

Gun on the Mantle

Designed by Kevin Dublin

You robbed a bank with several strangers and returned to the hideout with all of the stash. 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 all of the stash.

Objective

Be the last player remaining.

Materials

The twenty-four 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.

Hacker Steal: Take 2 coins from another player | Blocks inspection

Inspector Inspect: Look at another card, then return it | Blocks stealing

Athlete Compete: Take 3 coins from the stash | Blocks other competition

Hunter Target: Pay 7 coins to take the gun from the mantle | Skill cannot be replicated

Scientist Replicate: Repeat the previous skill used | Blocks exchanges

Teacher Exchange: Switch this card with any player | Blocks Targeting by Hunter

Setup

Shuffle the card deck and deal each player one character card face-down and two coins. The stash holds the remaining coins. 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 three possible actions:



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- Take a coin
- Exchange a card
- Use a skill from a card
- Take the gun from the mantle

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 skill from a card: Whether you have a 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: A player cannot use the same skill card (3) turns in a row. At the beginning of the third turn, the player is forced to exchange on the third turn before their turn begins, then proceed with play normally.

Challenges

A challenge can be called when any skill or counter skill is invoked. Any player can 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 is used to eliminate another player. When a player is eliminated, their coins are evenly divided between the remaining players with any uneven remainder going to the killer.

Winning

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



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