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# BANG!

*BANG!* is a shootout game, in Spaghetti Western style, between a group of Outlaws and the Sheriff, who is their primary target. The Deputies incognito help the Sheriff, but there is also a Renegade pursuing his own goal! In *BANG!* each player plays one of these roles, and represents a famous Wild West inspired character.

## CONTENTS

7 Roles: 1 Sheriff, 2 Deputies, 3 Outlaws, 1 Renegade



80 Playing cards



16 Characters



7 extra cards



7 Summary cards



1 Stick of dynamite



30 wooden bullets



7 dual layer boards

## OBJECT OF THE GAME

Each player has his own goal:



**Sheriff:** must eliminate all the Outlaws and the Renegade, to protect law and order.



**Outlaws:** they would like to kill the Sheriff, but they have no scruples about eliminating each other to gain rewards!



**Deputies:** they help and protect the Sheriff, and share his same goal, at all costs!



**Renegade:** he wants to be the new Sheriff; his goal is to be the last character in play.

## PREPARATION

(Before the first game remove carefully the bullet tokens from their frames.)

Each player takes a **playing board** (place it in front of you to hold your role, your character, your weapon and your bullets).

Take as many **role cards** as the number of players, divided as follows:

- 4 players: 1 Sheriff, 1 Renegade, 2 Outlaws
- 5 players: 1 Sheriff, 1 Renegade, 2 Outlaws, 1 Deputy
- 6 players: 1 Sheriff, 1 Renegade, 3 Outlaws, 1 Deputy
- 7 players: 1 Sheriff, 1 Renegade, 3 Outlaws, 2 Deputies

Shuffle the cards and give one, **face down**, to each player.

The **Sheriff reveals himself** by turning his card **face up**.

All other players look at their role but keep it **secret**.

Shuffle the **characters** and give one **face up** to each player.

Each player now announces the name of his character and reads his ability. Each player takes as many **bullets** as shown on his character.

The **Sheriff** plays the game with **one additional bullet**: if his character card shows three bullets, he is considered for all effects to have four; if he has four bullets, then the Sheriff plays with five.

Put the remaining roles, boards and character cards back in the box.



Shuffle the **playing cards**, and give each player as many cards, face down, as the bullets he has. Put the remaining playing cards face down in the middle of the table, as a draw pile. Leave room for the discard pile.

**Note:** for your first few games, you can try a simplified version of the game by removing all cards with the symbol of a book before getting started.



## CHARACTERS

Each Western character has some special abilities, which make you unique.

The **bullets** you have show how many **life points** you begin the game with, i.e. how many times you can be hit before being **eliminated from play**.

Moreover, the bullets indicate **how many cards** the player can hold in his hand at **the end of his turn** (hand size limit).

*Example. Jesse Jones has 4 life points: he can be hit four times before being eliminated from the game. Moreover, he can hold up to four cards in his hands at the end of his turn.*

*If during game Jesse loses one life point and he is down at 3, he can only hold up to three cards in his hand at the end of his turn. But fear not! Life points can be recovered!*

## THE GAME

The Sheriff begins. The game is played in turns, in clockwise order. Each player's turn is divided into three phases:

1. Draw two cards;
2. Play any number of cards;
3. Discard excess cards.

### 1. DRAW TWO CARDS

Draw the top two cards from the draw pile. As soon as the draw pile is empty, shuffle the discard pile to create a new playing deck.

### 2. PLAY ANY NUMBER OF CARDS

Now you may play cards to help yourself or hurt the other players, trying to eliminate them. You can only play cards during your turn (exception: *Missed!* and *Beer*, see below). You are not forced to play cards during this phase.

You can play any number of cards; there are only **three limitations**:

- you can play only **1 BANG! card per turn**;  
(this applies only to BANG! cards, not to cards with the symbol ~~XS~~)
- you can have only **1 copy of any one card** in play;  
(one card is a copy of another if they have the same name)
- you can have only **1 weapon** in play.  
(when you play a new weapon, discard the one you have in play)

*Example. If you put a Barrel in play, you cannot play another one, since you would end up having two copies of the same card in front of you.*

There are two types of cards: **brown-bordered cards** (= play and discard) and **blue-bordered cards** (= weapons and other objects).

**Brown-bordered cards** are played by putting them directly into the discard pile and applying the effect described with text or with symbols on the cards (illustrated in the next paragraphs).

**Blue-bordered cards** are played face up in front of you (exception: *Jail*). Blue cards in front of you are hence defined to be “in play”. The effect of these cards lasts until they are discarded or removed somehow (e.g. through the play of a *Cat Balou*), or a special event occurs (e.g. in the case of *Dynamite*). There is no limit on the cards you can have in front of you provided that they do not share the same name.



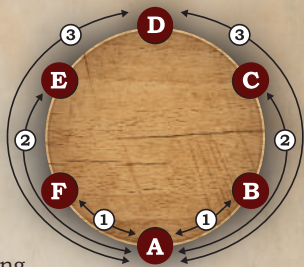
### 3. DISCARD EXCESS CARDS

Once the second phase is over (you do not want to or cannot play any more cards), then you must discard from your hand any cards exceeding your hand-size limit. Remember that your **hand size limit**, at the **end of your turn**, is equal to the number of bullets (i.e. life points) you currently have. Then it is the next player's turn, in clockwise order.

## DISTANCE BETWEEN PLAYERS

The distance between two players is the **minimum number of places between them**, counting clockwise or counter-clockwise (see figure).

The distance is very important, because all cards with a sight take it into account. Normally you can reach only targets (players or cards) within a **distance of 1** (note the 1 of your *Colt .45* on your playing board). When a character is eliminated, he is no longer counted when evaluating the distance: some players will get “closer” when someone is eliminated.



## ELIMINATING A CHARACTER

When **you lose your last life point**, you are eliminated and **your game is over**, unless you immediately play a *Beer* (see below). When you are eliminated from the game, show your **role** card and discard all the cards you have in hand and in play.

## PENALTIES AND REWARDS

- If the **Sheriff eliminates a Deputy**, the Sheriff must discard all the cards he has in hand and in play.
- **Any player eliminating an Outlaw** (even if the eliminating player is himself an Outlaw!) must draw a reward of 3 cards from the deck.

## END OF THE GAME

The game ends when one of the following conditions is met:

- a) the Sheriff is killed.** If the Renegade is the **only one alive**, then he wins. Otherwise, the Outlaws win;
- b) all the Outlaws and the Renegade are killed.** The Sheriff and his Deputies win.

*Example 1. All the Outlaws are eliminated, but the Renegade is still in play. In this case, the game continues. The Renegade must now face the Sheriff and his Deputies alone.*

*Example 2. The Sheriff is killed, but all Outlaws are eliminated, and one Deputy and the Renegade are still in play. The game ends with the Outlaws winning! They achieved their goal at the cost of their own lives!*

## NEW GAME

If you play more than one game in a row, players still “alive” at the end of the game may choose to keep their character (but not the cards in hand or in play!) for the following game; players which have been eliminated must draw a new character randomly. If you want to give each player the opportunity of playing the Sheriff, you may decide, before starting the game, to pass this role among players from game to game, randomly assigning the other roles.

## THE CARDS



### WEAPONS

You start the game with a **Colt .45** revolver. This is not represented by any card, but it is drawn on your playing board. Using the *Colt .45* you can only hit **targets at a distance of 1**, i.e. only players sitting to your right or your left. In order to hit targets farther than distance 1, you need to play a bigger weapon:

place it **over** the *Colt .45*. Weapons can be recognized from their blue border with no bullet holes, black-and-white illustration and the number into the sight (see picture) that represents the maximum **reachable distance**. The weapon in play substitutes the *Colt .45*, until the card is removed somehow. Even if weapons are played on the board, they can still be stolen (e.g. through the play of a *Panic!*) or discarded (e.g. through *Cat Balou*). The only weapon you can never lose is the ol' *Colt .45*! You can only have **one weapon in play** at a time: if you want to play a new weapon when you already have one, you must discard the one you already have.



**Important: weapons do not change the distance** between players. They represent your maximum reachable distance when shooting.



**Volcanic:** with this card in play you may play any number of *BANG!* cards during your turn. These *BANG!* cards can be aimed at the same or different targets, but are limited to a distance of 1.



### BANG! AND MISSED!

*BANG!* cards are the main method to reduce other players' life points. If you want to play a *BANG!* card to hit one of the players, determine:

- what **the distance** to that player is; and
- if your **weapon is capable of reaching** that distance.

