



BANG! The Duel is a game for 2 players based on the classic BANG!® Game System™. The Law and the Outlaws finally confront each other, and shootouts—always full of surprises—are going to happen. Each side will have two characters at a time: one on the frontline and the other as a rearguard. Only by positioning them carefully and using their abilities and resources wisely can you hope to be the winner—by being the first one to make all your enemies bite the dust!

Contents



- * 80 playing cards split into two decks of 40 cards each, one for the Law ⚖ and the other for the Outlaw ⚡

- * 24 characters: 12 Lawful ones and 12 Outlaws



- * 1 setup and 4 game summary cards



- * 2 "Active Character" tokens (AC tokens): one for the Law and one for the Outlaw



- * 20 bullet-shaped life point counters

- * these rules.

Object of the Game

Each player controls a group of gunslingers, either from the side of the Law or the Outlaws, controlling two of them at a time. One, on the frontline, is called the “Active Character” (from now on “AC”), and the other as a rearguard (called **Rearguard Character** or “RC”).

Using rules and cards derived from the classic game BANG!, and by switching your characters’ positions strategically, you will try to gun down all of your opponent’s characters: As characters leave the game, they are replaced by others from the group.

Each player starts with his own playing deck, which is different from his opponent’s. However, both players always discard to a common discard pile. The discarded cards are mixed up, and will later be shuffled together, so as the game progresses you will have a chance to use cards that originally belonged to your opponent! *When the game gets tough, the tough use every trick in the book!* The first player to eliminate all of his opponent’s characters from the game wins!

Setup

(Before your first game, carefully remove the tiles from their frames.)

One player plays as the Law, the other as the Outlaws. You can use the setup card as a guide. Keep the game summary cards handy.

- * Shuffle your **12 Character cards** face down, then **draw 4 at random** (if you want to play a longer game, you can agree on drawing more characters). Return the rest of your characters to the box. Look at the characters you drew, then shuffle them face down and lay them on the table in a pile called the “reserve”.
- * Draw the top **2 characters** from your reserve. Choose one to make **active**—he will be the only character that can use his **active ability**. Once both players have chosen, reveal your Active Character (AC) and place your AC Token on it. Finally, reveal your Rearguard Character (RC), and place it next to your AC. Place the matching number of **bullet tokens** on each character.
- Keep the leftover bullet tokens in a pile near the middle of the table.
- * Shuffle your **40 card playing deck** and place it face down in front of you. Draw your **starting hand**: The Law draws **4 cards**, the Outlaw draws **5**.



The Characters



When a character enters play, he begins with the number of life points (= bullets) shown on his card. This number also represents the maximum number of life points he can have at any time. When a character loses his last life point, he is eliminated and will be replaced by another one from your Reserve. A character must be alive to use his ability: the ability does not trigger when he loses his last life point.

Example: Dalon Ranger allows you to draw a card each time he loses a life point. However, he does not allow you to draw when he loses his last life point, because he is eliminated from play before you can draw.

Playing the Game

The Law begins. Players play alternately in turns. Each turn is split into the following phases, in order:

1. Draw
2. Play cards and move your AC Token
3. Discard (and End of Turn)

1. DRAW

Draw the first **2 cards** from your deck.

Until your deck runs out of cards, you always draw, reveal cards, etc. from there. When your deck is empty, shuffle the discard pile, including both your and your opponent's cards, and create a new **common deck** from which to play.

If your deck runs out after your opponent's does (so there is already a common deck to draw from), do not shuffle the discard pile: instead just start using the common deck. Each time the common deck runs out, shuffle the discard pile and create a new common deck.

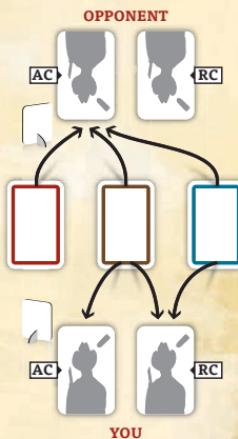
When there is only the common deck left, it is treated as if it was "owned" by both players.

