

CASH'n GUNS™ YAKUZAS

The world's three largest Mafia organizations jointly perpetrated the Robbery of the Century...

A few hours later, they are all gathered in a sinister back shop in Hong-Kong, each of them armed to the teeth to split the loot in a good mood.

Suddenly, the tension raises, it looks as if the parts were not equal... Get ready; the gang war might break out at anytime!

Are you keen to face the wildest Mafia of the planet?
BANZAI!!!

Yakuzas introduces new characters, new foam weapons (Tanto, Shuriken and Shotgun), objects and a team based game play for up to 9 players.

Material:

- 3 foam Tantos.
- 3 foam Shurikens.
- 3 sets of 8 "Yakuza" cards, each of them containing 5 "Cling" (equivalent to "Clic Clic Clic"), "Tanto", and 1 "Shuriken".
- 9 honor tokens: with a "finger" and a "wound" side.
- 24 banknotes: ten 5,000¥, nine 10,000¥ and five 20,000¥.
- 6 Wound markers.
- 6 Super Kiai cards.
- 3 Yakuza characters to be fixed on their bases to hold them upright. There are 2 bases per character.
- 3 Gang cards: 1 Yakuza (one side showing 2 Yakuzas and the other side showing 3 Yakuzas) and 2 Gangsters Gangs: East Coast and West Coast (each with one side showing 2 Gangsters and the other side showing 3 Gangsters).

Variant:

18 Object Cards: 6 for the Yakuzas and 12 for the Gangsters.

Purpose of the game:

This time, you want to be on the richest team by the end of the 8th round.

Setup:



Shuffle together the banknotes from the base game and the Yakuzas expansion. Form 8 piles of 8 banknotes each and place them face down on the table.



Place the 3 Gang cards on the table. The visible side of the cards depends on the number of players:

6 players: One Yakuza Gang with 2 players and two Gangster Gangs with 2 players each.

7 players: One Yakuza Gang with 3 players and two Gangster Gangs with 2 players each.

8 players: One Yakuza Gang with 2 players and two Gangster Gangs with 3 players each.

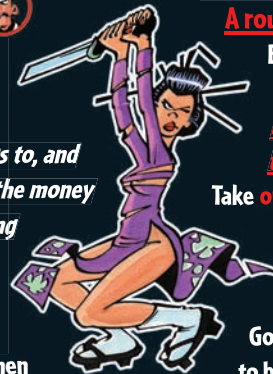
9 players: One Yakuza Gang with 3 players and two Gangster Gangs with 3 players each.

Create the gangs in order to have a least one experienced player in each team. Have the players sit around the table according to the graphics below. You will notice that the teams are "spread" around the table. **Yakuzas are in purple and Gangsters are in yellow or red.**



For example, with 6 players, each Gang card shows 2 characters. Those cards allow each player to know which team he belongs to, and more over, the cards will be used to place the money gained by the members of the corresponding gang.

Give each Gangster his character, his cards and his gun like in the regular game, and then



give each Yakuza one Tanto, one Shuriken and his set of 8 cards.

Warning: The number of players in each team is not always even. It's on purpose! This way, you can play alliances, make deals with your opponents and, of course, betray them! CASH'n GUNS Yakuzas is even more a diplomatic game!

Give to each team with 2 players, 3 "Super Power" – "Super Kiai" cards, and to each team with 3 players, 4 "Super Power" – "Super Kiai" cards. Note that "Super Power" cards are reserved to Gangsters while "Super Kiai" cards are only available to Yakuzas.

At the very beginning of the game, the teams gather together to secretly share their "Super Power" – "Super Kiai" cards, set up secret codes to communicate during the game and to define their strategy. Each player must only keep 1 "Super Power" – "Super Kiai" card. The remaining card has to be put back in the box, face down.

Once everyone is ready, the players sit back around the table. The show is about to begin!

Code Examples: If Timo puts his finger on the trigger, he will shoot this round. If he lets his finger along his gun, he will play a Clic card. As for Mr Black, he always uses his gun with his left hand when he plays a Bang!

The game:

Yakuza is played in 8 rounds, like the base game, but with a few new rules that will be described later on. It is recommended to designate a Godfather. He will be in charge of keeping the right course of the game and checking that the splits are correctly done. This expansion is a little bit more complex, but don't panic, you are Professionals, now!

A round:

Each round is now divided in 8 phases:

Phase 1/ 8 banknotes are revealed face up on the table.

Take one of the piles of 8 banknotes and turn them face up on the table. As in the basic game, the banknotes still on the table from previous rounds are added to the new ones. The Godfather announces the total amount of money to be split in this round.

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Phase 2 / Each player chooses one of his cards.

Note that Yakuza's have slightly different cards from other Gangsters!

