Bang! Rules Compendium

(Base game & 7 Expansions)

(Original game design by Emiliano Sciarra, dV Giochi © 2002-2017)

Rules presented here were written in order to help players realize how each expansion changes the rules of base game and how they interact with each other.

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Expansions

Expansion names for the Base game are:
1. **High Noon** (2003)
2. **Dodge City** (2004)
3. **A Fistful of Cards** (2005)
4. **Wild West Show** (2010)
5. **Gold Rush** (2011)
6. **The Valley of Shadows** (2011)
7. **Armed & Dangerous** (2017)

Bang! The Bullet!: a deluxe version that was released in 2007.

Equipment

A list of equipment needed to play the game.

Base game

- **7 Roles: 1 Sheriff, 2 Deputies, 3 Outlaws, 1 Renegade;**
- **16 Characters;**
- **80 Playing cards;**
- **7 Summary cards;**
- **7 Playing boards;**
- **30 Bullets;**
- **1 set of rules**

Expansion "High Noon"

- **13 special "High Noon" cards (or 15 "High Noon" cards in the "The Bullet" package)**

Expansion "Dodge City"

- **8 "role" cards: 1 Sheriff, 2 Deputies, 3 Outlaws, 2 Renegades;**
- **15 character cards;**
- **40 playing cards;**
- **1 summary card;**
- **1 playing board;**
- **4 bullets.**

Expansion "A Fistful of Cards"

- **15 special "A Fistful of Cards" cards**

Expansion "Wild West Show"

- **8 character cards**
- **10 "Wild West Show" cards**

Expansion "Gold Rush"

- **24 equipment cards**
- **8 character cards**
- **1 "Shadow-Renegade" role card (to be used only with the Shadow-Gunslingers game variant)**
- **30 gold nuggets**

Expansion "The Valley of Shadows"

- **8 character cards**
- **16 playing cards**

Expansion "Armed & Dangerous"

- **28 playing cards:**
  - **13 Dangerous cards: 9 objects and 4 weapons**
  - **9 new brown-bordered cards**
  - **6 brown-bordered cards from the basic game**
- **8 characters**

- **32 Load token**

Deluxe version "The Bullet"

- **BANG! – base game**
- **Expansions:**
  - **High Noon**
  - **Dodge City**
  - **A Fistful of Cards**
- **3 character cards**
- **2 "High Noon" cards**
- **2 blank cards**
- **1 Sheriffs badge**

Object of the game

Each player has their 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.

In an eight player game, each of the two Renegades plays on his own, and wins only if he is the last player alive. So, if in the final stages of the game the Sheriff is confronted by two Renegades, and the Sheriff is killed first, the Outlaws win! (*see "Dodge City"*)

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).

All character cards from the expansions are shuffled together with the character cards from the base game. (*see "Dodge City", "Wild West Show", "Gold Rush", "The Valley of Shadows", "Armed & Dangerous"*)
All playing cards from the expansions are shuffled together with the playing cards from the base game. (*see "Dodge City", "The Valley of Shadows", "Armed & Dangerous"*)

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 Deputies
- 8 players: 1 Sheriff, 2 Renegades, 3 Outlaws, 2 Deputies (*see "Dodge City"*)

Shuffle the role 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.

At the beginning of the game, shuffle the equipment cards in a separate pile, and place it a bit distant from the playing deck. Draw the first three equipment cards and place them face up in a row. (*see "Gold Rush"*)

Place the gold nuggets in a small heap in the middle of the table. You start the game with no equipment and no gold nuggets in your possession. (*see "Gold Rush"*)

Keep the Load tokens in the middle of the table in a common supply: unless specified otherwise, when you have to take a token, take it from the supply. If you spend or discard a token, return it to the supply. During the game, you keep the Load tokens on your Dangerous cards and/or on your character: you will use these tokens to activate your Dangerous cards, the abilities of some characters, and to upgrade the effects of some brown-bordered cards. (*see "Armed & Dangerous"*)

Playing with "High Noon" and/or "A Fistful of Cards" cards

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.

Playing with "Wild West Show" cards

Set aside the card titled *Wild West Show* and shuffle the other cards, face down in a separate pile. Then, add *Wild West Show* at the bottom of this pile (**WWS pile**), and place it in the middle of the table.

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.

During the course of the game, players are allowed to talk to each other. However, players cannot ask questions directly related to the playing of the cards (e.g. they cannot ask the Sheriff if they can play a *Gatling*).

"Role" and "Character" cards are never affected during the game by any card.

