

CASH'n GUN\$



THE GUN\$FATHER

THE RETURN OF THE ST. VALENTINE'S DAY MASSACRE

Rules for 9 to 12 players for CA\$H'n GUN\$

While world's lovers tenderly embrace, the godfathers of the largest international mafia have gathered to divide the spoils of the St. Valentine's day massacre.

Confident but wary, the mob bosses enter with their best body guards. They are armed to the teeth. The negotiations are gonna be bloody. 9 out of 10 coroners agree -- this February 14th will be remembered as the definitive massacre of all time.

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 the first time you play using this variant.

Materials :

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

Object of 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 designate 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, 2X Igor).** Current leader of The Tijuana Cartel, El Presidente hopes to institute compulsory wearing of sombreros and to have tacos replace nachos as the official food of the cartel.*

***Team 2: Little Capone and the brothers Black -- John and Quentin (Tino, 2x Mr. Black).** After all the Scarface wannabes came onto the*

mafia scene, no one thought Little Capone could maintain his integrity as the premier mafia trendsetter. He's teamed up with the most notorious pair of assassins to set the record straight and prove once and for all that he is the true original gangster.

***Team 3: El Seductor and his twin killers (El Toro, 2x Lotus).** El Seductor is the founder and former leader of the Tijuana Cartel. With the help of his twin assassins White Lotus and Black Lotus, he intends to return to power and to annex the Guadalejara gang in 2009. Their principal source of income is trafficking guacamole and fine sakes.*

***Team 4: Tino and The Wailers (Tino, 2x Huggy).** After their miserable failure at forming a boyband, Tino and The Wailers have returned to their first love. Now with a new publicist and agent, they hope their entourage will enter the Billboard Top 40 Mafioso charts this week at #1 - with a bullet.*

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, Ban g ! 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 !

Course of Play :

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

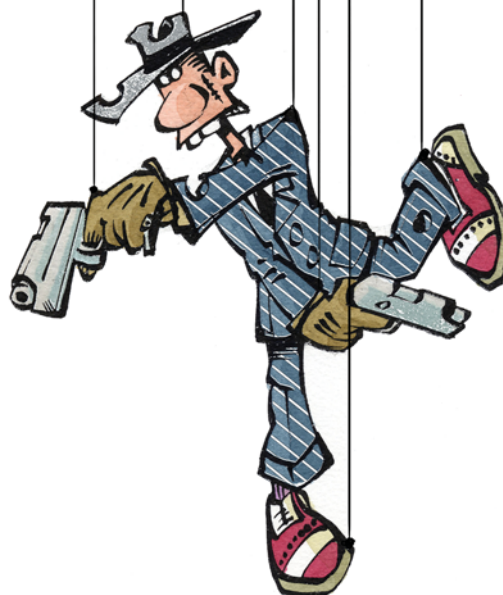
Phase 1 / Turn over one of the eight piles of banknotes in the center of the table.

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 ! 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 the three players.



Game End and final scoring :

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.

THE END

THE GUN\$FATHER a CA\$H'n GUN\$ variant for 9 or 12 players.

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More information at www.rprod.com

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Thanks to all of our testers who agreed to grant us a little of their time and their sanity.

Any resemblance to persons living or deceased, places or events is flat out coincidental.

Coming soon, a new expansion for CA\$H'n GUN\$: The YAKUZAS.

