren't good with numbers, you can simplify the sharing.

You **may decide that all cards have the same value!** At the end of each round, the Godfather shares all the cards without caring about their values! Only the number of cards counts.

For example, at the end of the first round, there are 16 cards to share. If there are 6 survivors, they will each get 2 cards no matter their values. There are 4 cards left and they will be added to the 16 cards of the next round.

At the end of the game, each team with casualties during the 5th round **has to pay a 2 card penalty per death.**

The team with the most cards wins the game!

As you only count the numbers of cards and not their value, it's easier. But on other hand, no one will be able to boast about his team getting 100.000\$!

Chained grenades variation

If you play with an experienced godfather, you can use **"chained grenades"**.

Victims of a grenade can't use their Clic card (even the Kevlar) **except if it is a grenade!**

BONUS GIFT Backstab (x1)

The 12th power for CA\$H'n GUN\$ classic : Backstab (x1)

Once during the game, if your BANG! or BANG! BANG! BANG! card is put away because your target wimped out, you can use your power to injure one of your closest neighbours.

Remember, your target can't be someone who wimped out. You can't shoot a gangster who wimped out, so you won't stab him in the back either!



CA\$H'n GUN\$ Live™ is a game from **Repos Production** Tel.+32477.25.45.18 • 34, Rue Léopold Procureur • 1090 Brussels - Belgium • website : www.rprod.com

We are not liable for any negligent action or injury that occurs due to the reckless and/or ill-advised use of our manufactured pieces, as well as those that are not manufactured by Repos Production.



Designer : Ludovic Maublanc

Illustrations : Gérard Mathieu

Development and advanced rules : Les Belges à Sombreros aka Cédric Caumont & Thomas Provoost

Translation: Nicolas Doguet

© REPOS PRODUCTION 2007. ALL RIGHT RESERVD FOR ALL COUNTRIES.

This material may only be used for private entertainment.

A big thank you to: Askalab and his team of testers from LaboJeux, Nicolas Doguet et Monirath Ouk. Thank you to Target of Il4ll and his furious team, to Nicolas Doguet, to Brian Stallings, to Gil -Buy my games- Jugnot, to all the people who were at the Belgoludiques 2007, to the "tontons flingueurs" of the cafet' of Cannes, and of the XIIIth Rencontres Ludopathiques... particularly to Pierô and Co... always where the stuff is! Of course, last but not least, my Nangèle nicknamed "Même pas peur!" ("Not even scared").