Starting with his second turn, before the Sheriff takes his turn, he 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 "High Noon" pile. The card on top of the High Noon pile is now in play, and players must follow its effects until it is covered by a new card. "At the start of his turn" means the card takes affect before any other action. High Noon stays in effect until the game ends. (*see "High Noon"*)

I. 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.

II. 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.

You cannot play a card while the effect of another one is not yet terminated (e.g. play a *Panic!* while that player is choosing which card to draw for a *General Store*). Before playing any card you must wait for the previous one to end all its effects.

During phase 2 of your turn, you now have three new possible actions, besides the ones from the base game: (*see "Gold Rush"*)
1. Buy one or more equipment cards:
You can purchase any of the face up equipment cards. Each card shows the number of nuggets you must spend to purchase that card (return them to the heap). If you buy a brown-bordered card, apply its effect immediately and then discard it (to the bottom of the equipment deck, face up). If you buy a black bordered card, keep it face up in front of you.
Example: Sam pays 2 gold nuggets to take a Pardner. He uses it to copy the effect of a Cat Balou card, then discards it. Then he pays 2 more gold nuggets to take the Horseshoe. This he keeps face up in front ofhim, and he can use it when he has to "draw!"
2. Force another player to discard one or more equipment cards:
You can force another player to discard an equipment card that he has face up in front of him by paying its normal cost **plus one gold nugget**. The owner of the equipment cannot prevent this action. The card goes to the bottom of the equipment deck, face up. You cannot pay gold nuggets to discard an equipment card (e.g. a Wanted) in front of you; you can only pay to discard an equipment that is in front of another player.
Example: Willy spends 3 gold nuggets to force Sam to discard his Horseshoe (2—the cost of the Horseshoe—plus 1 gold nugget). Then he spends 4 more gold nuggets to force Kit to discard his Lucky Charm (the Lucky Charm's cost of 3 plus 1).
3. Play one or more Beer cards for gold nuggets:
You can play a Beer card from your hand to take one gold nugget from the heap. You can play any number of Beer cards in this way on your turn. Obviously, in this case you do not get to regain a life point! You cannot play other cards with similar effects (such as Saloon) to get gold nuggets. You can use a Beer to gain one gold nugget when there are only two players left in the game. *Tequila Joe* gains only 1 gold nugget, not 2.

Example: Duke has 2 Beer cards in hand. He plays one to regain 1 life point, then plays the other to take 1 gold nugget from the heap.

There are certain types of playing cards, explained in detail in the "The Cards" chapter:
- **brown-bordered cards** (= play and discard)
- **blue-bordered cards** (= weapons and other objects).
- **green-bordered cards** (*see "Dodge City"*)
- **equipment cards** (*see "Gold Rush"*)
- **dangerous cards** (*see "Armed & Dangerous"*)

Whenever an effect requires a BANG! or Missed! **card**, (e.g., Colorado Bill, Mick Defender, Bounty, etc.), you must use a real BANG! or Missed! card, or a card that counts as a BANG! or Missed! **card** (e.g. LeMat, Calamity Janet, etc., but not Gatling, Fanning, etc.). (*see "The Valley of Shadows"*)

III. 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.
You cannot voluntarily discard your cards. Neither cards from your hand nor cards in play in front of you. Only the character *Sid Ketchum* can discard exactly 2 cards when he chooses so to regain one life point.

Playing "Wild West Show" cards (see "Wild West Show")

When you play a *Stagecoach* or *Wells Fargo*, take the **WWS** pile and place it in front of you. Then, reveal the top card and read its effect aloud. That effect is now valid, and continues until a new *Stagecoach* or *Wells Fargo* is played. Whoever plays the next *Stagecoach* or *Wells Fargo* takes the **WWS** pile, reveals a new card from the top which replaces the previous card, and so on. Remove the previous card from play.

Exception: once revealed, the card titled *Wild West Show* stays in play until the end of the game, and it doesn't get replaced.

Distance between players

The distance between two players is the minimum **number of places between them**, counting clockwise or counterclockwise. 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 1 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.

Wounding and/or eliminating a character

Each time you cause another player to lose a life point by any means (by playing a BANG!, Indians!, Duel, etc.), **take one gold nugget** from the heap (if the heap runs out, use any suitable substitute). If you cause more than one player to lose a life point with a single card, take one gold nugget for each wound you caused. Keep your gold nuggets in front of you, where everybody can see them. (*see "Gold Rush"*)

Example: In a game with five players, Sid plays a Gatling (a BANG! to each of the other players). Paul plays a Missed!, Pedro, Rose, and Suzy each take a hit. Since Sid forced 3 players to lose a life point, he takes 3 nuggets from the heap.