*Example 1.* With reference to the distance figure, let us suppose that Ann (A) wants to shoot Carl (C), i.e. Ann wants to play a *BANG!* card against Carl. Usually Carl would be at a distance of 2, therefore Ann would need a weapon to shoot at this distance: a Schofield, a Remington, a Rev. Carabine or a Winchester, but not a Volcanic or the ol' *Colt .45*. If Ann has a Scope in play, she would see Carl at a distance of 1, and therefore she could use any weapon to shoot at him. But if Carl has a Mustang in play, then the two cards would combine and Ann would still see Carl at a distance of 2.

*Example 2.* If Dan (D) has a Mustang in play, Ann would see him at a distance of 4: in order to shoot Dan, Ann would need a weapon capable of reaching distance 4.



If you are hit by a *BANG!* you may immediately play a *Missed!* - even though it is not your turn! - to cancel the shot. If you do not, you **lose one life point** (discard a bullet). Discarded bullet go into a pile in the middle of the table. If you have no more bullets left, i.e. you lose your last life point, **you are out of the game**, unless you play immediately a *Beer* (see next paragraph). You can only cancel shots aimed at you. The *BANG!* card is discarded, even when cancelled.



### BEER

This card lets you regain one life point – take a bullet from the pile. **You cannot gain more life points than your starting amount!** The *Beer* cannot be used to help other players.

The *Beer* can be played in two ways:

- as usual, during your turn;
- out of turn, but **only** if you have just received a hit that is **lethal** (i.e. a hit that takes away your last life point), and not if you are simply hit.

*Beer* has **no effect** if there are only **2 players** left in the game; in other words, if you play a *Beer* you do not gain any life point.

*Example. You have 2 life points left, and suffer 3 damages from a Dynamite. If you play 2 Beers you will stay alive with 1 life point left (2-3+2), while you would be eliminated playing only one Beer that would allow you to regain just 1 life point. You would still be at zero!*



### SALOON

Cards with symbols on two lines have two simultaneous effects, one for each line.

Here symbols say: “Regain one life point”, and this applies to “All the other players”, and on the next line: “[You] regain one life point”. The overall effect is that **all players in play regain one life point**.

You cannot play a *Saloon* out of turn when you are losing your last life point: the *Saloon* is not a *Beer*!



### STAGECOACH AND WELLS FARGO

Symbols state: “Draw two cards”

**(three with Wells Fargo)** from the top of the deck.



### GENERAL STORE

When you play this card, turn as many cards from the deck face up as the players still playing. Starting with you and proceeding clockwise, each player chooses one of those cards and puts it in his hands.



### PANIC!

The symbols state: “Draw a card” from “a player at distance 1”. Remember that this distance is not modified by weapons, but only by cards such as *Mustang* and/or *Scope*.



### CAT BALOU

Force “any one player” to “discard a card”, regardless of the distance.



### GATLING

The *Gatling* shoots “a *BANG!*” to “all the other players”, regardless of the distance. Even though the *Gatling* shoots a *BANG!* to all the other players, it is not considered a *BANG!* card. During your turn you can play any number of *Gatling*, but only one *BANG!* card.



### INDIANS!

Each player, excluding the one who played this card, **may** discard a *BANG!* card, or lose one life point. Neither *Missed!* nor *Barrel* have effect in this case.

Find a more detailed explanation of “The symbols on the cards” on page 10.



## DUEL

With this card you can challenge any other player (staring him in the eyes!), regardless of the distance. The challenged player may discard a *BANG!* card (even though it is not his turn!). If he does, you **may** discard a *BANG!* card, and so on: the first player failing to discard a *BANG!* card **loses one life point**, and the duel is over. You cannot play *Missed!* or use the *Barrel* during a duel. The *Duel* is not a *BANG!* card. *BANG!* cards discarded during a *Duel* are not accounted towards the “one *BANG!* card” limitation.



## MUSTANG

When you have a *Mustang* horse in play the distance between other players and you is increased by 1. However, you still see the other players at the normal distance.

*Example. In the figure of the distance, if Ann (A) has a Mustang in play, Ben (B) and Flo (F) would see her at a distance of 2, Carl (C) and Emma (E) at a distance of 3, and Dan (D) at a distance of 4, while Ann would continue seeing all the other players at the normal distance.*



## SCOPE

When you have a *Scope* in play, you see all the other players at a distance decreased by 1. However, other players still see you at the normal distance. Distances less than 1 are considered to be 1.

*Example. In the figure of the distance, if Ann (A) has a Scope in play, she would see Ben (B) and Flo (F) at a distance of 1, Carl (C) and Emma (E) at a distance of 1, Dan (D) at a distance of 2, while Ann would be seen by other players at a normal distance.*

## DRAW!

Some cards (*Barrel*, *Jail*, *Dynamite*) show little poker suits and values, then an equal sign and then their effects. The player using such a card must “draw!”, i.e. he has to **flip over the top card of the deck**, discard it, and **look at the poker symbol** in the lower left corner. If this flipped card shows a symbol (and value!) that matches, then the “draw!” was successful, and the effect of the card is resolved (the “draw!” card is always discarded without effect). Otherwise, nothing happens: bad luck! If a specific card value or range is specified on the card, then the “draw!” card must show a value within that range (including the pictured symbols), and the suit shown.

The value sequence is:

2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 - 10 - J - Q - K - A.







## BARREL

The *Barrel* allows you to “draw!” when you are the target of a *BANG!*:

- if you draw a Heart card, you are *Missed!* (just like if you played a *Missed!* card);
- otherwise nothing happens.

*Example. You are the target of another player’s BANG! You have a Barrel in play: this card lets you “draw!” to cancel a BANG! and it is successful on a Heart. So, you flip the top card of the deck and put it on the discard pile: it’s a 4 of Hearts. The use of the Barrel is successful and cancels the BANG! If the flipped card were of a different suit, then the Barrel would have had no effect, but you could have still tried to cancel the BANG! with a Missed!*



## JAIL

Play this card in front of any player regardless of the distance: you put him in jail! If you are in jail, you must “draw!” before the beginning of your turn:

- if you draw a Heart card, you escape from jail: discard the *Jail*, and continue your turn as normal;
- otherwise discard the *Jail* and skip your turn.

If you are in *Jail* you remain a possible target for *BANG!* cards and can still play response cards (e.g. *Missed!* and *Beer*) out of your turn, if necessary.

**Jail cannot be played on the Sheriff.**



## DYNAMITE

Play this card in front of you: the *Dynamite* will stay there for a whole turn. When you start your next turn (you have the *Dynamite* already in play), before the first phase you must “draw!”:

- if you draw a card showing Spades and a number between 2 and 9, the *Dynamite* explodes!  
Discard it and lose 3 life points;
- otherwise, pass the *Dynamite* to the player on your left (who will “draw!” on his turn, etc.).

Players keep passing the *Dynamite* around until it explodes, with the effect explained above, or it is drawn or discarded by a *Panic!* or a *Cat Balou*. If you have both the *Dynamite* and a *Jail* in play, check the *Dynamite* first. If you are damaged (or even eliminated!) by a *Dynamite*, this damage is not considered to be caused by any player.


## THE SYMBOLS ON THE CARDS

Each card shows one or more symbols that show the effect(s) of the card.



Count as a **BANG!**: remove one life point.



Count as a **Missed!**: cancel the effect of .



Regain one life point. Only the player playing this card benefits from this effect, unless otherwise stated.



Draw a card. If “any player” is specified (see that symbol), then you can draw a **random** card from his **hand**, or you can **choose** one **in play** in front of him. If no player is specified, draw the top card of the deck. In any case, cards drawn are added to your **hand**.



Force to discard a card. You can force a specified player to discard a **random** card from his **hand**, or you can **choose** and discard one card **in play** in front of him.



It specifies that you can apply the effect to any chosen player, regardless of the distance.



It specifies that the effect applies to all the **other** players – i.e. **not** the player who played the card -, regardless of the distance.






It specifies that the effect applies to any one player, provided that he is within a reachable distance.



It specifies that the effect applies to any one player at a distance of the number or less. **Note:** *Mustang* and *Scope* can alter this distance, but weapons in play do not.

## REMINDER

- Any card with a *Missed!* symbol  can be used to cancel the effect of a card with a *BANG!* symbol .
- You can only play one *BANG!* card per turn, but you can play any number of other cards which show the symbol .
- You cannot have two cards with the same name in front of you.
- You can only have one weapon in play, but at least you always have a *Colt .45*.
- Weapons do not change the distance between players, they represent only your shooting range.
- *Beer* has no effect when there are only 2 players left in the game.
- When you are losing your last life point, you can only play a *Beer*, and not a *Saloon*.