Phase 3 / The Godfather counts up to 3 and each player aims another one.

Nothing new for the Gangsters.

Yakuza's, however, have to use their Tanto (we will see Shurikens later). **Tantos** being close combat weapons, Yakuza's can only threaten one of their immediate neighbors (left or right), hence the importance of the game setup.

Since you play in teams, you **can't** aim at someone of your own team (even in order to blow up a grenade!).

Phase 4 / Cojones, Banzai: Players can withdraw.

As in the basic game, all the players, Yakuza's as well as Gangsters who feel really threatened can withdraw and hide under the table. Those who stay in the game can use their "Cojones" or "Banzai" war cry to indicate they remain in the game.



Warning: A Yakuza who withdraws does not take a Shame Marker! Instead, he takes an honor token on the finger-side "Watch your fingers!" For now, nothing more happens...

But if the Yakuza withdraws while he already got an honor token on the finger-side, his honor code requires him to **take a wound**

before laying down his character. To do so, the player **flips his honor token** (you can mime the scene where the shamed Yakuza cuts his pinkie, but only with your foam Tanto!).

Advice: Sometimes, it's better to take a wound on your own than to take 3 bullets in the chest!

Note: When a player withdraws, put the Shame marker on his laid down character in order to indicate he is down but not wounded. It will make the use of Tantos and some other objects easier.

Warning: If a Gangster threatened by a Yakuza withdraws, the Yakuza does not discard his card. He keeps his Tanto in hand and **aims the next player** still up after the one who cowardly laid down! It might even be one of his fellow Yakuza's. The Tanto is a weapon that is difficult to master...

Phase 5/ Bang! Bang! Bang!

Same as in the basic game. A Yakuza wounded by a Bang! Bang! Bang! Puts his Tanto down and discards his card face down.

Like any other Gangster, a Yakuza dies after his third wound.

Phase 5b/ Shuriken!

The Yakuza who played his Shuriken reveals his card **even if the player threatened by the Tanto withdrew!**



The player can now quietly put down his Tanto, take his Shuriken (the Tanto was just a bluff), get up to stand 3 feet behind his chair. He will now throw his Ninja star to the **character** of his choice.

He can only aim at a gangster:

- With his **character up** (not wounded, nor withdrawn) and;
- Who is **not one of his close neighbor** (because they are too close for the Shuriken). In the rare case when the only 2 Gangsters still standing are the Yakuza's closest neighbor, he is allowed to throw his Shuriken at one of them nonetheless!

If he has no one to throw his Shuriken at (this is also the case when the only players remaining in the game are Yakuza's), he takes back his card and his weapon and discards an **Cling** card instead.

If the Yakuza manages to shoot someone's character down, **the victim takes a wound and discards his Bullet card.** If he's not skilled enough and **touches a fellow Yakuza**, this player is **wounded too.** If he fumbles and hits one of his closest neighbors, the Shuriken is lost without effect and the player is not wounded.

If he misses, the card is discarded without any effect.

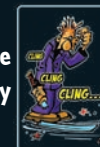
If more than one Shuriken are played at the same round, the Yakuza's must agree on the order of play.

Very important: Like for the Bang! Bang! Bang! card, a player wounded by a Shuriken can still be wounded again during the round, but he cannot play his Bullet card.



Phase 6/ Play remaining cards: Bang, Tanto, Clic Clic Clic and Cling.

All remaining cards are revealed now. We advise you to resolve the Gangster cards first, then the Yakuza cards. But their **effects are simultaneous:** so even if a Yakuza is hit by a Bang he can play his Tanto.



The Yakuza's **Cling** cards work like the Gangster's **Clic Clic Clic** cards... meaning they have **absolutely no effect!**



The Yakuza's Tanto card indicates that a successful attack wounds the aimed player. Keep in mind that if his closest **neighbor withdrew** during phase 3, the **Yakuza now attacks the next player after him who did not withdraw!** This way, **it is possible for a Yakuza to hit a fellow Yakuza** if all the other Gangsters in between withdrew!

A player hit by a Tanto takes a Wound marker.

In the very rare case the Yakuza is the only one up shameless, he clumsily sticks his Tanto in his foot and gets wounded. The ultimate a shame!

Phase 7/ Split the loot.

The split takes place the same way as in the basic game. The loot must be distributed in equal parts between the remaining players. **Each player takes his share but then places the money under his Gang card.** The more players from one team present during the split, the more the Gang earns money!

3 wounds and elimination of a player:

Same as in the basic game, a player receiving his third wound is out of the game.

Warning: a Yakuza honor token on the "wound" side counts as a regular wound!

When a player is eliminated, he leaves the table and the remaining players may get closer to each other.

Halftime:

At the end of the 4th round, stop the game for 5 minutes. The Gangs may use this time to change their strategy and discuss about their remaining cards, about their secret code, etc.