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. The player being eliminated chooses the order in which their cards are put in the discard pile.

The player who played the *Gatling* or the *Indians!* is considered to be responsible of the elimination of a player. All special actions due to this elimination apply to him (*for example, if he just killed an Outlaw this way, he draws the 3 cards reward*).

If you are eliminated, you do not regain a life point when someone else plays *Saloon*. When it says "all other players" it means "all other players still alive".

If *Bart Cassidy* or *El Gringo* lose their last life point without a *Beer* in their hand, they are dead. However, if *Bart Cassidy* plays immediately a *Beer* card from the hand, saving himself and remaining alive, he will be able to draw the card due to the lost life point.

Whisky, *Tequila*, *Canteen* cannot be played out of your turn, if you are losing your last life point, but they can be played on your turn if there are only two players still alive. (*see "Dodge City"*)

If you are eliminated from the game, all of your equipment cards are discarded. All discarded equipment cards are always placed **face up** at the bottom of the equipment deck. Character abilities such as *Vulture Sam* cannot be used to collect equipment cards. If a face-up equipment card is revealed (when drawing equipment), re-shuffle the entire pile and create a new draw deck. (*see "Gold Rush"*)

Penalties and Rewards

• If the **Sheriff eliminates a Deputy**, the Sheriff must discard all the cards he has in hand and in play.
• When the Sheriff kills a Deputy, he must discard also his equipments. (*see "Gold Rush"*)
• **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.

The Cards

Each card shows one or more symbols that show the effect(s) of the card.

- BANG!: remove one life point
- Missed!: cancel the effect of BANG!
- 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 **hand, or** you can **choose** and discard one card **in play** in front of him.
- The effect applies to any chosen player, regardless of the distance.
- The effect applies to all the **other** players – i.e. **not** the player who played the card -, regardless of the distance.
- The effect applies to any one player, provided that he is within a reachable distance.
- 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.
- Discard another card. Some of the cards show this new symbol, followed by an equal sign and other symbols. In order to have the effect(s) shown after the equal sign, you must discard this card **along with any other card** of your choice from your hand.

Blue-bordered cards

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.

You can have simultaneously in play *Mustang* and *Hideout*, or *Scope* (AKA *Appaloosa*) and *Binocular* (AKA *Silver*), or any given combination of these cards, because they all have different name, so there is no limitation. (*see "Dodge City"*)

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 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.

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.

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!.

You can use the *Barrel* when you are the target of *Punch*, *Knife*, *Springfield*, *Buffalo Rifle*, *Howitzer*, *Pepperbox*, or *Derringer*. (*see "Dodge City"*)

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.
A Jailed player can play a *Beer* on their turn, only if he/she is losing their last life point.

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.

When there are two *Dynamite* in play and only two players still alive, the *Dynamite* must pass to the first player (in clockwise order) without a *Dynamite* already in play. So, if the *Dynamite* does not explode, it stays in front of the same player, because the other one has already another in play. (*see "Dodge City"*)

Shotgun (*see "The Valley of Shadows"*)

Shotgun – range 1, weapon – Each time a player is hit by a Bang! card from player with a SHOTGUN, that player discards 1 card of his choice from hand.

Lemat (*see "The Valley of Shadows"*)

Lemat – range 1, weapon – Any card (except Missed! cards) can be played as a Bang! card on the player's turn. The card you use counts as a BANG!, so you may only play 1 per turn.

Rattlesnake (*see "The Valley of Shadows"*)

Rattlesnake – Play in front any player. At the beginning that player's turn, he must "draw!": On Spades, he loses 1 life point. Stays in play even after dealing damage. The check order is: Dynamite > Jail > Rattlesnake.

Bounty (*see "The Valley of Shadows"*)

Bounty – Play in front any player. Players that hit that player with Bang! cards draw 1 card from the deck. Stays in play until removed somehow (Panic!, etc.).

Ghost (*see "The Valley of Shadows"*)

Ghost (2x) – Play in front any eliminated player. That player returns to the game without his ability and cannot gain or lose life points. He plays as a normal player as long he has the Ghost card in front him. A ghost is considered "in play" for all purposes, but has no life points: At the end of your turn, you must discard all your hand cards. If Ghost is removed, the ghost exits play again.

Brown-bordered cards

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 (explained in the next paragraphs).

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:
a) what the **distance** to that player is; and
b) 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 goes 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.
You can play *Beer* if you are at full life points or if there are only two players alive, but the *Beer* will simply have no effect at all.