## CURIOSITY

In order to keep track of your life points, you can use another character card, from the ones left over. Turn it face down and cover / uncover the bullets by sliding your character card on it, just like in the picture. This makes easier to bring **BANG!** with you and play it anywhere!

*Jesse Jones with three life points*



## THE CHARACTERS



**Bart Cassidy:** each time he loses a life point, he immediately draws a card from the deck.



**Black Jack:** during phase 1 of his turn, he must show the second card he draws: if it's Heart or Diamonds (just like a “draw!”), he draws one additional card (without revealing it).



**Calamity Janet:** she can use *BANG!* cards as *Missed!* cards and vice versa. If she plays a *Missed!* as a *BANG!*, she cannot play another *BANG!* card that turn (unless she has a *Volcanic* in play).



**El Gringo:** each time he loses a life point due to a card played by another player, he draws a random card from the hands of that player (one card for each life point). If that player has no more cards, too bad!, he does not draw. Note that *Dynamite* damages are not caused by any player.



**Jesse Jones:** during phase 1 of his turn, he may choose to draw the first card from the deck, or randomly from the hand of any other player. Then he draws the second card from the deck.



**Jourdonnais:** he is considered to have a *Barrel* in play at all times; he can “draw!” when he is the target of a *BANG!*, and on a Heart he is missed. If he has another real *Barrel* card in play, he can count both of them, giving him two chances to cancel the *BANG!* before playing a *Missed!*.



**Kit Carlson:** during phase 1 of his turn, he looks at the top three cards of the deck: he chooses 2 to draw, and puts the other one back on the top of the deck, face down.



**Lucky Duke:** each time he is required to “draw!”, he flips the top two cards from the deck, and chooses the result he prefers. Discard both cards afterwards.



**Paul Regret:** he is considered to have a *Mustang* in play at all times; all other players must add 1 to the distance to him. If he has another real *Mustang* in play, he can count both of them, increasing all distances to him by a total of 2.



**Pedro Ramirez:** during phase 1 of his turn, he may choose to draw the first card from the top of the discard pile or from the deck. Then, he draws the second card from the deck.



**Rose Doolan:** she is considered to have a *Scope* in play at all times; she sees the other players at a distance decreased by 1. If she has another real *Scope* in play, she can count both of them, reducing her distance to all other players by a total of 2.



**Sid Ketchum:** at any time, he may discard 2 cards from his hand to regain one life point. If he is willing and able, he can use this ability more than once at a time. But remember: you cannot have more life points than your starting amount!



**Slab the Killer:** players trying to cancel his *BANG!* cards need to play 2 *Missed!*. The *Barrel* effect, if successfully used, only counts as one *Missed!*.



**Suzy Lafayette:** as soon as she has no cards in her hand, she draws a card from the draw pile.



**Vulture Sam:** whenever a character is eliminated from the game, Sam takes all the cards that player had in his hand and in play, and adds them to his hand.



**Willy The Kid:** he can play any number of *BANG!* cards during his turn.

## BANG! DYNAMITE VARIANT

**This variant introduces the Stick of Dynamite.**

The rules of the game remain the same as the original **BANG!** game, with the following additions:

At the end of setup, the Sheriff takes the Stick of Dynamite and puts it in front of them. If the *Dynamite* card is in any player's starting hand, that player draws a replacement card and shuffles the *Dynamite* back into the draw pile.

During your turn, each time you **hit** another player with a *BANG!* card, take the Stick of Dynamite, wherever it is, and put it in front of you.

When you draw or "draw!" the *Dynamite* card, you **must** show it and put it in front of the player who has the Stick of Dynamite. The *Dynamite* card, for this variant, does not count as a card drawn or "drawn!" from the deck—Draw or "draw!" a new card in place of the *Dynamite*.

From now on, the *Dynamite* follows the normal rules of the game.

When the *Dynamite* goes out of play (due to exploding or being discarded), immediately shuffle it back into the deck. If for any reason you have to pick up the *Dynamite* when it is in play (e.g., if you play *Panic!*), immediately put it in front of the player in possession of the Stick, rather than into your hand.



# BANG!

## DODGE CITY

*Dodge City: a populous, chaotic, vibrant and... dangerous town! Its saloons are legendary, as are the characters stopping by. Attracted by the sudden richness of the city, bad guys walk the streets and shootouts appear on each day's menu. Protecting Law and Order is a task only for the bravest of Sheriffs. Are you up to the challenge, or will you be visiting the world's most famous Boot Hill?*

### CONTENTS

- 15 character cards



- 8 "role" cards



- 40 playing cards



- 1 summary card



- 2 extra cards



- 4 wooden bullets



- 1 dual layer boards




**Dodge City** is an expansion for the **BANG!** game. This expansion features 15 new characters (which are shuffled together with the original ones), and 40 new cards (to be shuffled with the basic playing cards). There are also 1 summary and 8 role cards, one playing board and some additional bullets, allowing you to play with eight players. The rules of the game remain the same as the original **BANG!** game, with the following additions:

### GREEN-BORDERED CARDS


Some of the new cards have a **green** border. These cards are played in front of you, face up, like the blue-bordered cards. To use an effect, you must take the card from in front of you and **discard it**. However, you **cannot** use green bordered cards **on the same turn** in which you have played them.

Each green-bordered card shows the symbols which explain its effect(s).


Only the cards with a *Missed!* symbol  can be used **out** of turn.

Green bordered cards in front of the players are also defined to be “in play” and can be removed through the play of a *Cat Balou*, *Panic!*, *Can Can*, etc. just like the blue-bordered cards. Note that if you take a green card with cards like *Panic!* or *Rag Time*, you cannot use it on the same turn: in fact, you must take the card into your hand, then you have to play it in front of you, and wait until the next turn to use it.



*Example 1: You play a Sombbrero in front of you. Starting with the next player's turn, you can discard it for the  effect.*



*Example 2: You play a Derringer in front of you. During one of your following turns, provided you still have the card in front of you, you can choose to discard it to cause a  on a player at a distance of 1, and also draw a card from the deck.*

### THE “DISCARD ANOTHER CARD” SYMBOL



Some of the cards show this new symbol, followed by an equal sign and other symbols. In order to have the effect(s) shown after the equal sign, you must discard this card **along with any other card** of your choice from your hand.



*Example 3: You play a Brawl, discarding another card of your choice from your hand in addition to the Brawl card. After doing so, the Brawl effect is to force all the other players to discard a card, either from their hand or from play, chosen by you (you can choose differently for each player).*






*Example 4: You play a Tequila, and discard another card too. You choose any one player to regain one life point (you can even choose yourself).*

## OTHER CARDS

You will also find cards that are identical to cards in the basic game: these are added in order to keep the balance among different card types in the deck.

Some cards combine symbols you already know in different ways. Simply follow the meaning of the symbols shown to determine the card's effects.

Generally speaking, remember that:

- any card with a *Missed!* symbol  can be used to cancel the effect of a card with a *BANG!* symbol ;
- when you are losing your last life point, you can **only** use a *Beer* to avoid being eliminated from the game. You cannot use other cards with similar effects such as *Saloon*, *Canteen*, *Tequila*, or *Whisky* out of turn;
- you can only play **one BANG! card per turn**, but you can play any number of other cards which show the  symbol;
- if your *Dynamite* does not explode, pass it to the first player to your left who does not already have a *Dynamite* in front of him (no player can ever have two identical cards face up in front of him).



*Example 5: In response to a Punch, you can play the Dodge: you cancel the Punch and then draw a card from the deck.*

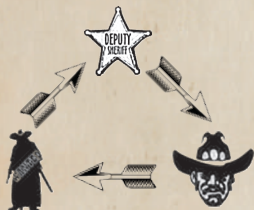
## RULES FOR 8 PLAYERS

The expansion comes with 8 role cards (1 Sheriff, 2 Deputy, 3 Outlaw and 2 Renegade), which replace the original ones, plus one playing board and some additional bullets, allowing you to play with eight players.

To play with 8 players, deal all these roles face down as usual. Each of the two Renegades plays on his own, and wins only if he is the last player alive. So, if in the final stages of the game the Sheriff is confronted by two Renegades, and the Sheriff is killed first, the Outlaws win!

## SPECIAL RULES FOR 3 PLAYERS

Take these 3 role cards: Deputy, Outlaw, and Renegade. Give one of them randomly to each player, but place them **face up** on the table. Everyone knows the role of all three players.