2. PLAY CARDS AND MOVE YOUR AC TOKEN

You may play the cards in your hand to attack or weaken your opponent's characters, or to defend and strengthen yours. You may play any number of cards (even zero), with these limitations:

- * You can play only one **BANG!** card (red border) per turn, and only on your opponent's AC; (Your opponent's RC is hidden behind the front line and you can't see him.)
- * You may play **Action** cards (brown border) on any character except your opponent's RC;
- * You may play **Equipment** cards (blue border) only on your RC or your opponent's AC. (Your RC is behind the front line and restocking, while the only opponent in sight is the one on the front line).

(For more info see "The Cards".)



Once during this phase, at any time, **you may move your AC token from one character to the other**: your characters "swap" positions. In other words, your AC becomes your RC and vice versa (however, for game simplicity, the cards do not really move—instead, you just move your AC token). This swap is optional: you may keep the same character as your AC for many turns in a row. You must choose who to keep on the front line carefully, because **only the abilities and cards on your AC are active**.



Your RC's abilities and cards do not work and are completely ignored unless:

- * **They have the  symbol.** This symbol means that the effect of the card is **always active**, even while it is in the rearguard (so for instance, the RC ability adds to the AC one; *Stampede* is always active, etc.);
- * **Your RC is the target of a card or an ability** (*Indians!*, *Gatling*, etc.): in this case his ability and cards wake up temporarily just long enough to react, and then become inactive again (for example, your RC can use his *Barrel* to react to a *Winchester*). At the same time, your AC ability and cards deactivate for a moment, and then become active again. Remember that, as a rule of thumb, you cannot target your opponent's RC (some cards do allow it, however).

Important! If you have only one character left, he is both your AC and RC. He may never be "swapped", and is always marked with the AC token.

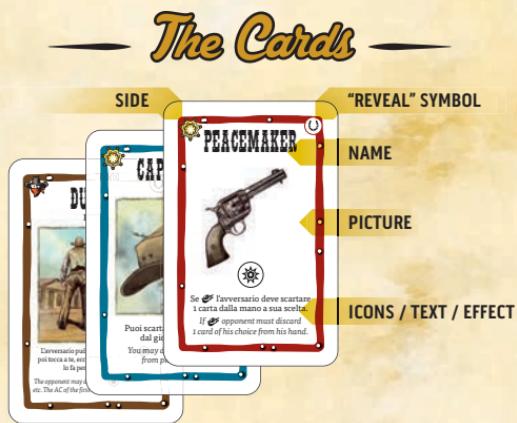
3. DISCARD (AND END OF TURN)

Once your second phase is over, if you have **more cards in your hand than the current number of life points on your AC**, you must discard cards of your choice from your hand until you only have as many cards as your AC's current life total. Always discard face up into the common discard deck.

Exception: if your AC has only 1 life point left, you may hold up to 2 cards in your hand.

Nothing happens if you have fewer than or the same number of cards in your hand as your AC's current life point total.

At this point your turn is over, and it is your opponent's turn.



There are 3 kinds of cards: **Action** (brown bordered), **Equipment** (blue bordered) and **BANG!** (red bordered).

- * **Action** cards: play these cards by placing them in the discard pile. They take effect immediately. Simply follow what the card says: special rules are described below. As a rule of thumb, you may not play Action cards on your opponent's RC.
- * **Equipment** cards: play these cards by placing them face up on the table. They stay in play, with long lasting effects. You may play Equipment on **your RC or your opponent's AC only**. To show which Equipment belongs to which character, line up the Equipment cards belonging to your left character to his left, and Equipment of your right character to his right. Equipment on a character only affects him. Equipment cards with the  symbol (Rattlesnake, Dynamite, Stampede) must be played in front of the character and are always active.



If you play an Equipment card with the same name as another one already in play with the same character, the new card takes the place of the old one, which is discarded. When an AC becomes an RC or vice versa, their Equipment does not change owners! Equipment may be discarded by cards like Stealing.

- * **BANG!** These cards are played like Action cards. However, **you may play only one BANG! card per turn** (there are ways to go beyond this limit, like if you have the Gun belt in play). BANG! cards may be played only on your opponent's AC.