Ending / Winning the game:

The game ends at the end of the 8th round. Each team counts its money.

Each Gangster Gang has to pay \$5.000 per Shame marker belonging to a member that is still alive.

For a **2 members Gang**, each dead character (Gangster or Yakuza) costs **\$20.000** to his Gang.

For a **3 members Gang**, each dead character (Gangster or Yakuza) costs **\$30.000** to his Gang.

Warning: The Super Coward takes effect only for its owner's Shame markers, not for his entire Gang! The same way, the owner of the **6 feeth under card** gets **\$10.000 for each dead in the other Gangs**, not for his own dead teammates.

In case of a tie, the Gang with the fewest members wins. If there's still a tie, the most wounded team wins the game.

Super Kiai

As in CA\$H'n GUN\$, Yakuza's have their own special powers to spice up the game: they are called **Super Kiai**. The rules are the same as for Super Powers. If you want to use your Super Kiai during the game, stop the game, reveal your card and explain it to the other players, then resolve its effects.



1. The Shaolin Monk

If you're wounded during a round, you **don't have to lay down your character** and you can take part in the split.

This power is permanent.



2. The Ninja

At the start of each round, **after revealing the banknotes (phase 1)**, you can **move around the table and choose two new neighbors to sit next to**.

This way, you can threaten those 2 players during this round. Take your Yakuza card and your character with you, in order to be able to show you are withdrawing if you want to do so during phase 4.



3. The Samurai

You can use the "Tanto" card you just played to cancel

every attack made against you this round. The normal effect of your "Tanto" is cancelled as well. This power **doesn't apply** against the effect of the **Grenade**.



If the Samurai is about to take a wound, he can cancel it and any other coming this round by using his Tanto card to parry (he doesn't hit the player he threatened). This power does work against a Bang! Bang! Bang!, but not against a Grenade explosion.

4. The Kamikaze (x1)

Reveal this card when you are killed.

Before being out of the game, give one wound to your left and right neighbors.

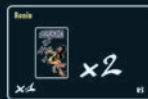
You blow yourself up with dynamite and you **give one wound to the player on your left and to the player on your right**. If one of your immediate neighbor withdrew and lays down in shame (not from a previous wound), he receives no wound. If both your immediate neighbors are down with shame, your power is lost without taking effect.



5. The Ronin (x1)

Take back your "Shuriken" card after playing it. Discard an "Cling" card instead.

The first time you use your Shuriken card, take it back in your hand and discard an Cling card instead. This power works even if you didn't hit your target.



6. The Geisha (x1)

During phase 4, before the players decide whether they will withdraw or not, you can **compel all players aiming at you to aim at another player of your choice**.

Only once during the game, you can use your charming power to compel all the players aiming at you to change target to another player of your choice (this way, a player can be forced to aim at one of his teammates!).



Super Power

"Size doesn't matter" (1x)

You have one your grandpa's old shotgun.

You can reveal your card during phase 1 of any round. Drop your pistol and grab he shotgun. From now on, you can either

aim one single person, or between 2 players. If only one



person is aimed, you play as if it was a normal gun. If you aim between 2 players, both are threatened by your gun. If you reveal a bullet during phase 5 or 6 of the round, **take a wound marker in each hand and throw them in front of the players you're aiming**. Throw them like dices but at least 1 foot high. If a marker shows the plaster, the corresponding player is wounded and gets the marker. It is possible that both players get wounded. If none of the markers shows a plaster, your old shotgun is jammed. Nobody is hurt and you take your Bang! (or Bang! Bang! Bang!) card back, and throw away one of your remaining bullet cards instead.

"You don't need it anymore" (1x)

If the Super Power card #3 — plays in the game, and the first person to die is using a special weapon, you take the it and its power. You play now with a standard gun and a special weapon. This rule also applies if the first person to die is a Yakuza. You take his tanto, his shuriken and his remaining Yakuza cards.

Variant: Objects

This **alternative is independent** of the Yakuza's rules. You can play it with the advanced game, with the "Cop in the Mafia" and off course with the Yakuza's.

The objects introduce new cards with effect more complicated than the Special Power. For your first game, play it with the advanced game only.

Warning: with the Objects, CA\$H'n GUN\$ is more dangerous and deadly! You will have to use the shame markers to survive.

The gangster and the Yakuza's have different objects.

If you play with the advanced game, during the setup, give each player 2 Object cards. Each player keeps one secretly and discards the other one face down. If you play with Yakuza's, give to each team, in addition to the Super Powers, 3 objects for a team of 2 players and 4 for a team of 3.

Each player must have one object. The remaining one is discarded.



