

BANG!®

A game for 4-7 players, aged 8 and up

BANG! is a shootout game, in *Spaghetti Western* style, between a group of Outlaws and the Sheriff, who is their primary target. The Deputies incognitos 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;



- 16 Characters;



- 7 Summary cards;



- 80 Playing cards;



- 30 Bullets;



- 7 Playing boards;



- These rules.

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 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.



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 - 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.



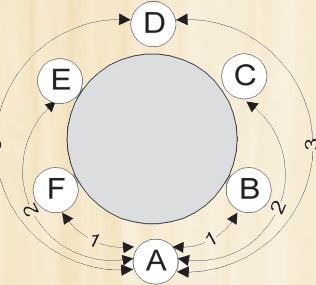
of *Dynamite*). There

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  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.

Now that you are familiar with the rules, let's see the cards of BANG! in detail!

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

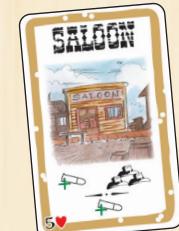
This card lets you **regain** one life point – take a bullet from the pile. **You cannot gain more life points than your starting amount!** The *Beer* cannot be used to help other players.

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*!

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THE SYMBOLS

Each card shows one or more symbols

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

S ON THE CARDS

ymbols that show the effect(s) of the card.
e 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.

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.

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"



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.



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 CHARACTERS



Bart Cassidy (4 life points): each time he loses a life point, he immediately draws a card from the deck.

Black Jack (4 life points): 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 (4 life points): 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 (3 life points): 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 (4 life points): 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 (4 life points): 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 (4 life points): 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 (4 life points): 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 (3 life points): 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 (4 life points): 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 (4 life points): 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 (4 life points): 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 (4 life points): players trying to cancel his *BANG!* cards need to play 2 *Missed!*!. The Barreleffect, if successfully used, only counts as one *Missed!*.

Suzy Lafayette (4 life points): as soon as she has no cards in her hand, she draws a card from the draw pile.



Vulture Sam (4 life points): 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 (4 life points): he can play any number of *BANG!* cards during his turn.

REMEMBER:

- 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



Note: throughout these rules "he", "his", etc. are used to indicate both genders.

Thanks to all the play-testers, to their gaming groups and to all the players, for all the precious suggestions. The author would personally thank all the members of the Chess Club "Luigi Valentini" in Civitavecchia, for their constant support and enthusiasm.

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BANG!® - Fourth edition

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daVinci Editrice S.r.l.

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Origins awards 2003:

- Best Traditional Card Game

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In 2002, a new Sheriff rode into town...

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- The distance between the players is an actual part of the game!
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