

Cash'n Guns FAQ ENG v1.2

(2022/03/15)

Changes Log

Version	Date	Description
1.0	2022/03/03	Initial Questions
1.1	2022/03/07	<i>Answers to initial questions</i> + additional questions
1.2	2022/03/15	<i>Answers to additional questions</i>

Boîte de base

1. It is stated in the rules that when a player takes a "Loader" Loot Card, he takes a "Bang!" card from the discard pile and must discard a "Click".
What happens if that player has no "Click" (because he has already used all 5) in his hand when he takes the "Loader"? Does he end up with 4 Bangs in his hand?
No, the exchange is not possible, so the charger has no effect.
2. Power "The Dictator": it allows you to block a player from taking a particular type of loot. Is this blocking only for one turn during the "Loot Sharing" phase or for the whole phase?
No, only for one turn, when the player was about to take the loot.
3. Under the power "The Dictator" it says "It is possible, but rare, that the targeted player cannot take anything". What happens in this case? The player can't take anything and skips his loot turn until it's his turn to take loot again in the same loot phase?
He passes his turn on this split and takes nothing this turn, but he can take loot again as soon as it is his turn to choose loot.
4. The Junk Dealer power: the description says "...a random share from one of the stacks." What stacks are we talking about?
In the setup, the loot is separated into 8 piles of 8 cards. So you can exchange a visible piece of loot with another card from one of the loot piles that have not yet been revealed.
5. Power "The Professional": Is the piece of loot you steal randomly taken from the target's loot?

Yes, randomly.

6. Power "The Smart": Do you discard the bullet face down?

Yes, face down.

7. What happens to the current round's loot cards in the rare event that no one participates in this round's loot distribution (either because they are injured or lying down)? Are they discarded? And what happens to the Godfather since the "New Godfather" tile could not be activated?

The cards remain for the next split, and the Godfather remains the same player for the next round.

Does this mean that in this next round there will be 16 loot cards (so the 8 from the round where nothing was taken + the 8 cards that were currently prepared in the setup for this next round)?

Yes

More Cash'n More Guns (expansion 1)

1. Surprise Card "Imitator": Is the recovered Power Card added to the one already in the Imitator's possession or does it replace the Imitator's? If it is added, what if both power cards offer special guns?

The player takes the power in addition to his own. If the player already has a special gun, they can replace it with the new one or wait for another death to get a more useful power.

2. Surprise Card "Small Gun": The user of this Surprise keeps the Small Gun each turn as long as the Small Gun does not deal damage, correct?

Yes.

So if he does damage with the "normal" gun, he keeps the Small Gun?

No, because when you use the Small Gun with the normal Gun, you don't choose which one does damage. They both do damage, or neither.

What about the case where - since you have to aim at different targets with the Small Gun and the main gun - the Small Gun target goes down and the main gun target does not? In this case the Small Gun will not do any damage while the main gun does; the Small Gun is still discarded in this case?

You keep the Small Gun as long as you haven't done any damage with it.

3. How does the \$20,000 payout for activating the Fake Painting work? Does the player have to physically give away loot cards to reach the 20,000 (diamonds, (fake) money, ...) which can affect the majority like diamonds? Or do you simply deduct 20,000 from your loot total (not counting the fake painting)?

You simply subtract 20000 from the sum.

Team Spirit (expansion 2)

1. During a "Shadow Trade", are the trade cards face down or face up for the opponents to see?
Face down, but players are free to discuss their choice aloud, so be careful of any clues they might give.
2. For "Swap in the Shadow" it says "It is allowed to swap with a dead teammate, the dead teammate chooses the card", what does the "dead teammate chooses the card" mean? Does this mean that no discussion is allowed during a trade with a dead player and he unilaterally chooses the type of card to trade?
Trading with a dead teammate is simply done as if they were alive.
3. Desert Sparrow power: how does it interact (in terms of timing) with the Godfather's Privilege? If, for example, the owner of the Desert Sparrow and the godfather aim at each other, does the godfather have to change target because of the Sparrow or can the godfather first ask the Sparrow to change target (and so the godfather can continue to aim at the Sparrow)?
The Godfather's privilege applies first.
And if the Sparrow aims at a first target and the Godfather asks him to change targets and the Sparrow then aims at a second target, does the Sparrow's power apply to both targets or only to the final target?
The power of the Sparrow works on the second target as well.
4. For the "Mercenaries" module, how are the types of loot put under the envelope tokens calculated? Diamonds placed underneath the envelope tiles are worth their face value, but what if one of these envelope tiles has the most diamonds under it? Is the amount of the Diamond Bonus token added to this or does it only count for the players?
The cards under the loot envelopes are lost, so they do not count for the "Diamond Bonus".

What about "Fake Double Diamonds"?

Fake double diamonds are worthless, so it is not worth putting them under the diamond envelope (since the cards under the envelope do not count for the "Diamond Bonus").

How is the value of the counterfeit notes underneath an envelope calculated? Are they only counted if the last Godfather decided to count them?

Yes, they are only counted if the last Godfather decided to count them.

How is the value of the paintings put under an envelope calculated? Is the size of the collection under the envelope used to calculate their value?

Yes.

How is the value of the "Fake painting" calculated if it is placed under one of these envelopes? Can the team associated with this envelope pay 20000 to "activate" it or

is it discarded without effect?

Yes, the team can pay to activate it.

So members of the same team can contribute to pay the 20000? If so, is it only when the Fake Painting is put under the mercenary tile or can a team member even pay the 20,000 for a Fake Painting that another team member has?

It is only when the Fake Painting is placed under the mercenary tile.

How is the value of the key and the case calculated if one is under an envelope and the other is in the possession of a living player? And what if they are both under the same and/or different envelopes?

The cards under the envelope are lost, and no longer belong to anyone.

So in both cases listed in the question, the key and the case are both worth 0?

Yes.

5. Flash Bang" Surprise Card: is it possible to target your teammates via this card or should the person who can see guide you to avoid targeting one of your allies if this happens (in order to respect the teammate rules)?

It is possible to target your teammates because of the effect of this card.

6. Flash Bang Surprise Card: it says "He may also give any indication he wishes (true or false)" does this mean that the person who sees can lie (for example by telling a blind player that he is not aiming clearly enough) in order to make a player shoot at a completely different target than the initial one? Or does the normal rule apply and one cannot normally change the target, just adjust one's position a bit if the aim is not clear enough?

He can't lie about it being off target, but he can give hints (you aim at your teammate...).

Goodies Cards

1. Power "The Blackmailer": How is the loot card chosen that the Godfather has to give? At random? The Godfather chooses it? The Blackmailer chooses it?

The Godfather chooses it.