The goal of each player is determined by his role:

- the **Deputy** must kill the Renegade;
- the **Renegade** must kill the Outlaw;
- the **Outlaw** must kill the Deputy.

The game plays as usual, beginning with the Deputy.

You win as soon as you reach your goal, if **you shot the final hit** on your target (e.g., as a Deputy you must personally kill the Renegade).

If the other player dealt the final hit, then the goal for both survivors is to be the last man standing. For example, if the Outlaw killed the Renegade, then the Deputy did not win – he must now kill the Outlaw, who must in turn kill the Deputy in order to win.

However, any player who personally kills another one (regardless of his role) immediately draws 3 cards from the deck as a reward.

As there is no Sheriff, the *Jail* can be played on anyone.

*Beer* still has no effect when there are only 2 players left.

## THE NEW CHARACTERS



**Apache Kid:** he is unaffected by brown-bordered cards from the suit of Diamonds played by the other players. During a *Duel*, his ability does not work.



**Belle Star:** during her turn, no card in front of any other player has any effect. This applies both to the blue- as well as to the green-bordered cards.





**Bill Noface:** during phase 1 of his turn, he draws 1 card, plus 1 card for each injury (lost life point) he currently suffers. So, if he is at full life, he draws 1 card; with one life point less, he draws 2 cards; with two life points less, he draws 3 cards, and so forth.



**Chuck Wengam:** during his turn, he can choose to lose 1 life point to draw 2 cards from the deck. He may also use this ability more than once in the same turn; however, he cannot choose to lose his **last** life point this way.



**Doc Holyday:** once during his turn, he can discard any two cards from his hand for the effect of a *BANG!* against a player within range of his weapon. This ability does not count towards his limit of one *BANG!* card per turn. To hit *Apache Kid* in this way, at least one of the two discarded cards must not be a Diamond.



**Elena Fuente:** she can use any card in her hand as a *Missed!*.



**Greg Digger:** each time another character is eliminated, he regains 2 life points. As usual, he cannot exceed his initial number of life points in this way.



**Herb Hunter:** each time another character is eliminated, he draws 2 extra cards from the deck. So, if he kills an Outlaw himself, he draws 5 cards.



**José Delgado:** during his turn he can discard a blue-bordered card from his hand to draw 2 cards from the deck. He may use this ability **twice** per turn.



**Molly Stark:** each time she plays or voluntarily discards a *Missed!*, *Beer*, or *BANG!* card when it is not her turn, she draws one card from the deck. If she discards a *BANG!* during a *Duel*, she does not draw her replacement cards until the end of the *Duel*, when she would draw one card for each *BANG!* she used during the *Duel*. Cards that she is forced to discard due to cards like *Cat Balou*, *Brawl*, or *Can-Can* are **not** considered voluntarily discarded!



**Pat Brennan:** during phase 1 of his turn, he may choose to draw the usual two cards from the deck, or, instead draw **one** card (and this one card only) from in play and add it to his hand. The card can be in front of any player, and can be either a blue-bordered card or a green-bordered card.



**Pixie Pete:** during phase 1 of his turn, he draws 3 cards instead of 2.



**Sean Mallory:** in phase 3 of his turn, he can hold up to 10 cards in his hand. He does not have to discard any cards if he has more cards than the number of life points he has left, but less than 11.



**Tequila Joe:** each time he plays a *Beer*, he regains 2 life points instead of 1. He only regains 1 life point from similar cards like *Saloon*, *Tequila*, or *Canteen*.



**Vera Custer:** at the beginning of her turn, before drawing any cards (in phase 1), she chooses any other character still in play. Until her next turn, she has the same ability as that character.



*It's Gold Rush time! A cascade of gold nuggets will be the reward for the quickest gunslinger! Now you can gain new and extraordinary equipment to help you during a gunfight. But watch out for the ghastly shadow-gunslingers... they have only one single aim: to blow you away! Can you gallop your way to the richest creek?*

## CONTENTS

- 24 equipment cards



- 1 “Shadow-Renegade” role card; (to be used only with the Shadow-Gunslingers game variant)



- 8 character cards



- 30 gold nuggets



### EQUIPMENT CARDS

At the beginning of the game, shuffle the equipment cards in a separate pile, and place it a bit distant from the playing deck. Draw the first three equipment cards and place them face up in a row.

Place the gold nuggets in a small heap in the middle of the table. You start the game with no equipment and no gold nuggets in your possession.

The game follows all of the rules from the normal *BANG!*, with the following changes: Each time you cause another player to lose a life point by any means (by playing a *BANG!*, *Indians!*, *Duel*, etc.), **take one gold nugget** from the heap (if the heap runs out, use any suitable substitute). If you cause more than one player to lose a life point with a single card, take one gold nugget for each wound you caused. Keep your gold nuggets in front of you, where everybody can see them.

*Example: In a game with five players, Sid plays a Gatling (a BANG! to each of the other players). Paul plays a Missed!, Pedro, Rose, and Suzy each take a hit. Since Sid forced 3 players to lose a life point, he takes 3 nuggets from the heap.*

During phase 2 of your turn, you now have **three new possible actions**:



**1. Buy one or more equipment cards:** You can purchase any of the face up equipment cards. Each card shows the number of nuggets you must spend to purchase that card (return them to the heap). If you buy a brown-bordered card, apply its effect immediately and then discard it (to the bottom of the equipment deck, face up). If you buy a black-bordered card, keep it face up in front of you.

*Example: Sam pays 2 gold nuggets to take a Pardner. He uses it to copy the effect of a Cat Balou card, then discards it. Then he pays 2 more gold nuggets to take the Horseshoe. This he keeps face up in front of him, and he can use it when he has to “draw!”*



**2. Force another player to discard one or more equipment cards:** You can force another player to discard an equipment card that he has face up in front of him by paying its normal cost **plus one gold nugget**. The owner of the equipment cannot prevent this action. The card goes to the bottom of the equipment deck, face up.

*Example: Willy spends 3 gold nuggets to force Sam to discard his Horseshoe (2—the cost of the Horseshoe—plus 1 gold nugget). Then he spends 4 more gold nuggets to force Kit to discard his Lucky Charm (the Lucky Charm’s cost of 3 plus 1).*



**3. Play one or more Beer cards for gold nuggets:** You can play a Beer card from your hand to **take one gold nugget** from the heap. You can play any number of Beer cards in this way on your turn. Obviously, in this case you do not get to regain a life point! You can play Beer cards to take gold nuggets even when there are just two players remaining. You cannot play other cards with similar effects (such as Saloon) to get gold nuggets.

*Example: Duke has 2 Beer cards in hand. He plays one to regain 1 life point, then plays the other to take 1 gold nugget from the heap.*

There is no limit to the number of equipment cards you can buy or discard during your turn, and you can have any type of black-bordered equipment cards in front of you. But remember: you cannot have two cards with the same name face up in front of you—this rule applies to equipment cards just like blue-bordered cards. When an equipment card is purchased, it is immediately replaced with a new card from the equipment deck. Gold nuggets spent (to buy or discard equipment) always return to the heap.

**Equipment cards cannot be the target of Panic! or Cat Balou cards**, or other cards from any expansion that have a similar effect, including all character special abilities. **The only way to discard an equipment card is to pay its cost plus one gold nugget.** If you are eliminated from the game, all of your equipment cards are discarded. All discarded equipment cards are always placed **face up** at the bottom of the equipment deck. Character abilities such as Vulture Sam cannot be used to collect equipment cards. If a face-up equipment card is revealed (when drawing equipment), re-shuffle the entire pile and create a new draw deck.

## GAME VARIANT: SHADOW-GUNSLINGERS

With this game variant you're never really out of the game!

You may also use this game variant without Gold Rush, but keep in mind that the characters provided in this expansion are specifically balanced for play with shadow-gunslingers.

If you reach zero life points and are eliminated, you are only out of the game temporarily. All the rules for the elimination of a player still apply: you discard all of your cards in hand and in play (including all equipment), reveal your role card and check the victory conditions. If you were an Outlaw, for instance, the player who eliminated you draws the 3 card reward, etc. **But, you keep all of your gold nuggets if you have any.**

During *each* of your following turns (that is, each time it would have been your turn if you were still in the game) **you temporarily re-enter the game as a “shadow-gunslinger”**— a “shadow-Deputy,” “shadow-Outlaw,” or “shadow-Renegade,” respectively.

As a shadow-gunslinger, you have zero life points. You draw 2 cards, play your turn as normal, and then leave the game again. During your turn, you play as if you were still alive, with all your abilities. But, you cannot gain or lose life points (you ignore the effects of any cards of this type). At the end of your turn, you exit the game again, and must discard all of your cards in hand and in play (including any equipment cards you bought that turn).

