



**BANG!**



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

**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.

**BANG!® High Noon™ - Mezzogiorno di Fuoco™**  
**BANG!® A Fistful of Cards™ - Per un Pugno di Carte™**

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