

REMINGTON



3

K♣

REV. CARABINE



4

A♣

SCHOFIELD



2

K♠

SCHOFIELD



2

Q♣

SCHOFIELD



2

J♣

WINCHESTER



5

8♠

VOLCANIC



1

10♣

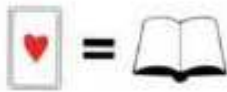
VOLCANIC



1

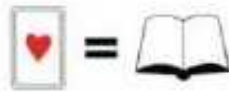
10♠

JAIL



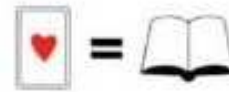
4♥

JAIL



J♠

JAIL



10♠

MUSTANG



9♥

MUSTANG



8♥

APPALOOSA



A♠

BARREL



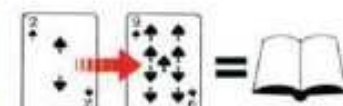
K♠

BARREL

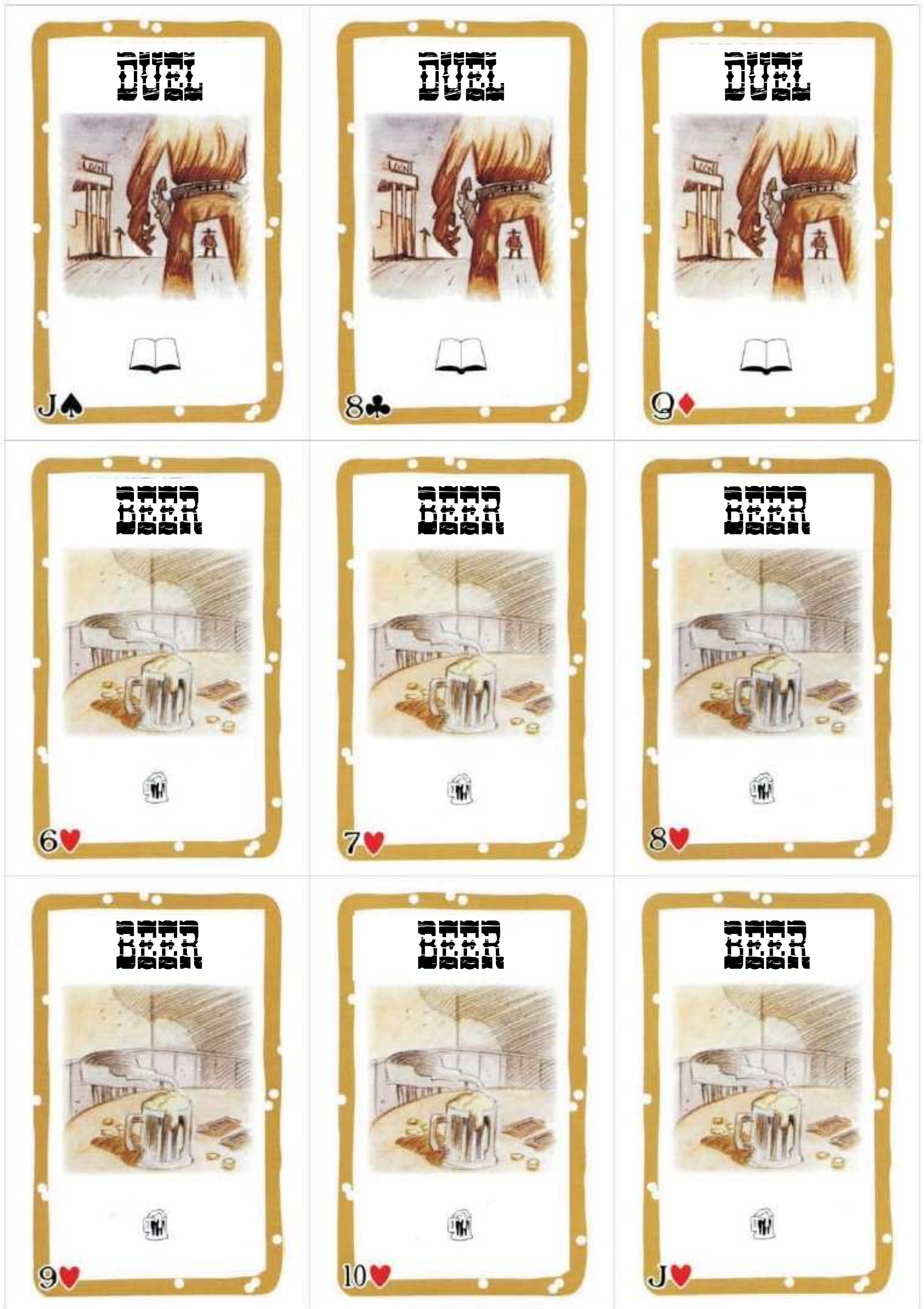

























Q♠

DYNAMITE



2♥



<p>CAT BALOU</p>    <p>9♦</p>	<p>CAT BALOU</p>    <p>10♦</p>	<p>CAT BALOU</p>    <p>J♦</p>
<p>CAT BALOU</p>    <p>K♥</p>	<p>STAGECOACH</p>   <p>9♠</p>	<p>STAGECOACH</p>   <p>9♠</p>
<p>CATLINE</p>    <p>10♥</p>	<p>GENERAL STORE</p>   <p>9♠</p>	<p>GENERAL STORE</p>   <p>9♣</p>

WELLS FARGO



3♥

INDIANS



K♦

INDIANS



A♦

PANIC



Q♥

PANIC



A♥

PANIC



J♥

PANIC



8♦

SALOON



5♥

BANG!



2♦

MISSED



2♠

MISSED



3♠

MISSED



4♠

MISSED



5♠

MISSED



6♠

MISSED



7♠

MISSED



8♠

MISSED



10♣

MISSED



J♣

MISSED



Q♣

MISSED



K♣

MISSED



A♣

BANG!



5♣

BANG!



6♦

BANG!



8♦

BANG!



3♣

BANG!