**Important:** Shadow-gunslingers are not considered to be “playing characters” who are eliminated: so any effects caused by a characters’ elimination do not apply to them. For example, Vulture Sam does not get your discarded cards. When it is not your turn, you are out of the game for all purposes. Your abilities do not work, and you are not counted when determining distances between players, or for the effects of General Store, Dynamite, or any other cards.

**You keep your gold nuggets from turn to turn** and can gather more when you are a shadow-gunslinger. During your turn, you may spend your nuggets to buy or discard equipment. Note, however, that any black-bordered equipment cards in front of you are discarded at the end of your turn, just like your other cards.

**Important:** Shadow-gunslingers permanently leave the game if only the Sheriff and the Renegade remain in play.



## THE SHADOW-RENEGADE

There is a special rule that applies to the shadow-Renegade: On his turn, he sides with the weakest team. Count the number of other face up roles (i.e., those of other eliminated players plus the Sheriff, but not his own): **the shadow-Renegade sides with the team that has the most face up role cards. In case of a tie, he sides with the Outlaws.**

As soon as the Renegade is eliminated and becomes a shadow-Renegade, he takes the special “shadow-Renegade” role card and keeps it face up in front of him. At the beginning of each of your turns, once you have determined which side you are on, turn your role card to the appropriate side (shadow-Deputy or shadow-Outlaw). From now on, you win together with the team you currently belong to. Your role stays the same until the beginning of your next turn, even if the situation has changed. A shadow-Renegade never returns to his original Renegade role. The shadow-Renegade card is never included when determining which side he joins at the start of his turn.

*Example: Bart the Renegade is the only player eliminated so far. The only other face-up role card is the Sheriff, so the new shadow-Renegade plays for the Law (as a shadow-Deputy). Soon after, an Outlaw is eliminated. At the start of Bart's next turn, he becomes a shadow-Outlaw (there is now a tie for face up lawman and outlaw cards, so he plays for the Outlaws). If a Deputy is eliminated next, Bart again joins the Law (the face-up role cards would be: Sheriff, Deputy, and Outlaw, so 2-1 lawmen). And so on...*

## NOTES

- You must always pass the *Dynamite* clockwise to the next player still in the game (ignore shadow-gunslingers).
- When you are eliminated as a shadow gunslinger, your equipment is discarded (and *Vulture Sam* does not take them).
- At the end of your turn as a shadow-gunslinger, any cards you discard are not taken by *Vulture Sam*. Similarly, if you play with the *BANG!* Dodge City expansion, *Greg Digger's* and *Herb Hunter's* abilities also do not activate.

## EQUIPMENT CARDS



**Boots:** Does not apply to the last life point you lose.



**Bottle:** Even though this card has the same effect, it is **not** considered a *Panic!*, a *Beer*, or a *BANG!*. The *BANG!* you can shoot with this card does not count towards your one *BANG!* per turn limit.



**Calumet:** This equipment has no effect during a *Duel*.



**Gold Pan:** To keep track of the cards you draw using the *Gold Pan*, put the gold nuggets you pay on the *Gold Pan* card, then return them to the heap at the end of your turn.



**Horseshoe:** All “draw!” cards are discarded afterwards.



**Lucky Charm:** Does not apply to the last life point you lose. Always take the gold nugget from the heap, not from the player who wounded you!



**Pardner:** Even though this card has the same effect, it is not considered a *General Store*, a *Duel*, or a *Cat Balou*.



**Rhym:** Example: You “draw!”



so you regain 3 life points. All “draw!” cards are discarded afterwards.



**Rucksack:** May be used out of turn, if you are losing your last life point.



**Wanted:** The 2 cards and the gold nugget are in addition to any other effect (e.g. if you eliminate an outlaw, you get 3 + 2 = 5 cards and 1 gold nugget—if the Sheriff kills a *Wanted* deputy, he draws before discarding his entire hand, but keeps his nuggets).

## CHARACTERS



**Don Bell:** At the end of his extra turn, he does not “draw!” for an extra turn again.



**Dutch Will:** He must discard one of the two cards he has just drawn (his choice) during phase 1 of his turn.



**Jacky Murieta:** He may shoot more than one extra *BANG!* provided he can pay the gold nuggets. He does not need to play any cards to use this ability.



**Josh McCloud:** This ability can be used only during his turn. If he draws a black-bordered equipment card he already has, he must discard it.



**Madam Yto:** It doesn't matter whether the *Beer* was played to regain a life point or to take a gold nugget. It doesn't matter who played the *Beer*, even Madam Yto's *Beer* cards count. This ability does not work if someone uses any other similar card such as *Whisky* or *Bottle* as a *Beer*.



**Pretty Luzena:** She may buy more than one equipment card per turn, but only one has its cost reduced by 1 gold nugget. If she uses her ability on an equipment card with cost 1, she takes it for free.



**Raddie Snake:** To keep track of the cards you draw using this ability, put the gold nuggets you pay on your character card, then return them to the heap at the end of your turn.



**Simeon Picos:** Always take the gold nugget from the heap, not from the player who wounded you!



WILD WEST SHOW

THE VALLEY OF SHADOWS

STAGECOACH

WELLS FARGO



# WILD WEST SHOW



**Contents:** 10 cards, 8 Characters.

All *Wild West Show* cards show this symbol.

Add these characters to the others contained in **BANG!** Before starting, set aside the card titled *Wild West Show* and shuffle the other cards, face down in a separate pile. Then, add *Wild West Show* at the bottom of this pile (**WWS** pile), and place it in the middle of the table. The game proceeds as usual, with the following modification. When you play a *Stagecoach* or *Wells Fargo*, take the **WWS** pile and place it in front of you. Then, reveal the top card and read its effect aloud. That effect is now valid, and continues until a new *Stagecoach* or *Wells Fargo* is played. Whoever plays the next *Stagecoach* or *Wells Fargo* takes the **WWS** pile, reveals a new card from the top which replaces the previous card, and so on. Remove the previous card from play.

**Exception:** once revealed, the card titled *Wild West Show* stays in play until the end of the game, and it doesn't get replaced.

## NEW CHARACTERS



**Flint Westwood:** The card from your hand is of your choice, not at random. If the target player has only one card, you get only one card.



**Gregory Deck:** The only valid characters are those from the basic game. At the beginning of your next turn, you decide whether to keep the characters or to change them. If you choose to change them, you must change both of them. This ability also applies at the beginning of the game.



**John Pain:** The card drawn this way may not be used immediately; you must wait

until the previous effect ends. For example, if it's a *Beer* and you lose at the same time your last life point, you may not use it.



**Lee Van Kliff:** The brown-bordered card may be also another *BANG!* You may repeat each effect one time only. If you repeat the effect of a *Stagecoach* or *Wells Fargo*, the **WWS** card only changes the first time. Repeating the effect counts as one card played, if *Miss Susanna* is in play.



**Teren Kill:** If the "draw!" is unsuccessful, you can't play a *Beer* to save you.



## NEW CARDS



**Bone Orchard:** Players return to play permanently. Hence, they stay in play even after the *Bone Orchard* terminates its effect, if they are still in play.



**Darling Valentine:** Players then also draw the usual 2 cards from the deck.



**Dorothy Rage:** If the forced player does not have the called card, he must show his hand. If he has it, he must play it as if it was his turn (also for counting the distances), but you choose any target(s) if the card requires so.



**Lady Rosa del Texas:** Bring your cards, your mat, etc. with you!



**Miss Susanna:** This effect does not apply to players skipping their turn because of the *Jail*.



**Showdown:** *Big Spencer* may use *BANG!* as they were *Missed!* and *Lee Van Kliff* may discard any card to use his ability.



**Wild West Show:** It is just like each player has the same goal of the Renegade. However, the actual roles stay the same: therefore the Sheriff may not go to *Jail*, and eliminating an Outlaw brings the usual 3 cards reward. If the Sheriff is eliminated, the game continues. Victory is individual.

## THE VALLEY OF SHADOWS



**Contents:** 8 characters, 16 playing cards.

All The Valley of Shadows cards show this symbol.

This expansion features 8 new characters (to be shuffled together with the original ones), and 16 new cards (to be shuffled with the basic playing cards). Whenever an effect requires a *BANG!* or *Missed!* card, (e.g., *Colorado Bill*, *Mick Defender*, *Bounty*, etc.), you must use a real *BANG!* or *Missed!* card, or a card that counts as a *BANG!* or *Missed!* card (e.g. *LeMat*, *Calamity Janet*, etc., but not *Gatling*, *Fanning*, etc.).