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*! Unlike *Beer*, *Saloon* can be played only during step 2 of your turn, and only if you are capable of playing cards. For example, if you lose your last life point after a *Duel* in your turn, you are eliminated before you could use *Saloon*.
You can play *Saloon* when there are only two players in play. However, you can do it during your turn only.

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". Remember that this distance is not modified by weapons, but only by cards such as *Mustang* and/or *Scope*. Weapons don't change the distance between players: they simply allow reaching more distant players with a BANG! card. However, cards which actually modify the distance (e.g. *Mustang* and *Scope*, and the ability of characters like *Rose Doolan* and *Paul Regret*) must be considered in these situations.

Cat Balou

Force "any one player" to "discard a card", regardless of the distance.

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. Player can play a BANG! if he/she used one or more BANG! cards in the same turn because of a Duel.
When an Outlaw plays a Duel and loses, the player who won the Duel doesn't draw the 3 cards reward. The reward goes to the player who played the card which was responsible of the elimination of the Outlaw. But since that card was played by the Outlaw himself, no one can gain the reward.

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.

Escape (*see “The Valley of Shadows”*)

Escape – If you are the solo target of card, you may discard this card to avoid that card or its effect. Also works against cards that affect multiple players (Gatling, Indians, etc.).

Last Call (*see “The Valley of Shadows”*)

Last Call – Regain one life point. May be played with only 2 players left, but never out of turn.

Poker (*see “The Valley of Shadows”*)

Poker – All others players discard a card. If no one discards an Ace card, you can draw 2 cards from the discarded cards.

Wild Band (*see “The Valley of Shadows”*)

Wild Band – Others players may discard Bang! card or 2 cards from hand of his choice.

Saved! (*see “The Valley of Shadows”*)

Saved! – Play only out of your turn. Prevent any player from losing 1 life point. If this saves them from elimination, you draw 2 card from the hand of that player. You may prevent damage you dealt yourself.

BackFire (*see “The Valley of Shadows”*)

BackFire – Counts as Missed!. Any player who targeted you with Bang! is now a target of Bang!.

Tornado (*see “The Valley of Shadows”*)

Tornado – Each player passes 2 cards of his choice to the left. If you have no cards in hand to discard, you still draw 2 cards.

Tomahawk (*see “The Valley of Shadows”*)

Tomahawk – Bang! at distance 2. The maximum reachable distance is 2, but it can be used at distance 1.

Fanning (*see “The Valley of Shadows”*)

Fanning – Counts as Bang! at range. All players (except you) at distance 1 from primary target are also the target of Bang!. Counts as your normal one BANG! per turn. The secondary BANG! is mandatory and it is fired even if the first one is canceled.

Aim (*see "The Valley of Shadows"*)

Aim – Play together with a Bang! card. If target player doesn't miss, he loses 2 life points instead 1. Only 1 Missed! is need to avoid this. (2 Missed! in the case of Slab The Killer). The target still only needs 1 Missed! to avoid being hit.

Green-bordered cards (see "Dodge City")

Green-bordered cards are played face up in front of you; face up, like the blue-bordered cards. To use an effect, you must take the card from in front of you and discard it. However, you **cannot** use green bordered cards **on the same turn** in which you have played them. Each green-bordered card shows the symbols which explain its effect(s). Only the cards with a *Missed*! Symbol can be used **out** of turn.

Green-bordered cards can be removed through the play of a *Cat Balou*, Panic!, *Can Can*, etc. just like the blue-bordered cards. Note that if you take a green card with cards like *Panic*! or *Rag Time*, you cannot use it on the same turn: in fact, you must take the card into your hand, then you have to play it in front of you, and wait until the next turn to use it.

You cannot have 2 *Iron Plate* cards simultaneously in play, because generally speaking, you can never have in front of you two cards which share the same name.

Example 1: You play a Sombrero in front of you. Starting with the next player's turn, you can discard it for the effect.

Example 2: You play a Derringer in front of you. During one of your following turns, provided you still have the card in front of you, you can choose to discard it to cause a on a player at a distance of 1, and also draw a card from the deck.

Equipment cards (see "Gold Rush")

There is no limit to the number of equipment cards you can buy or discard during your turn, and you can have any type of black-bordered equipment cards in front of you. But remember: you cannot have two cards with the same name face up in front of you—this rule applies to equipment cards just like blue-bordered cards. When an equipment card is purchased, it is immediately replaced with a new card from the equipment deck. Gold nuggets spent (to buy or discard equipment) always return to the heap.