9♣

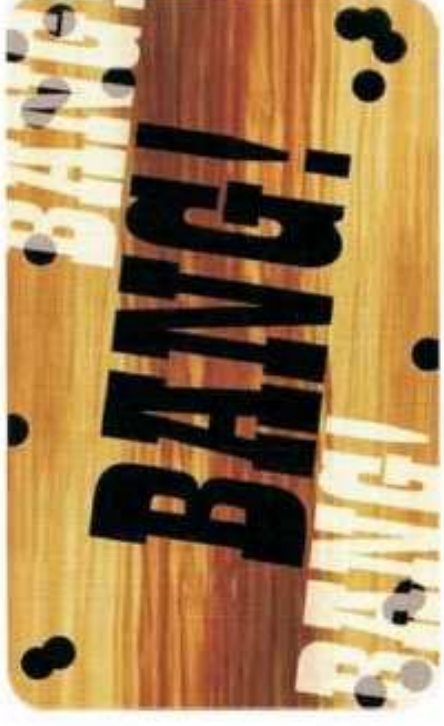
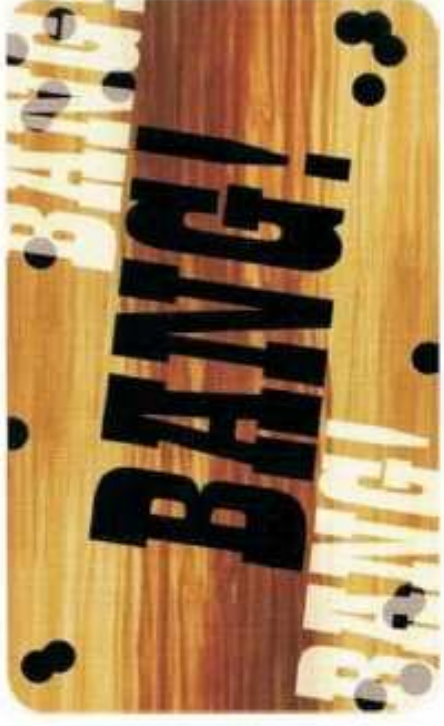
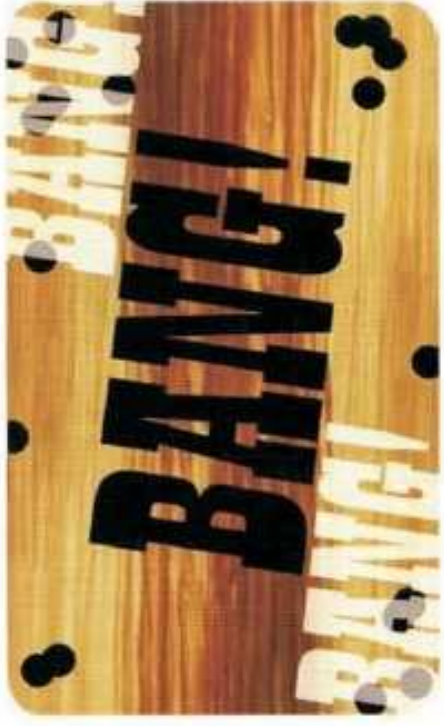
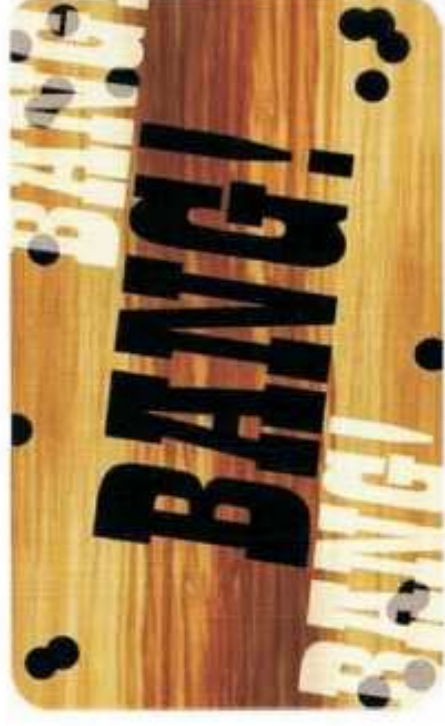
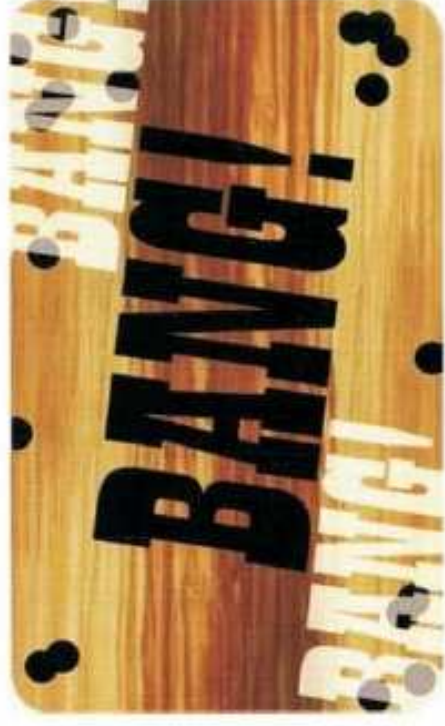