## NEW CHARACTERS



**Black Flower:** You can use a *Clubs* card as a *BANG!* in addition to your normal one *BANG!* per turn.



**Colorado Bill:** Cards like *Missed!* or *Barrel* or *Jourdonnais'* ability cannot be used.



**Der Spot-Burst Ringer:** This *BANG!* card is not counted against the limit of one *BANG!* card per turn.



**Evelyn Shebang:** You must choose to draw 0, 1, or 2 cards before drawing (you cannot draw one card, look at it and then choose to “shoot” the next).



**Henry Block:** The card is drawn (or discarded) only after the automatic *BANG!* is resolved. This ability works against *Jesse Jones’* or *Pat Brennan’s*, but not against automatic abilities like *El Gringo’s*.



**Mick Defender:** This ability also works against cards that affect multiple players (*Gatling*, *Indians*, etc.). The *Missed!* card only prevents the card effects on you, not on the others.

## NEW CARDS



**Aim:** The target still only needs 1 *Missed!* to avoid being hit.



**Bounty:** Stays in play until removed somehow (*Panic!*, etc.).



**Escape:** Also works against cards that affect multiple players (*Gatling*, *Indians*, etc.).



**Fanning:** Counts as your normal one *BANG!* per turn. The secondary *BANG!* is mandatory and it is fired even if the first one is canceled.



**Ghost (2x):** A ghost is considered “in play” for all purposes, but has no life points: At the end of your turn, you must discard all your hand cards. If *Ghost* is removed, the ghost exits play again.



**Last Call:** May be played with only 2 players left, but never out of turn.



**LeMat:** The card you use counts as a *BANG!*, so you may only play 1 per turn.



**Rattlesnake:** Stays in play even after dealing damage. The check order is: *Dynamite* > *Jail* > *Rattlesnake*.



**Saved!:** You may prevent damage you dealt yourself.



**Tomahawk:** The maximum reachable distance is 2, but it can be used at distance 1.



**Tornado:** If you have no cards in hand to discard, you still draw 2 cards.



**Contents:** 13 High Noon cards and 15 A Fistful of Cards cards.

*These two expansions, originally published in two separate packs, are now presented together as they share the same rules.*

**High Noon** and **A Fistful of Cards** are two **BANG!** expansions—identifiable from the different back and different border color—that play with the same rules.


The game proceeds as normal **BANG!** with these changes: the Sheriff chooses either the first or the second expansion, he sets aside the *High Noon* card (or *A Fistful of Cards* if playing with the second one), and shuffles the remaining cards, separate from the regular cards, face down. Then, he puts the set aside card on top. Finally, he flips the stack **face up** and places it near himself, so that *High Noon* (or *A Fistful of Cards*, respectively) is the last card of the stack. Starting with his second game turn, the Sheriff, before taking his turn, removes the first card off the stack (taking care so that only the next card is revealed): he reads the card aloud, and then puts it in the center of the table creating a new pile. The card on top of this pile in the center of the table is now in play, and players must follow its effects until it is covered by a new card.

The last card of the stack—*High Noon* or *A Fistful of Cards*—stays in effect until the game ends.

You can use these two expansions together.

The Sheriff sets *High Noon* and *A Fistful of Cards* aside; he shuffles the remaining cards together, face down, then randomly draws twelve of them (more if you wish a longer game). Then he randomly chooses one of the set aside cards and places it **on top** of the stack. Finally, he flips the stack **face up** and places it near himself.

## NOTE ON CARDS

“At the start of his turn” means the card takes effect before any other action. For *Ricochet* and *Russian Roulette*, any card with a *Missed!* symbol  can be used.



*Armed and dangerous: that's how new Gunslingers come into town, itchin' for a fight. Not to mention that load of new goods just delivered. It holds many surprises: deadly weapons, powerful gear, and lethal ammo... the Dangerous cards! But their use is limited, and if you're not quick enough to take advantage of them, your enemies will be!*

## CONTENTS

- 28 playing cards:
  - 13 Dangerous cards: 9 objects and 4 weapons
  - 9 new brown-bordered cards
  - 6 brown-bordered cards from the basic game




- 8 characters



- 32 Load tokens






This expansion features 8 new characters (which are shuffled together with the original ones) and 28 new cards (to be shuffled with the basic playing cards). Keep the Load tokens  in the middle of the table in a common supply: unless specified otherwise, when you have to take a token, take it from the supply. If you spend or discard a token, return it to the supply. During the game, you keep the Load tokens on your Dangerous cards and/or on your character: you will use these tokens to activate your Dangerous cards, the abilities of some characters, and to upgrade the effects of some brown-bordered cards, as we will see later. The rules of the game remain the same as the original **BANG!** game, with the following additions:

## THE DANGEROUS CARDS

All Dangerous cards have an **orange** border, and they behave just like blue-bordered cards (= weapons and other objects) in all respects, with the following additions:





• **Playing a Dangerous card:** When you play a Dangerous card in front of you (exception: *Bomb* can be played on any player), whether it's a weapon or an object, add 3  to it.


• **Using a Dangerous card:** To use a Dangerous card in play in front of you, you first have to pay (i.e. discard) the stated number of  from the card (see image). If you discard the token(s), you can use the effect specified on the card. If there are not enough  on the card, the effect cannot be used.





EX.: PAY 2

• **Depleting a Dangerous card:** When a Dangerous card in play runs out of , discard it immediately.

• **Reloading a Dangerous card (or your character):** There are two ways to add  to a Dangerous card in play or to your character:


**1. Playing a blue-bordered card:** Each time you play a blue-bordered card, you may add 1  to any of your Dangerous cards in play, or to your character (see also, *The Characters*). This holds true even when you play a blue-bordered card on a different player (e.g.: *Jail*), but not when you receive one (e.g.: *Dynamite*).


**2. Discarding a card from you hand at the end of your turn:** Each time you have to discard one or more cards from your hand during Phase 3 of your turn (when the number of cards in your hand exceeds the number of life points you currently have), you may add 1  to any of your Dangerous cards in play or to your character for each card discarded. Remember that you cannot voluntarily discard cards in this phase! Note also that you cannot immediately use the tokens you add in this phase, because Phase 3 ends your turn.

Each Dangerous card may hold a maximum of 4 :  
Any token to be added beyond the 4th are simply ignored.  
The same limit applies to characters.




If you want to play a Dangerous card but the supply does not have the required number of load tokens (normally 3) then you **cannot play the card**.

Since they behave just like blue-bordered cards, Dangerous cards may be discarded by playing *Cat Balou*, etc. Note that if you play a *Panic!* on a Dangerous card in play, you take it into your hand without the tokens on it, which go back to the supply (if you later play the very same card, then add 3  to it as usual).

The  on the cards may not be the target of cards or abilities unless explicitly specified.




## DANGEROUS WEAPONS

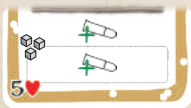
These Dangerous cards are weapons in all ways: they have an orange border with no bullet holes, black-and-white illustration, and a number in the sight. They replace and are replaced by any other weapon. Just like blue-bordered weapons, Dangerous Weapons allow you to play a *BANG!* card from your hand up to the reachable distance. But, each Dangerous Weapon also has a special ability that you can activate by spending the required number of  **when you play the *BANG!* card** (and before the target player reacts, e.g. by playing *Missed!*).






**Important:** you may use the special effect only when playing actual *BANG!* cards, not similar cards such as *Gatling*, *Flintlock*, *Quick Shot*, etc.

## UPGRADABLE CARDS AND OTHER CARDS

Upgradable cards are brown-bordered cards (= play and discard) whose effect may be upgraded by spending the required number of . The  you spend may be taken from any of your Dangerous cards in play or from your character, in any combination. Remember that if you remove the last  from a Dangerous card, it must be discarded. Upgrading a card is always optional. You can use the upgrade several times if you want and can pay for it: always choose at the moment you play the card, before carrying out its effects.






*Example: A little nip lets you regain 1 life point, and 1 additional life point for every 3  you spend. By spending 6  when you play the card, you gain a total of 3 life points. If you spend 0 , you regain only 1 life point.*


You will also find cards that are identical to cards in the basic game: these are added in order to keep the balance among different card types in the deck.


Some cards combine symbols you already know in different ways. Simply follow the meaning of the symbols shown to determine the card's effects.