All the "visible" type objects must be shown at the beginning of the game or at the beginning of the 5th round, after the

halftime if you play with the Yakuza. You **cannot** reveal them at another time. For example, if you play your Bang ! Bang ! Bang ! when your Laser Beam is **not visible**, it becomes **useless**.

The rules are the same as for the Special Powers. When you wish to use your object, show your card if it is not yet visible and describe it clearly. The game stops while you apply it. **Note: All the objects work only once. Discard them after use.**

Gangster Objects (12 cards):

Laser Beam (visible) (1x): When you play your Bang, Bang, Bang ! (and if this object card is visible), you shoot a **blast**. You wound the person you where aiming at and each player aiming at you. They all take a wound.



Dum Dum Bullet (visible) (1x): When you inflict your first wound with a « Bang » or « Bang ! Bang ! Bang ! » (and if this object card is visible), the victim receives two wounds.



Magic Bullet right (visible) (1X): When you inflict your first wound with a « Bang ! » or « Bang !, Bang ! Bang ! » (and if this object card is visible), you wound your victim and the first player who did not withdraw on the right of the victim in the order of the table.



For example: During phase 5, you play a BANG ! on El Toro !, he take a wound, lay down his characters and the bullet continue its way on El Toro's right until Mr. Black. Mr. Black has been hit during phase 4 by a Bang ! Bang ! Bang ! As he was not laying down in shame, he takes another wound.

Magic Bullet left (visible) (1X): Same as the previous one, but on the left!



First-aid Kit (1X): At the beginning of a round in phase 1, you may play this object to heal 2 wounds. You may play this on yourself or on your teammates. For instance, you can cure one of your own wounds and remove another one from any of your fellow Gangster.



Kevlar (1X): Reveal this object when you take your first wound. You won't take any wound this round and you

don't have to lay down. You take part in the split except if the grenade or the smoke grenade explodes. When you reveal it, you must take two shame counters.



Clip (1X): Take back your 2 "Bang" and discard 2 Bullet cards instead. Beware, this magazine works only with guns not on special weapon (Shotgun, Uzi, ...). If you are using a special weapon you have to drop it to take back your gun.



Four-leaf Clover (1X): At the end of a split you were and where part of the money was split. You can reveal your object to take the remaining money.



Deringer (1X): Your Clic is changed into a Bang ! Use it when you reveal a Clic.



Bludgeon (1X): At the end of a split where you are in, you stun an opponent, he takes no wound but you take his part of the split. Now, you have an enemy forever, when you reveal it, you must take two shame markers.



X-Ray Sunglasses (1X): At the beginning of a round (phase 1), you can look all the Bullet/Yakuza cards and Super Power/Kiai cards remaining of 2 different opponents. You may not look at their secret identity if you play with the cop.



Magnet (1X): At the beginning of a round in phase 1, draw at random bullet card from the hand of a gangster opponent and give him one of yours in exchange (you choose it). Make this action twice but not on the same person. You may not take a card from an ally.



Yakuza's Objects (6 cards):

Poisoned Tanto (visible) (1X): When you inflict your first wound with a Tanto (and if this object card is visible), the victim receives two wounds. This object doesn't work with the Shuriken.



Double Shuriken (1X): When you play your Shuriken card, you may throw the shuriken twice on 2 different opponents (if you fail you may try again on the same person)



Dark Tanto (visible) (1X): You hit both side. When you inflict your first wound with a Tanto card (and if this object card is visible) that wounds the person you where aiming at and you wound your other neighbor as well. If this neighbor withdrew, you wound the next in line... Apply the same rule as the Tanto. This card doesn't work with the Shuriken.



Smoke grenade (1X): You can play this card at the end of any phase. The round ends immediately. There's no split, no more wounds will be inflicted, Bullet/Yakuza cards are discarded and the money remains on the table.



Skip to the next round by revealing new banknotes. You cannot use the Smoke Grenade during the last round of the game.

For example, at the end of the Shuriken phase (5b), you reveal your Smoke Grenade. Phase 6 and following does not occur, so you skip the Clic-Bang phase, the Split phase, and even the Phone phase if you are playing with the cop.

Angry Dragon Tafoo (1X): Even if you are technically dead, you stay in the game and play for the remaining of the round and the next whole round (you still die at the end of the next round, or at the end of the 8th round, so, no, you can't win!).



Fake Finger (1x): If you have to flip your honor token on the wound side, discard this card and the honor token. You don't take a wound.



CASH'N GUN\$ Yakuza\$™ is a game from Repos Production Tel.+32477.25.45.18 • 34, Rue Léopold Procureur • 1090 Brussels - Belgium • website : www.rprod.com Designer : Ludovic Maublanc, Illustrations : Gérard Mathieu , Development : Les Belges à Sombremos aka Cédric Caumont & Thomas Provoost,

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