Equipment cards cannot be the target of Panic! or Cat Balou cards, or other cards from any expansion that have a similar effect, including all character special abilities. **The only way to discard an equipment card is to pay its cost plus one gold nugget.**

The equipment cards are:
Shot (3 stock, 1 cost, brown border) A player of your choice will refill 1 life point. You can select yourself, too.

Bottle (3 stock, 2 cost, brown border) You can play this as Bang!, Panic! or Beer. Even though this card has the same effect, it is not considered a Panic!, a Beer, or a BANG!. The BANG! you can shoot with this card does not count towards your one BANG! per turn limit. If *Tequila Joe* chooses to play *Bottle* as a *Beer*, he regains only one life point.

Pardner (3 stock, 2 cost, brown border) You can play this as Cat Balou, Duel or General Store. Even though this card has the same effect, it is **not considered** a *General Store*, a *Duel*, or a *Cat Balou*.

Union Pacific (1 stock, 4 cost, brown border) Draw 4 cards.

Gold Rush (1 stock, 5 cost, brown border) You end your turn and play another turn. Your life will restored to maximum.

Horseshoe (1 stock, 2 cost, black border) Whenever you "draw!", you reveal 1 additional card and choose the result. Lucky Duke draws 3 cards with Horseshoe. All "draw!" cards are discarded afterwards.

Wanted! (3 stock, 2 cost, black border) Play in front any player. Anyone who eliminates a player with Wanted! draws 2 extra cards and takes 1 extra nugget. The 2 cards and the gold nugget are in addition to any other effect (e.g. if you eliminate an outlaw, you get 3 + 2 = 5 cards and 1 gold nugget - if the Sheriff kills a Wanted deputy, he draws before discarding his entire hand, but keeps his nuggets). If you buy a "Wanted", you must play it immediately in front of you or in front of another player.

Gun Belt (1 stock, 2 cost, black border) Your limit for hand cards is 8 in your phase 3 (Sean Mallory has still 10 hand cards limit with or without Gun Belt and Big Spencer's limit equals MAX(8, actual life points number)).

Gold Pan (1 stock, 3 cost, black border) During your turn, you may discard 1 nugget to draw one card. This can be used up to 2 times per turn. To keep track of the cards you draw using the Gold Pan, put the gold nuggets you pay on the Gold Pan card, then return them to the heap at the end of your turn.

Lucky Charm (1 stock, 3 cost, black border) For each lost life point, you take 1 golden nugget from the bank (Simeon Picos takes 2 golden nugget with Lucky Charm). Does not apply to the last life point you lose. Always take the gold nugget from the heap, not from the player who wounded you!

Boots (1 stock, 3 cost, black border) For each lost life point, you draw 1 card from deck (Bart Cassidy draws 2 cards with Boots). Does not apply to the last life point you lose.

Calumet (1 stock, 3 cost, black border) You are not affected by cards with the Diamond suit. This equipment has no effect during *Duels*.

Pickaxe (1 stock, 4 cost, black border) During your phase 1, you draw one additional card.

Rhum (2 stock, 3 cost, brown border) "Draw" 4 cards and regain 1 life point for each different suit. All "draw!" cards are discarded afterwards. *Lucky Duke* draws up to 5 cards instead of 4, when using Rhum. *John Pain* takes in his hand all the "drawn" cards, one by one until he has 6 cards or less, when using Rhum.

Rucksack (1 stock, 3 cost, black border) Pay 2 gold nuggets to regain 1 life point. May be used out of turn, if you are losing your last life point.

Dangerous cards (see "Armed & Dangerous")

All Dangerous cards have an **orange** border, and they behave just like blue-bordered cards (= weapons and other objects) in all respects, with the following additions:

Playing a Dangerous card: When you play a Dangerous card in front of you (exception: Bomb can be played on any player), whether it's a weapon or an object, add 3 Load tokens to it.

Using a Dangerous card: To use a Dangerous card in play in front of you, you first have to pay (i.e. discard) the stated number of Load tokens from the card. If you discard the token(s), you can use the effect specified on the card. If there are not enough Load tokens on the card, the effect cannot be used.

Depleting a Dangerous card: When a Dangerous card in play runs out of Load tokens, discard it immediately.

