

# Gun on the Mantle

Designed by Kevin Dublin

*“Human greed is fueled by fear.”*

You robbed a bank with several strangers from different professions, and you’ve all met up at the designated cabin hideout with the whole stash waiting. There's just one problem: *the gun on the mantle*. Up to twelve will enter, but only one will leave with the whole haul. Lie, cheat, and steal to eliminate others and leave with everything.

## Objective

Be the last player remaining.

## Materials

The (24) card deck consists of four copies of six different characters (Scientist, Inspector, Athlete, Hacker, Teacher, Hunter). Each character has two abilities: one skill and one counter skill.

1. **Hacker** Steal: Take 2 coins from another player | Blocks inspection
2. **Inspector** Inspect: Look at another card, then return it | Blocks stealing
3. **Athlete** Compete: Take 3 coins from the stash | Blocks other competition
4. **Hunter** Target: Pay 7 coins to take the gun from the mantle | Skill cannot be replicated
5. **Scientist** Replicate: Repeat the previous skill used | Blocks exchanges
6. **Teacher** Exchange: Switch this card with any player | Blocks Targeting by Hunter

## Setup

Shuffle card deck and deal each player (1) card face-down and (2) coins. Place remaining coins in a stash pile. The remaining cards are set in a draw pile.

## Gameplay

Turns go around the table clockwise, beginning with the final player eliminated from the last game. If this is your first game, the oldest, gruffest player begins.

Each turn has four possible actions:

- Take a coin



- Exchange a card
- Use a skill from a card
- Take the gun from the mantle and eliminate a player

**Take a coin:** Take (1) coin from the bank. This cannot be countered or stopped.

**Exchange a card:** Pass your face-down card clockwise. The player who receives the card does not look, but chooses to either keep the discarded card and place their own at the bottom of the deck or pass the discarded card to the next player on their left. If each player passes the card, it returns to the bottom of the deck. The player who initiated the trade is allowed to draw a new card.

**Use a card skill:** Whether you have the specific card or not, you may claim to have the card and use its abilities. The effect will take place, unless a counter skill stops it or the action is challenged.

**Audible/Fair Exchange:** Players cannot use the same character card (3) turns in a row. At the beginning of the third turn, each player must exchange their card, then proceed with play normally even if that player claimed different skills.

## Challenges

A challenge can be called when any skill or counter skill is invoked and costs one coin. Any player may challenge.

- If the player claiming the skill does **not** choose to reveal the appropriate card, they lose all of their coins and must draw a new card.
- If the player claiming the skill **does** reveal the appropriate card, the challenger loses all of their coins.

**Take the gun from the mantle:** If a player begins a turn with 10 Coins, they must take the gun from the mantle and use it. The gun eliminates another player. When a player is eliminated, their coins are evenly divided amongst the remaining players with any uneven remainder going to the killer. *If there are not enough coins to go to all players, the killer takes them all.*

## Winning

When all other players are eliminated, you may take your own coins and the stash. You win.