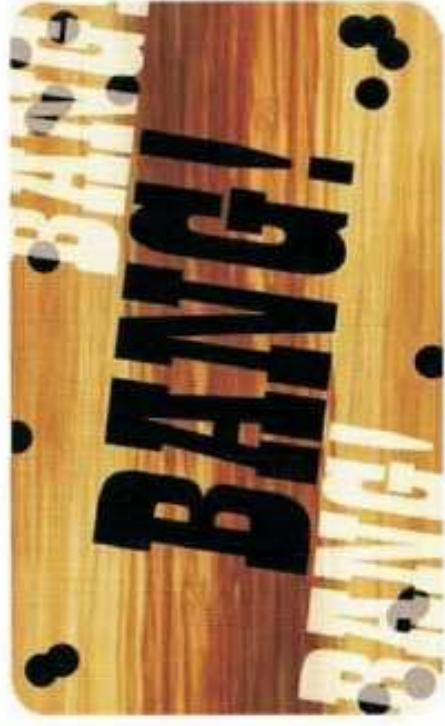
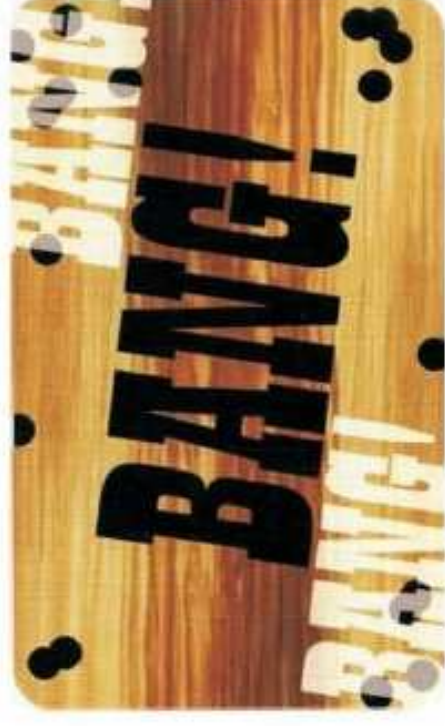
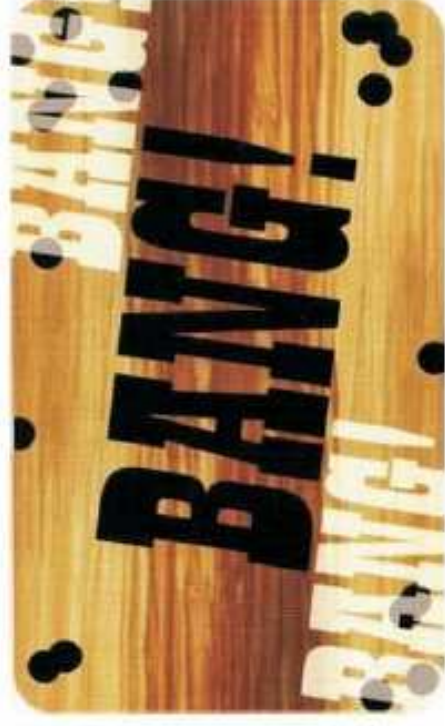
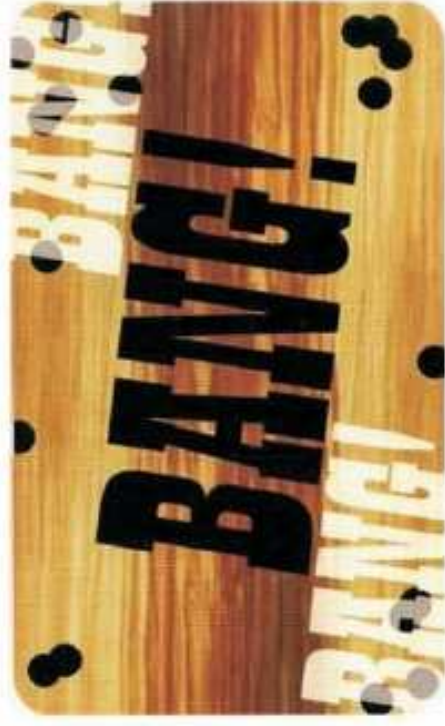
BANG!