Reloading a Dangerous card (or your character): There are two ways to add Load tokens to a Dangerous card in play or to your character:
1. Playing a blue-bordered card: Each time you play a blue-bordered card, you may add 1 to any of your Dangerous cards in play, or to your character (see also, The Characters). This holds true even when you play a blue-bordered card on a different player (e.g.: Jail), but not when you receive one (e.g.: Dynamite).
2. Discarding a card from you hand at the end of your turn: Each time you have to discard one or more cards from your hand during Phase 3 of your turn (when the number of cards in your hand exceeds the number of life points you currently have), you may add 1 to any of your Dangerous cards in play or to your character for each card discarded. Remember that you cannot voluntarily discard cards in this phase! Note also that you cannot immediately use the tokens you add in this phase, because Phase3 ends your turn.

Each Dangerous card may hold a maximum of 4 Load tokens.
Any token to be added beyond the 4th are simply ignored. The same limit applies to characters.
If you want to play a Dangerous card but the supply does not have the required number of load tokens (normally 3) then **you cannot play the card**.

Since they behave just like blue-bordered cards, Dangerous cards may be discarded by playing Cat Balou, etc. Note that if you play a Panic! on a Dangerous card in play, you take it into your hand without the tokens on it, which go back to the supply (if you later play the very same card, then add 3 to it as usual).
The Load tokens on the cards may not be the target of cards or abilities unless explicitly specified.

DANGEROUS WEAPONS

These Dangerous cards are weapons in all ways: they have an orange border with no bullet holes, black-and-white illustration, and a number in the sight. They replace and are replaced by any other weapon. Just like blue-bordered weapons, Dangerous Weapons allow you to play a BANG! card from your hand up to the reachable distance. But, each Dangerous Weapon also has a special ability that you can activate by spending the required number of Load tokens **when you play** the BANG! **card** (and before the target player reacts, e.g. by playing Missed!).

Important: you may use the special effect only when playing actual BANG! cards, not similar cards such as Gatling, Flintlock, Quick Shot, etc.

Upgradable cards (see "Armed & Dangerous")

Upgradable cards are brown-bordered cards (= play and discard) whose effect may be upgraded by spending the required number of Load tokens. The Load tokens you spend may be taken from any of your Dangerous cards in play or from your character, in any combination. Remember that if you remove the last Load token from a Dangerous card, it must be discarded. Upgrading a card is always optional. You can use the upgrade several times if you want and can pay for it: always choose at the moment you play the card, before carrying out its effects.

Example: A little nip lets you regain 1 life point, and 1 additional life point for every 3 Load tokens you spend. By spending 6 Load tokens when you play the card, you gain a total of 3 life points. If you spend 0 Load tokens, you regain only 1 life point.

You will also find cards that are identical to cards in the basic game: these are added in order to keep the balance among different card types in the deck. Some cards combine symbols you already know in different ways. Simply follow the meaning of the symbols shown to determine the card's effects.

Generally speaking, remember that:
• Any card with a Missed! symbol can be used to cancel the effect of a card with a BANG! symbol .
• When you are losing your last life point, you can **only** use a Beer to avoid being eliminated from the game. You cannot use other cards with similar effects such as Saloon, Beer keg, or A little nip out of turn;
• You can only play **one** BANG! **card per turn**, but you can play any number of other cards which show the symbol.

Ace up the sleeve.

A little nip: Unlike Beer, it cannot be used out of turn.

Arrow: The target player chooses whether to discard a BANG! Card or lose 1 life point. You cannot reply with similar effects such as Flintlock or Gatling. Upgrade: All targets must be different.

Bandolier: You may play an additional BANG! card, which must follow the usual distance rules, may trigger the effects of a Dangerous Weapon, etc.

Beer keg: Unlike Beer, it cannot be used out of turn.

Bell tower: It only applies to the next card you play, but you can use it many times during your turn. It works against a Mustang, for example.

Big Fifty: It cancels the effects of cards such as Mustang, Barrel, etc., Julie Cutter's ability, etc.

Bomb: Play this card on any player (with 3 Load tokens on it as usual). At the beginning of your turn, if the Bomb is in play in front of you, "draw!": on ♥ or ♦, pass the Bomb to another player of your choice (who will perform the same check on their turn, etc.). On ♣ or ♠, discard 2 Load tokens from the Bomb. If the Load tokens run out, the Bomb explodes! Discard it and lose 2 life points. The Bomb does not explode if it is drawn or discarded in other ways (e.g., Panic!, Cat Balou, Whip, Squaw, etc.), but it does if the Load tokens run out because of Rust, for example. If you also have Dynamite and/or Jail in play in front of you, check the Bomb last.

Buntline Special: It does not matter if the shot is canceled with a Missed! card, Barrel, etc. Caravan.

Crate: If you also have Barrel in play, you choose in which orderto use the cards if necessary.

Double Barrel: A BANG! with the ♦ suit cannot be canceled, even using Barrel, etc.