HIT AND AVOID

Cards with the  symbol in the middle are called “hits”, and are the main way to remove life points from your opponent’s character. These cards generally can only target your opponent’s AC. A  card deals 1 hit, unless the text of the card specifies otherwise. Hits may be shot by other cards too (e.g., *Return fire*) or by Character’s abilities. Your opponent may avoid each hit by:

- * Immediately playing (out of turn) from his hand an “avoid” card, i.e., an action card with the “avoid” symbol in the middle  (e.g. *Missed!* or *Return fire*);

or

- * Successfully using an Equipment card that is already in play with the target character that has the  symbol (e.g., *Hat* or *Barrel*);

or

- * In some cases, using that character’s special ability (e.g. Sid Curry or Annie Oakey).



For each hit that is not avoided, the **targeted character loses 1 life point** (place one of his bullet counters back in the middle pile). If that was his last life point, that character is out of play (see “Character Elimination”).

To summarize:

- * A **BANG! card** is a red-bordered card. You may use only one of these cards during your turn. A BANG! card may have the hit effect and/or other effects.
- * A **hit card** is a card showing the  symbol. Some hits are BANG! cards, others are not. You can play more than one hit on the same turn, but only one of them can be a BANG! card.

Note that symbols that are **not circled**, such as  and , in the text of the cards are used to refer to the hit and avoid effect, and *may not* be played directly as a hit or avoid. In other words, for instance you can’t use a *Scope* or *Return fire* card to hit, and you can’t use a *Derringer* or *Carbine* to avoid a hit!

“REVEAL”

If a card effect or ability says you must “reveal” a card, you must turn over the top card of the draw pile and place it face up on the discard pile. Then, check the symbol in the upper right corner: If that symbol matches the one required by the effect or ability on the card that called for the “reveal” (to the

left of the “=” sign), the effect or ability (to the right of the “=” sign) triggers. If the symbol does not match, it does not trigger. There are four symbols:

SYMBOL	NAME	PROBABILITY
	Barrel	1 card out of 4 (25%)
	Snake	1 card out of 4 (25%)
	Dynamite	1 card out of 8 (12,5%)
	Horseshoe	3 cards out of 8 (37,5%)

Example. Your AC has a Barrel in play. This card allows you to “reveal” each time he is the target of a ☀, and if a ☀ comes up, the hit is avoided. Your opponent plays a Colt card against your AC, so you decide to use the Barrel: you flip over the first card of the deck and reveal a ☀. Bad luck — the Barrel does not allow you to avoid the hit, but you may still try to dodge the shot with a ☀. If the flipped over card had a ☀, the hit would have been canceled by the Barrel.

RELOAD

Cards with the “reload” symbol may be discarded to draw a card from the deck, instead of the normal effect. You may reload a card only **if you and/or your opponent has only 1 character left** (in other words, only starting when one player is reduced to just one character left is it possible to “reload” these cards). You may even reload cards already in play with your AC, but not those with your RC.

CARDS THAT ACTIVATE “AT THE BEGINNING OF YOUR TURN”

The effects of these cards take place before you draw. If more than one is in play at the same time, activate them one at time, following the order *Dynamite >> Rattlesnake >> Stampede*.

RANDOM DRAW

When a card or effect requires you to draw or discard a card “randomly”, you are allowed to see the rear of the cards, to spot which are from the Law deck and which are from the Outlaw deck.

SIMULTANEOUS EFFECTS

When a card or effect targets more than one character at the same time (e.g. *Gatling, Indians!*), or there are effects that activate at the same time (for example, Tom Thorn becoming your AC while your opponent’s AC has *Clock* in play), you must always follow this order:

1. the AC of the player whose turn it is (except *Indians!* and *Gatling*, which do not affect that AC at all);
2. opponent’s AC;
3. the RC of the player whose turn it is (if he has 2 characters in play);
4. opponent’s RC (if he has 2 characters in play).

When more than one character is eliminated at the same time, always finish the effects of the last card played on all characters required (following the order stated above) before proceeding with the character elimination.

Example: Dalon Ranger is your AC and Annie Oakey is your RC. Your opponent has Sid Curry as his only character. The last card in your hand is a Gatling, and you play it. This is what happens:

- ★ Dalon Ranger, your AC, is the first one to be targeted, but Gatling does not affect your AC;
- ★ Your opponent's AC, Sid Curry is next: your opponent may trigger his ability, so he discards a card from your deck. It is a , so he avoids the hit and shoots a  at your AC (this won't be resolved until the Gatling effect ends).
- ★ Then it's your RC, Annie Oakey: she has just 1 life point left. Since she is targeted, you could use her special ability, but you have no cards left in your hand, so she is eliminated from play.
- ★ Your opponent's RC would be last: but your opponent has only one character left, and it is not affected twice.