Generally speaking, remember that:


- Any card with a *Missed!* symbol  can be used to cancel the effect of a card with a *BANG!* symbol .
- When you are losing your last life point, you can **only** use a *Beer* to avoid being eliminated from the game. You cannot use other cards with similar effects such as *Saloon*, *Beer keg*, or *A little nip out of turn*;
- You can only play **one *BANG!* card per turn**, but you can play any number of other cards which show the .

## THE CHARACTERS


The  needed to activate the abilities of some characters may be taken from your character and also from any of your Dangerous cards in play (during your turn only, unless specified otherwise, e.g.: Al Preacher).

Remember that each character may hold a maximum of 4 .



**Al Preacher:** May be activated out of turn. You can draw only 1 card for each blue or orange-bordered card played, even if you can spend more than 2  each time. You must activate it before another card is played after the blue or orange-bordered one.






**Bass Greeves:** You may add the 2  to any one of your Dangerous cards or to the character himself, but not to two different cards (one per card).



**Bloody Mary:** It does not work with cards that are not actual *BANG!* cards, such as *Flintlock*, *Quick shot*, *Gatling*, etc.



**Frankie Canton:** The  you take can come from any Dangerous card in play, whether yours or a different player's, or from another player's character. The 4  limit still applies. If you take the last  from a Dangerous card, it must be discarded as usual.



**Julie Cutter:** It's just 1 *BANG!*, even if you lose more than 1 life point at the same time. It is automatic (you don't have to play a *BANG!* card), it works regardless of the distance, and it can be canceled as usual with *Missed!*, *Barrel*, *Crate*, etc.






**Mexicali Kid:** The *BANG!* is additional, so it does not count for the 1 *BANG!* card per turn rule and you don't have to play any card. The shot may be canceled as usual with *Missed!*, *Barrel*, *Crate*, etc., and it reaches up to your weapon's reachable distance, but it does not trigger the effect of a Dangerous Weapon. It does not work out of turn (against *Indians!*, *Arrow*, *Duel*, etc.).



**Ms. Abigail:** It does not work against cards that affect all players, such as *Indians!*



**Red Ringo:** You must carry out the movement of  as a single move, but you may choose two different cards and place 1  on each of them. You may not move  from Dangerous cards back to Red Ringo with this ability.

## THE CARDS



**Ace up the sleeve.**



**A little nip:** Unlike *Beer*, it cannot be used out of turn.



**Arrow:** The target player chooses whether to discard a *BANG!* card or lose 1 life point. You cannot reply with similar effects such as *Flintlock* or *Gatling*.  
Upgrade: All targets must be different.



**Bandolier:** You may play an additional *BANG!* card, which must follow the usual distance rules, may trigger the effects of a Dangerous Weapon, etc.



**Beer keg:** Unlike *Beer*, it cannot be used out of turn.









**Bell tower:** It only applies to the next card you play, but you can use it many times during your turn. It works against a *Mustang*, for example.



**Big Fifty:** It cancels the effects of cards such as *Mustang*, *Barrel*, etc., Julie Cutter's ability, etc.



**Bomb:** Play this card on any player (with 3  on it as usual). At the beginning of your turn, if the *Bomb* is in play in front of you, "draw!": on  or , pass the *Bomb* to another player of your choice (who will perform the same check on their turn, etc.). On  or , discard 2  from the *Bomb*. If the  run out, the *Bomb* explodes!

Discard it and lose 2 life points. The *Bomb* does not explode if it is drawn or discarded in other ways (e.g., *Panic!*, *Cat Balou*, *Whip*, *Squaw*, etc.), but it does if the  run out because of *Rust*, for example. If you also have *Dynamite* and/or *Jail* in play in front of you, check the *Bomb* last.



**Buntline Special:** It does not matter if the shot is canceled with a *Missed!* card, *Barrel*, etc.




**Caravan.**



**Crate:** If you also have *Barrel* in play, you choose in which order to use the cards if necessary.




**Double Barrel:** A *BANG!* with the  suit cannot be canceled, even using *Barrel*, etc.



**Duck!**



**Flintlock:** It is not a *BANG!* card, so it does not count towards the limit of 1 *BANG!* card per turn, and it does not trigger the special effect of a Dangerous Weapon. Upgrade: If the shot is canceled (it does not matter if by *Missed!*, *Barrel*, etc.), you can spend 2  to take this card back into your hand (and play it again immediately after, if you want).





**Lock Pick:** It only affects the cards in hand, not those in play. It works regardless of the distance.







**Quick Shot:** It is not a *BANG!* card, so it does not count towards the limit of 1 *BANG!* card per turn, and it does not trigger the special effect of a Dangerous Weapon. Upgrade: All targets must be different and at a reachable distance.



**Reloading:** Take 3  from the supply and put them on any combination of your Dangerous cards and/or your character. Remember that a card may never have more than 4 .



**Rust:** Each of the other players must remove 1  from each of their Dangerous cards and from their characters. Add all  removed to your character, up the limit of 4, and discard the extras.




**Squaw:** It works regardless of the distance.



**Thunderer:** It works whether the shot was successful or not, and the *BANG!* card must be taken back before the target player replies (with *Missed!* or another action).



**Tumbleweed:** A just completed “draw!” must be repeated, ignoring the previous result. Can be used on any “draw!”, even your own, and can be played out of turn. You may have the “draw!” repeated again by spending additional .



**Whip:** It only affects the cards in play, not those in hand. It works regardless of the distance.

## NOTES ON BASE GAME CHARACTERS

**Jourdonnais:** His ability may be used to avoid the effect of *Flintlock*, and also against Mexicali Kid.

**Lucky Duke:** With the *Tumbleweed*, he repeats his entire “draw!”, so he shows two new cards and chooses the result.



*The train is coming to town and the Outlaws want to get their dirty hands on the precious cargo! But the Law will do everything it can to secure the convoy to its destination. Will you loot the train with the crew, or defend it at all costs? All aboard!*

## CONTENTS AND SETUP

### • 41 cards:

- 16 Railcar cards
- 1 Locomotive card (front: Ironhorse, back: Leland)



- 16 new playing cards: 12 brown-bordered cards, 4 blue-bordered cards



- 8 characters



### • 13 Station tiles



- 1 extra customizable Station tile



This expansion features **8 new characters** (which are shuffled together with the original ones) and **16 new playing cards** (to be shuffled with the basic playing cards).



Shuffle the **Railcar card deck** and place it face down on the table. Then, shuffle the **13 Station tiles in a face down pile** and put them near the Railcar deck. Turn over as many Station tiles as the number of players and put them on the table as a line, running from left to right. To form the train, put the Locomotive card below the first Station (the leftmost), with a random side up, followed by 3 random Railcar cards to the left, drawn from the respective deck.

During the game, the Railcar cards will be paired with Station tiles. As the train advances, the pairs will change. For example, in the picture on p. 1, at the start of the game, the Locomotive is paired with the *Boom Town Station*. The rules of the game remain the same as the original **BANG!** game, with the following additions.

## MOVING THE TRAIN

At the beginning of each **Sheriff's turn**, the Locomotive advances to the right one Station, "pulling" the Railcar cards with it. So, when the Sheriff starts their first turn, the situation will be something like the example on the right.



## TAKING RAILCARS FROM THE TRAIN

**Once during each of your turns**, you may pay the **cost** shown on a Station tile to take the paired Railcar. In the example above, to obtain the *Caboose*, you would have to pay the cost shown on the *Boom Town Station*. The other Railcars could not be taken yet since they are not paired.

To pay the cost, discard the required cards from your hand and/or in front of you. When a specific card is depicted, you need **exactly** that card, not another one with a similar (or identical) effect.

Note: You cannot take the Locomotive card for any reason.

Before taking a Railcar, you may **advance the train 1 Station for free**: move the Locomotive one Station to the right and trail all the Railcars with it. If you choose to advance the train in this way, then you **MUST pay the cost shown on one Station and take the corresponding Railcar**. Advancing the train is not mandatory. Note: You can play additional cards or effects that advance the train (e.g., *Zippy Roy*), before or after this whole action. Unless it states otherwise differently, **put the acquired Railcar in play in front of you**.

If a Railcar is taken other Railcars on the tail (if any) slide up to fill the gap (1), and a new Railcar is added to the end of the train from the Railcar deck (2). In our example to the right, if you take the *Caboose* Railcar, this is how the train might look afterwards.



Some railcars have a permanent effect that stays active while you have it in front of you. Meanwhile, other railcars must be discarded to activate their effect. When a Railcar is discarded, put it on the bottom of the Railcar deck, face down.