3♦







PAUL REGRET



All players see him at a distance increased by 1.

SLAB THE KILLER



Player needs 2 Missed! cards to cancel his BANG! card.

JESSE JONES



He may draw his first card from the hand of a player.

LUCKY DUKE



Each time he "draws!", he flips the top two cards and chooses one.

CALAMITY JANET



She can play BANG! cards as Missed! cards and vice versa.

SUZY LAFAYETTE



As soon as she has no cards in hand, she draws a card.

WILLY THE KID



He can play any number of BANG! cards.

VULTURE SAM



Whenever a player is eliminated from play, he takes in hand all the cards of that player.

BLACK JACK



He shows the second card he draws. On Heart or Diamonds, he draws one more card.

SID KETCHUM



He may discard 2 cards to regain one life point.

KIT CARLSON



He looks at the top three cards of the deck and chooses the 2 to draw.

EL GRINGO



Each time he is hit by a player, he draws a card from the hand of that player.

PEDRO RAMIREZ



He may draw his first card from the discard pile.

JOURDONNAIS



Whenever he is the target of a BANG!, he may "draw!"; on a Heart, he is missed.

ROSE DOOLAN

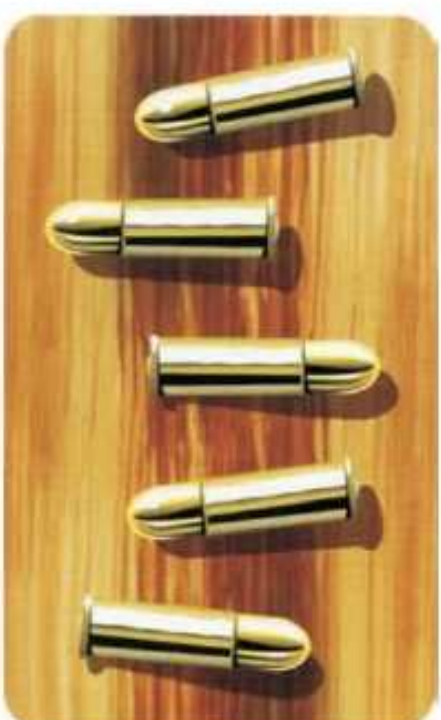
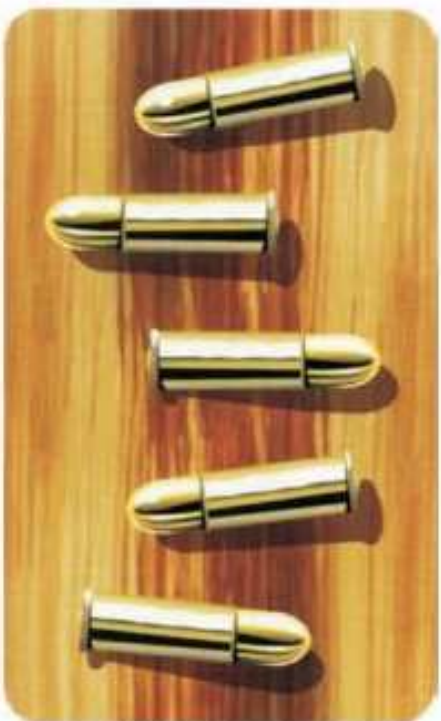


She sees all players at a distance decreased by 1.

BART CASSIDY



Each time he is hit, he draws a card.



SHERIFF



Elimine todos os Outlaws
e o Renegade.

DEPUTY



Proteja o Sheriff.
Elimine todos os Outlaws
e o Renegade.

DEPUTY



Proteja o Sheriff.
Elimine todos os Outlaws
e o Renegade.

OUTLAW



Elimine o Sheriff.

OUTLAW



Elimine o Sheriff.