Duck!

Flintlock: It is not a BANG! card, so it does not count towards the limit of 1 BANG! card per turn, and it does not trigger the special effect of a Dangerous Weapon. Upgrade: If the shot is canceled (it does not matter if by Missed!, Barrel, etc.), you can spend 2 Load tokens to take this card back into your hand (and play it again immediately after, if you want).

Lock Pick: It only affects the cards in hand, not those in play. It works regardless of the distance.

Quick Shot: It is not a BANG! card, so it does not count towards the limit of 1 BANG! card per turn, and it does not trigger the special effect of a Dangerous Weapon. Upgrade: All targets must be different and at a reachable distance.

Reloading: Take 3 Load tokens from the supply and put them on any combination of your Dangerous cards and/or your character. Remember that a card may never have more than 4 Load tokens.

Rust: Each of the other players must remove 1 Load token from each of their Dangerous cards and from their characters. Add all Load tokens removed to your character, up the limit of 4, and discard the extras.

Squaw: It works regardless of the distance.

Thunderer: It works whether the shot was successful or not, and the BANG! card must be taken back before the target player replies (with Missed! or another action).

Tumbleweed: A just completed “draw!” must be repeated, ignoring the previous result. Can be used on any “draw!”, even your own, and can be played out of turn. You may have the ‘draw!” repeated again by spending additional Load token.

Whip: It only affects the cards in play, not those in hand. It works regardless of the distance.

The 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!

Base game characters

Bart Cassidy (4 life points): each time he loses a life point, he immediately draws a card from the deck. Bart Cassidy draws three cards, if he is hit by the *Dynamite* (and survives).

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). Calamity Janet can play Missed! cards during a *Duel* as if they were BANG! cards.

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. When El Gringo plays a *Duel* and loses, he cannot draw a card from the player who won the Duel. El Gringo draws a card from the player who played the card which caused the life point loss. But since the Duel was played by El Gringo himself, his ability is not triggered.

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!.

His ability may be used to avoid the effect of Flintlock and Buntline Special, and also against Mexicali Kid. (*see "Armed & Dangerous"*)

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.
If the *Thirst* is in play, *Kit Carlson* looks at the first three cards, but he draws only one of them: he must place the other two on the top of the deck, in the same order he drew them. If the *Train Arrival* is in play, he simply draws three cards (technically speaking, he looks at the first three cards, places one of them on the top of the deck… and then draws that card, too). (*see "High Noon"*)

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.

With the *Tumbleweed*, he repeats his entire "draw!", so he shows two new cards and chooses the result. (*see "Armed & Dangerous"*)

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! Sid Ketchum can use his ability even outside his turn, like a *Beer* card.

Slab the Killer (4 life points): players trying to cancel his BANG! Cards need to play 2 Missed!. The Barrel effect, if successfully used, only counts as one Missed! (*First of all, he can "draw!": if he reveals a Heart card, he can avoid the shot with just one Missed! card in hand. Otherwise, he needs two Missed! cards. He cannot "draw!" twice*). Only one *Missed*! card is required to cancel a *Gatling* played by *Slab the Killer*. The special ability of *Slab the Killer* applies to *BANG*! cards only.
When *Slab the Killer* plays *Punch*, *Knife*, *Springfield*, *Buffalo Rifle*, *Howitzer*, *Pepperbox*, or *Derringer*, you will need only one *Missed!* card to avoid losing one life point. (*see "Dodge City"*)
If he uses a *Buntline Special*, you need 3 Missed! to cancel his BANG!. (*see "Armed & Dangerous"*)

Suzy Lafayette (4 life points): as soon as she has no cards in her hand, she draws a card from the draw pile. When Suzy Lafayette plays a *Duel*, which is her last card, she cannot draw another one before the *Duel* ends. She must wait until the end of the *Duel*.

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. When the *Dynamite* explodes eliminating the player, it is discarded after it explodes. So when *Vulture Sam* gets all the cards of the player killed, the *Dynamite* is already in the discard pile. When *Vulture Sam* eliminates a *Deputy*, as a *Sheriff*, first *Vulture Sam* gets all the cards from the Deputy just eliminated. Then, he discards all of his cards (which now include the cards just obtained from that Deputy).

Willy the Kid (4 life points): he can play any number of BANG! Cards during his turn.

