

# BANG! Rules Summary

## SET UP

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 Deputy

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.

## PLAYING 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* )
- 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 counterclockwise (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 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.