The Gatling effect is now over, so you now carry out on any consequences of effects and abilities that were triggered by it. So, you discard Annie Oakey's Equipment in play, you draw 2 cards, and replace her with your next character from your Reserve. Finally, Dalon Ranger is hit by Sid Curry's hit: though you could use the cards you just drew to avoid the shot!

Character Elimination

When your character loses his last life point, he is eliminated:

- ★ Remove the character from play (remember that a character must be alive to use his ability: the ability does not trigger when he loses his last life point);
- ★ Discard all Equipment in play with him;
- ★ Draw 2 cards from the deck (after finishing all effects of the last card played, which caused the elimination);
and
- ★ Draw the top character from your Reserve and put him into play with the bullet tokens shown on his card, replacing the eliminated character. Your AC token does not move. If your Reserve is empty, you keep playing with your last surviving character, which from now on will be both your AC and RC at the same time. If the eliminated character was your last one: too bad! You've lost the game!

Card Details

Card name (# in Law deck / # in Outlaw deck): description & notes.

The Golden Rule: Whenever a card contradicts the rules, the card always takes precedence!

Each card (and more in general, each symbol) may be avoided with a card (and more in general with a symbol).

"Losing life points" may never be avoided (e.g., with the symbol).

When a card/effect says "he is the target of a this hit is automatic: it is not represented by any card, and may be avoided as usual.



Bank (1/o). Draw an additional card during your Draw Phase. This effect is mandatory.



Barrel (1/1). Each time the character with this Equipment is the target of a (even by ability of Alan Pinkertoon, *Gatling*, *Knife*, etc., and even if he is a RC), you may "reveal": if a card is revealed, it counts as if you played a . If not, you may still play a card or use his Hat in play. Against Tex Killer, the *Barrel* counts as a single , so you would still need one more card to avoid the hit.



Beer (o/1). Your AC and your RC each regain 1 life point. You cannot have more life points than the starting amount for each character. If you only have one character, he alone regains 1 life. Take the regained bullet tokens from the central pile. (Note: Unlike classic BANG!, Beer may never be played out of turn.)



Carbine (2/1). If , you may discard an Equipment in play of your choice, from in front of your or your opponent's AC.



Clock (o/2). Each time your opponent moves his AC token ("swapping" character positions; also because of *Stampede*), draw one card from the deck. It does not work if your opponent has only one character left.



Colt (1/5). .



Derringer (4/o). Your opponent may play any card from hand as a . *Derringer* is not a BANG! card. *Barrel* and *Annie Oakey*'s ability may be checked normally, as can *Return fire*.



Duel (1/1). Your opponent may discard a card. If he does, you may discard a card, and so on. Discarding a card is optional. The AC of the first player who fails to discard a card loses 1 life point. During the *Duel*, you cannot use cards which are not (e.g., *Return fire*). You can use *Gatling*, *Derringer*, *Knife*, *Fanning* and *Annie Oakey*'s ability. During the duel, always ignore any additional effect on the cards beside the hit.



Dynamite (o/1). Play only on your RC. At the beginning of your turn, you must reveal a card from the deck. If you reveal a symbol, Dynamite blows up and the character with the *Dynamite* in play loses 3

life points. If not, pass the *Dynamite* to your opponent's RC. During his turn, he will check the *Dynamite* again, and so on, until the *Dynamite* blows up or leaves play somehow (e.g. by *Stealing*).



Fanning (2/0). It deals as many to your opponent's character as the total number of Equipment in play with that character. Each must be avoided individually: so you need the right amount of effects; if you have a *Barrel* in play, you may use it as many times as the number of). *Fanning* played by Tex Killer calls for a plus another card for each . You cannot target your opponent's RC unless you use Jack Ransome or you have a *Scope* in play.