OUTLAW



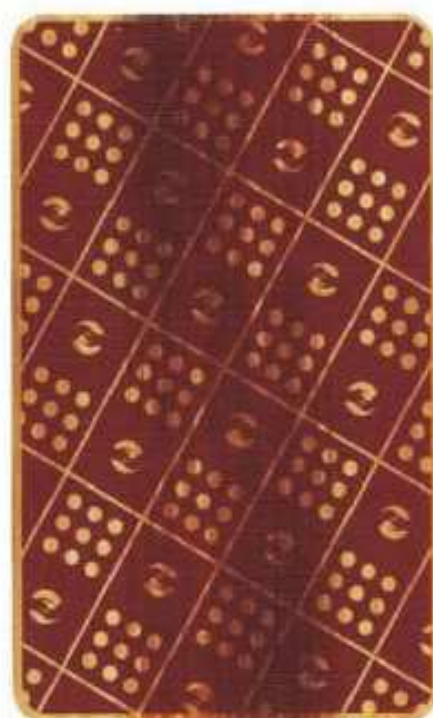
Elimine o Sheriff.

RENEGADE



Seja o último a
permanecer vivo.





Bang!

Reference Sheets (Sized to Fit in the Box)

Rationale

We play **Bang!** frequently and always enjoy sharing the game with others. We have, however, found that some concepts are difficult for first time players to grasp. Here is the information that seems to keep new players from reaching for the rulebook every time they draw an unfamiliar card. Have fun and enjoy!

Preparation

Print one copy of this first page and three copies of the second page. Carefully cut out each rectangle (except for this one) on the outline provided and fold it in half. *A hobby knife, cutting mat, and metal ruler are recommended for this.* Store in the box along with the cards and rules so they are always handy.

Using This Reference Set

Give each other player a "New Player Reference" sheet and keep the "Instructor Reference" sheet for yourself.

The left side of your sheet steps through the actions you will need to take and the information you will need to explain.

Most of the key concepts are covered in the third paragraph. The right side of your sheet is designed so it can be read aloud to help explain the basics of Bang and Missed cards, and the critical concepts of Distance and Reach. These are the main portions of the third paragraph that are not covered, at least in summary, on the New Player Reference sheets.

Other Suggestions

If you are the only player with previous experience, you may find it best to take the Sheriff for the first game. When several of the players, but not all, have played before – start with the Sheriff and enough roles to total the number of experienced players. Let all the experienced players choose a role. Reveal the Sheriff. Return all the other role cards, shuffle the required roles for the number of players, and deal them out face down.

At the end of the first game, have all players save their active character cards and return their face down ones. At the start of the second game, turn the previous cards face down to use as life point counters. This ensures that all new characters will be used for game two, which may be more fun for new players.

Bang! – Instructor Reference

Select the appropriate number of roles and place them face up for all players to view. Explain the winning conditions for each role. Shuffle and deal out the role cards face down. Instruct all players to look at their roles secretly. Then have the player with the Sheriff card turn it face up.

Describe the phases of a turn; use of Bang and Missed cards; drinking Beer in and out of turn; what draw means when it is in quotes; distance and reach; and penalties and rewards. Shuffle and deal out a face up character card to each player.

Explain to all players the abilities of each character in play. Deal each player a face down character card and explain how bullets are used to track life points. Have each player adjust the face down card so it reveals the number of bullets shown on the face up character card. Point out that the Sheriff role gets one more bullet than is depicted on the character card. Deal out hands to match bullet counts. The Sheriff starts play.

Number of Players and Roles

4. 1 Sheriff, 1 Renegade, 2 Outlaws
5. 1 Sheriff, 1 Renegade, 2 Outlaws, 1 Deputy
6. 1 Sheriff, 1 Renegade, 3 Outlaws, 1 Deputy
7. 1 Sheriff, 1 Renegade, 3 Outlaws, 2 Deputies

Winning Conditions for Each Role

Sheriff – Eliminate all Outlaws and the Renegade.

Outlaws – Kill the Sheriff. Can kill each other for rewards.

Deputies – Protect the Sheriff. Share his winning conditions.

Renegade – Be the last character in play. The Renegade must kill the Sheriff who must be the only other surviving player.