**Railcars are treated like blue-bordered cards for all effects**—they can be the target of *Panic!*, *Cat Balou*, and other cards or effects that target blue-bordered cards (unless otherwise stated)—but they can never be taken into your hand: if for any reason you have to take a Railcar card into your hand, put it in play in front of you immediately instead.

## THE END OF THE LINE

As soon as the Locomotive is moved to the right of the last Station (in our example, beyond *Tombrock*, see left), the train reaches the “**End of the Line**”: after your chance to pay and take a Railcar, follow the instructions on the Locomotive card, starting with the player whose turn it is and proceeding clockwise. After resolving this effect, reshuffle **all** the Station tiles and create a new line, then reshuffle all the Railcar cards in the train with the ones in the Railcar deck and create a new train in the starting position as seen in the first example. Flip the Locomotive to the other side (*Ironhorse* if it was on the *Leland* side, and vice versa).



A Train is composed of a Locomotive and 3 Railcars. If there are not enough Railcars to create a whole train, use all the ones available. If there are none, the Locomotive will start with no Railcars at all (even if there will be other ones available later on), but its effects will still apply when it reaches the End of the Line. Add Railcars to the train as soon as they become available again until the train is full once more.

## THE LOCOMOTIVES



**Ironhorse:** Each player, including the one who triggered the effect, is the target of a *BANG!* Any damage is not considered to be caused by any player. If all players are eliminated at the same time, the Outlaws win.



**Leland:** Play the effect of a *General Store*, starting with the player whose turn it is and proceeding clockwise.

## THE RAILCARS



**Circus Wagon:** The other players discard cards in clockwise order starting from your left.



**Express Car:** You can not have another extra turn after the one granted from this effect, even if you manage to play again *Express Car*.



**GhostCar:** Play on any player (including you), even if they have already been eliminated, except for the Sheriff. If that player is eliminated, they stay in play (or return to play) with no life points instead. They cannot gain nor lose life, and count as a character in play for all purposes (victory conditions, distance, characters' abilities, etc.). Having no life, they must discard their whole hand at the end of their turn, but they may keep any cards in play in front of them, including the *Ghost Car*. However, they are knocked out of the game as soon as they lose the *Ghost Car*: no rewards are assigned if they were an Outlaw,

and character abilities (e.g., *Vulture Sam*) are not triggered.



**Lounge Car:** The Railcars you draw do not count towards the normal limit of 1 Railcar per turn. If you are the Sheriff and you draw the *Ghost Car*, you must give it to another player.



**Lumber Flatcar:** Play on any player of your choice (including you). While this card is in play, that player sees all other players at a distance increased by 1.



**Private Car:** This does not protect against *Gatling*, *Knife Revolver*, *Evan Babbit's* ability, and so on.



**Sleeper Car:** Note that you may also use this once against *Indians!*, *Duel*, etc.

## THE STATIONS



**Boom Town:** Discard a *BANG!* card.



**Catico:** Discard a *Cat Balou* or a *Panic!* card.



**Creepy Creek:** Discard a card of Spades.



**Crown's Hole:** Discard a *Beer* card.



**Deathwood:** Discard a blue-bordered card.



**Dodgville:** Discard a *Missed!* card.



**Fort Wroth:** Discard a card with value 10, J, Q, K, or A.



**Frisco:** Discard a card of Clubs.



**Miner's Oath:** Discard a card of Diamonds.



**San Tafe:** Discard a card of Hearts.



**Tombrock:** Lose 1 life (you cannot give up your last one).



**Yooma:** Discard a card with value 2 through 9 (inclusive).



**Virginia Town:** Discard any two cards.

## THE PLAYING CARDS



**Evaded!** If you *Missed!* an ability or an effect with no actual card being played (e.g., *Ironhorse* arriving at the End of the Line), you can't use this to draw a card. If you use it against a *Knife Revolver*, you get the latter only if it does not go back into the hand of its original owner.



**Full Steam:** Move the train to the End of the Line, then ignore or double the Locomotive effect (this holds for all players), your choice. In case of doubling the effect, simply play the two effects one after the other.



**Knife Revolver:** It cannot be used against *Indians!* or *Duel*.



**Map:** Before drawing cards in your Phase 1, look at the first 2 cards of the deck: you may discard one of them. This happens after all "draw!" effects for *Dynamite*, *Jail*, etc. and before any character abilities.



**Money Bag:** You cannot play this card when it is not your turn.



**Most Wanted:** If all players are eliminated at the same time, the Outlaws win.



**Next Stop:** Draw the card before resolving the End of the Line effect, if it occurs.



**Refund:** When another player discards or draws another card from you (either from your hand or from play), draw a card. It does not work against *Train Robbery*.



**Strongbox:** Remember that you cannot play the card you draw in the same turn. You draw 1 card even if you are in *Jail*.



**Switch:** If you pick a new weapon, discard any previous one you may have. Remember that you cannot have in play a card with the same name as a card you already have. If you get the *Ghost Car* this way, the player who had it previously is immediately out of the game, if they have no life points. As Sheriff, you cannot switch *Ghost Car* or a *Jail* card. Note: The cards that form the train are not considered to be "in play" so they cannot be switched.



**Train Robbery:** Choose any one target player. That player must choose the effect for each card they have in front of them, and may choose differently for each card. If they choose to be the target of a *BANG!*, they can avoid it like a normal *BANG!* (e.g., by playing a *Missed!* Card). Each *BANG!* counts separately.



**Water Tower:** You cannot advance the train before taking the Railcar. The Railcar does not count towards your normal limit of 1 Railcar per turn.

## THE CHARACTERS



**Benny Brawler:** You must pay for each Railcar you get with this ability. However, you may still advance the train for free only once during your turn.



**Evan Babbit:** The card you discard must be of the same suit as the *BANG!* card targeting you. The player you choose as the new target of the original *BANG!* card must be at distance 1 from you. You cannot choose the player who played the *BANG!* card as the target. If there are only 2 players left in the game, you cannot use this ability. The *BANG!* is still considered to come from the player who played it, NOT from *Evan Babbit*.



**Jimmy Texas:** At the end of your turn (after discarding any excess cards), draw 1 card. You cannot play this card in the same turn that you draw it. This ability works even if you are in *Jail*.



**Manuelita:** Draw 2 cards immediately when the Locomotive is moved to the End of the Line, before resolving the End of the Line effect.



**Sancho:** You can advance the train before taking the Railcar. This Railcar **does count** towards your normal limit of one Railcar per turn.



**Shade O'Connor:** If the train reaches the End of the Line, discard and draw the card before resolving any End of the Line effect.



**Sgt. Blaze:** When targeting multiple players with a card or an effect, you may exempt 1 player. If you use this ability with a *General Store*, reveal 1 card less than the number of players: the exempt player does not draw. This ability works even with the End of the Line effects if they happen during your turn.

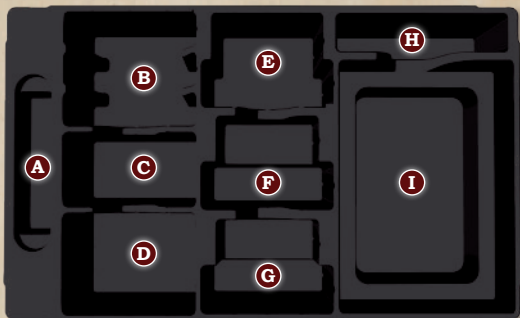


**Zippy Roy:** You only advance the train, you don't get any extra Railcars directly from this ability.

## NOTES ON BASE GAME CHARACTERS

**Vulture Sam:** You take the Railcars from an eliminated player and put them in play in front of you immediately, as if they were blue-bordered cards.

## ORGANIZING YOUR BANG! GAME AND THE EXPANSIONS



- A** Stick of dynamite
- B** BANG! Expansion Pack
- C** BANG! Dodge City
- D** BANG!
- E** BANG! The Great Train Robbery
- F** BANG! Armed & Dangerous
- G** BANG! Gold Rush
- H** Extra content
- I** Rules and wooden Bullets

This game is not an historical representation, but just an homage to the Italian-style Western movie genre.

### CREDITS

#### BANG!® - A Spaghetti Western game

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**Development:** Roberto Corbelli, Domenico Di Giorgio  
**Artwork:** Alessandro Pierangelini  
**Art Direction:** Stefano De Fazi  
**English Rules Editing:** Roberto Corbelli, Andrés J Voicu



**Lucca Games 2002:**  
 - Best Italian Game



**Origins awards 2003:**  
 - Best Traditional Card Game  
 - Best Card Design

#### BANG! Dodge City™

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