Gatling (1/0). Deals a to all characters except your AC. For each character, the owner chooses whether to play a card (or a effect) or lose one life point. *Barrel* and *Hat* may be used. Abilities that react to a work, such as Delon Ranger's, Annie Oakey's, and Alan Pinkertoon's. *Gatling* is not a BANG! card.



General Store (1/1). Display 2 cards from each deck (or 4 cards from the common deck, if there is one). Players alternate drawing those cards, starting with the one who played the *General Store*. Always display 4 cards, even if there are only 2 or 3 characters in play.



Gun belt (1/1). If your AC character has this Equipment in play, you may play any number of BANG! cards during your turn (in other words, BANG! cards played with a *Gun belt* in play do not count against the limit of one per turn). If your AC played one or more BANG! cards with the *Gunbelt*, and you later swap your characters (or vice versa), your new AC may still play one BANG! card, since previous (or later) ones do not count.



Hat (1/1). You may discard this card from play (not from your hand) as a if the character with this card in play is the target of a (even if it is your RC). This even works against Annie Oakey's ability.



Indians! (1/1). For all characters except your AC, the owner chooses whether to discard a card or lose 1 life point. You can use *Derringer*, *Knife*, or *Gatling*, but not cards which are not (e.g. *Return fire*).



Knife (0/3). It is not a BANG! card.



Missed! (5/7). .



Peacemaker (2/0). If , your opponent must discard a card of his choice from his hand. If he has no cards in hand, he does not have to discard.



Rattlesnake (0/1). At the beginning of your turn, you must reveal a card from the deck. If you reveal a , the character with the *Rattlesnake*

in play loses 1 life point. Note that, unlike Dynamite, the Rattlesnake is not discarded after it has dealt damage, and continues from turn to turn unless removed in some way.



Remington (0/2). ☀ If ⚡, whoever played the Remington may draw a card from the deck.



Return fire (1/0). ⚡ If the hit is cancelled, (it does not happen if the hit comes from Tex Killer: in this case you have to play an additional card to obtain this effect), your opponent's AC is the target of a ☀. To avoid the ☀ of a Return fire played by Tex Killer you only need one ⚡.



Schoolmarm (2/0). You may draw any card in play (except from your opponent's RC) and add it to your hand. You cannot draw a card from a player's hand, only a card in play.



Schofield (0/2). ☀ If ⚡, your AC regains 1 life (up to the starting maximum). If the ⚡ is obtained thanks to a Return fire, the Schofield takes effect first, so you may regain the life point before suffering the Return fire's ☀.



Scope (1/1). ☀ With any ☀ card, you may target your opponent's RC. It has no effect on other cards (e.g. Stealing, Duel).



Shotgun (2/2). ☀ If ⚡, swap either your or your opponent's AC and RC (move the AC token).



Stampede (1/0). ☐ ☀ At the beginning of your turn, this character swaps positions with the other: so it becomes AC if it was RC, or vice versa (move the AC token). If this character is your only one, Stampede has no effect.



Stealing (0/4). You can choose to either draw a card at random from your opponent's hand, or discard a card in play (of your choice) from any character except your opponent's RC. If you draw, the card is added to your hand and you may play it immediately afterwards. Jack Ransome may target your opponent's RC with this card, also.



Strong Ale (1/0). Choose any character (except your opponent's RC), who goes to 3 life points regardless of how many life points he has. For example, if he had 5 life points he loses 2; if he had 1, he gains 2. Nothing happens if he has 3 life.



Wagon (2/1). You must draw 3 cards from the deck, choose 2 of them to keep, and discard the other one.



Water (4/1). ☀ Switch an AC with his RC, yours or your opponent's (move the AC token). It cannot be used on an opponent with only one character in play.



Winchester (2/0). ☀ You may target your opponent's RC with this card (even without a Scope in play).

Lawful Characters



Alan Pinkertoon: Each time he loses a life point (except his last one), your opponent's AC is the target of a . This holds even if he loses a life point while RC due to *Gatling, Indians!* etc. played by yourself.



Annie Oakey: You may play cards as , and *Missed!* cards as *Colts* (in this case, they count as playing a BANG! card).



Bart Masterson: Each time any player (even your opponent) should "reveal", 2 cards are revealed from the deck (instead of 1) and you choose one as the result. Both cards are discarded afterwards.