Shooting, Ducking, and Healing

The general idea of the game is that you play a **Bang** card to shoot at another character. When someone fires at you – you may play a **Missed** card to duck the bullet. You might first try hiding behind a **Barrel**. If you do not dodge, you are wounded and lose one life point. On your turn you may drink a **Beer** to regain a life point. If you have just lost your last life point, you can even drink a beer on the spot to stay alive. Killing either the Sheriff, or the Renegade and all Outlaws, ends the game.

Distance and Reach

Distance – Without any modifications, the distance between you and the player to your left is 1. The player to your right is also at a distance of 1. The player two to your right or left is at distance 2, unless it is shorter the other way around the circle. Characters and horses can affect the distance from A to B without altering the distance from B to A. It is possible to have a distance of 2 from you to another player when you want to aim at him and a distance of 3 when he aims at you.

Reach – This represents how far you can shoot. The distance from you to another player is an exact value, but your reach is a maximum limit. You can always aim at someone closer. Several different modifiers may collectively affect distance calculations, but each gun establishes exactly one reach.

Example – With 7 players, every player will have 2 players at distance 1, 2 at distance 2, and 2 at distance 3. If one player has a Mustang in play, then he will be at distance 4 from 2 players whenever they aim at him. They will need big guns, or they will need to kill other players to reduce the distance.

Bang! – New Player Reference

The Phases of a Player's Turn

1. Draw the top two cards from the draw pile.
2. Play any number of cards (but only one Bang card).
3. Discard excess cards (hold no more than bullet count).

The word "draw" (in quotes) means to flip the top card of the draw pile onto the discard pile and look at the card symbol.

Bang! – Shoot at any one player a reachable distance away.

With no gun, your reach is 1. Play only one Bang per turn.

Missed! – Play out of turn. Dodge the bullet from a Bang.

Gatling – Fire a shot at every other player. They may dodge like a Bang card. Doesn't count as your one Bang per turn.

Beer – Regain one life point but never more than at start. Play out of turn to retain last life point. If 2 players left, no effect.

Saloon – A beer for every other player and one for you.

Stagecoach – Take two cards from the draw pile.

Wells Fargo – Take three cards from the draw pile.

Cat Balou – Force any player to discard one card. You may select one in play or randomly pick one from his hand.

Panic! – Take a card from a player within reach 1. You may select one in play or randomly pick one from his hand.

Barrel – If already in play when someone shoots at you, you may "draw". If you flip a heart, you have dodged the bullet.

Mustang – Your distance is +1 for anyone looking at you.

Appaloosa – The distance is -1 when you look at someone.

Guns – Your reachable distance is as listed (varies by gun). One gun in play per player. Discard old when playing new.

Indians! – All other players are attacked by Indians. Each may immediately discard a Bang card to repel the Indians, or lose one life point. (Missed and Barrel have no effect.)

Volcanic – You may play multiple Bang cards in the same turn but you may aim only at players within reach 1.

General Store – From the draw pile, lay face-up as many cards as there are players. You take the one you want, and then each player in turn takes one of the remaining cards.

Jail – Play in front of another player. A player in jail must "draw" at the beginning of his turn. If he flips a heart, he escapes jail and plays his turn normally. If not, he discards the Jail card, skips phases 1 and 2, and discards any excess cards. Jail may not be played on the Sheriff.

Dynamite – Play in front of yourself. Any player with the dynamite in front of him *at the start* of his turn must "draw". If he flips a 2-9 of spades, the dynamite explodes and he loses 3 life points. If any other card is flipped, he passes the dynamite to the player on his left. Check Dynamite before Jail. He who lights the dynamite, risks first, one round later.

Duel – Play this and select any other player at any distance. That player may respond by discarding a Bang card. Then you may respond by discarding a Bang card. This continues until a player cannot or does not discard a Bang. That player loses one life point. (Missed and Barrel can not be used.) Discarded Bang cards do not count for the one play per turn.

Penalties and Rewards

Sheriff kills a Deputy – he discards hand and cards in play.

Anyone kills an Outlaw – he draws 3 cards from draw pile.

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