Bill Tightman: Each time another character is eliminated, you may draw 2 cards from the deck. If your RC is eliminated, you draw 4 cards total: 2 for Bill's ability, 2 for the elimination.



Buffalo Bell: He may lose life points (except his last one) in place of your other character (e.g., due to one or more , *Indians!*, *Rattlesnake*, etc.), but not vice versa. However, he cannot try to

avoid a hit in place of the other character (e.g. with his own *Barrel*).



Dalon Ranger: Each time your opponent makes him lose a life point (except his last one) you may draw one card from the deck.



Jango: Each time your opponent moves his AC token, you may draw 1 card from the deck. His ability does not apply if your opponent only has one character in play.



Pat Garret: Show the second card you draw in your Draw Phase. If it has a , you may draw an additional card from your opponent's deck (if he does not have a deck, draw it from the common deck). This ability is not a "reveal".



Tex Killer: Besides a , your opponent needs to discard 1 additional card (of any kind) to avoid your BANG! His ability does not work with *Gatling*, *Derringer*, *Duel* etc.



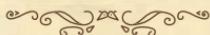
The Stranger: You may play one additional BANG! card during your turn.



Wild Bill: If your opponent draws or discards a card from your hand or in play with Wild Bill, your opponent's AC is the target of a ⚡.



Wyatt Earp: Each time one of your ⚡ is ⚡ by the opponent, you may draw one card from the deck. This holds with any ⚡ card (BANG!, Derringer, Fanning, etc.). If a Remington is ⚡, draw 2 cards total.



Outlaw characters



Babe Leroy: once during each of your turns, if you have no cards in your hand, you may draw 2 cards from the deck. You may even play all of your cards with another AC, then move Babe Leroy from RC to AC, and then use her ability. However, if you play Water as your last card and Babe Leroy moves from AC to RC, her ability does not trigger.



Bull Anderson: when another character is eliminated, draw up to 2 cards from that character's Equipment in play and/or from that character owner's hand at random. Thus, you may choose to draw 2 Equipment, 1 Equipment and 1 card from the hand, or 2 cards from the hand. This holds even when one of your characters is eliminated (obviously drawing cards from your own hand has no effect). Drawing cards for a character elimination is always done after Bull Anderson's ability.



Cattle Katie: Once during each of your turns, you may discard one of her non-≡ Equipment from play to draw 2 cards from the deck. Therefore, you cannot use her ability with Rattlesnake, Dynamite, or Stampede.



Dalton Bros: Draw 3 cards instead of 2 in your Draw Phase. With a Bank in play, draw 4 cards total.



Jack Ransome: You may play cards on any character in play. This includes Equipment directly on Jack while he is your AC as well as BANG!, Duel, Stealing, Knife, or Schoolmarm on your opponent's RC, or even Dynamite on any character you wish.



Pearl Hat: Once during each of your turns, you may discard a card of your choice from your hand to replicate the effects of the Action

card on the top of the discard pile. You can only replicate brown-bordered cards. You cannot replicate Missed! or Return fire cards. You may replicate an Action card which was "reloaded" (either using its effect or reloading it again).



Sid Curry: Each time he is the target of a ☀, you may reveal the top card of your opponent's deck: if it has 🔫, you benefit from an automatic 🔫, and the character who shot is the target of a ☀. If the opponent does not have a deck, reveal the card from the common deck. With a Barrel in play, you may choose whether to activate his ability first, or the Barrel first.



Slim Poet: Each time your opponent makes Slim lose a life point (except his last one), you may discard a random card from your opponent's hand. Rattlesnake or Dynamite do not trigger his ability.



Soundance Kid: Once per turn, you may discard a card of your choice from your hand to draw 2 cards: one from your deck and the other from your opponent's, and then discard one of them. If there is only one common deck, draw both cards from it.



Toco Ramirez: You may use any card in hand as a Colt (in this case, they count as playing a BANG! card). Note that, for instance, a Derringer played using this ability becomes a Colt and thus the Derringer text has no longer effect.



Tom Thorn: Each time he becomes AC (i.e., when you move the AC token to him), your opponent's RC is the target of a ☀. His ability does not apply if he is your only character or when he first enters play. However, it applies if your opponent has only one character left.



West Harding: You may play any number of BANG! cards on your turn.

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