Dodge City characters

Apache Kid (3 life points): he is unaffected by cards from the suit of Diamonds played by the other players. During a *Duel*, his ability does not work. Apache Kid's ability does not prevent other players to play *Missed!* cards of Diamond against his *Bang!* cards. His ability applies to cards played by other players only, thus during other players' turns. Therefore, he is unaffected by about half of the *Bang!* cards, by all *Indians!*, by *Conestoga* and by some *Cat Balou* and *Panic!* played against him. Other cards (*General Store*, *Hideout*, weapons etc.) always works normally.

Belle Star (4 life points): during her turn, no card in front of any other player has any effect. This applies both to the blue- as well as to the green-bordered cards.

Bill Noface (4 life points): during phase 1 of his turn, he draws 1 card, plus 1 card for each injury (lost life point) he currently suffers. So, if he is at full life, he draws 1 card; with one life point less, he draws 2 cards; with two life points less, he draws 3 cards, and so forth.
If *Bill Noface* is the *Sheriff*, he has been shot 3 times, so he should draw 1+3=4 cards. Thus if the *Thirst* is in play, he draws 3 cards, while with the *Train Arrival* he draws 5 cards. If **Bill Noface** is not the *Sheriff*, he draws 2 cards with the *Thirst* and 4 cards with the *Train Arrival*. (*see "High Noon"*)

Chuck Wengam (4 life points): during his turn, he can choose to lose 1 life point to draw 2 cards from the deck. He may also use this ability more than once in the same turn; however, he cannot choose to lose his last life point this way.

Doc Holyday (4 life points): once during his turn, he can discard any two cards from his hand for the effect of a *BANG*! against a player within range of his weapon. This ability does not count towards his limit of one *BANG*! Card per turn. To hit *Apache Kid* in this way, at least one of the two discarded cards must not be a Diamond.

Elena Fuente (3 life points): she can use any card in her hand as a *Missed*!.

Greg Digger (4 life points): each time another character is eliminated, he regains 2 life points. As usual, he cannot exceed his initial number of life points in this way.

Herb Hunter (4 life points): each time another character is eliminated, he draws 2 extra cards from the deck. So, if he kills an *Outlaw* himself, he draws 5 cards.

José Delgado (4 life points): during his turn he can discard a blue-bordered card from his hand to draw 2 cards from the deck. He may use this ability twice per turn.

Molly Stark (4 life points): each time she plays or voluntarily discards a *Missed*!, *Beer*, or *BANG*! card when it is not her turn, she draws one card from the deck. If she discards a *BANG*! during a *Duel*, she does not draw her replacement cards until the end of the *Duel*, when she would draw one card for each *BANG*! She used during the *Duel*. Cards that she is forced to discard due to cards like *Cat Balou*, *Brawl*, or *Can-Can* are not considered voluntarily discarded!

Pat Brennan (4 life points): during phase 1 of his turn, he may choose to draw the usual two cards from the deck, or, instead draw one card (and this one card only) from in play and add it to his hand. The card can be in front of any player, and can be either a blue-bordered card or a green-bordered card.

Pixie Pete (3 life points): during phase 1 of his turn, he draws 3 cards instead of 2.

Sean Mallory (3 life points): in phase 3 of his turn, he can hold up to 10 cards in his hand. He does not have to discard any cards if he has more cards than the number of life points he has left, but less than 11.

Tequila Joe (4 life points): each time he plays a *Beer*, he regains 2 life points instead of 1. He only regains 1 life point from similar cards like *Saloon*, *Tequila*, or *Canteen*. If *Tequila Joe* loses one life point only and is killed, if he plays a *Beer*, he goes to 2 life points. However, if he is being eliminated by means of a *Dynamite*, you have to sum up all lost life points and gained life points to see if (and how) he survives. For example, if he was at 1 life point and the *Dynamite* explodes, *Tequila Joe* would go to -2 life points, so he will need two *Beer* cards to save his life (in this case, he will go to -2 + 4 = 2 life points).

Vera Custer (3 life points): at the beginning of her turn, before drawing any cards (in phase 1), she chooses any other character still in play. Until her next turn, she has the same ability as that character. If *Vera Custer* has currently the same ability of *Vulture Sam* and another player is eliminated, the cards of the eliminated player must be divided between *Vera Custer* and *Vulture Sam*. Who among Vera and Sam is next to the killed character, in clockwise order, chooses the first card (either randomly from the hand of the killed character, or among her “in play” cards). Then, the other one takes another card, and so on, until all cards of the eliminated player have been distributed between the two.

Wild West Show characters

Flint Westwood (4 life points): During his turn, he may trade one card from hand with 2 cards at random from the hand of another player. The card from your hand is of your choice, not at random. If the target player has only one card, you get only one card. Flint Westwood use his ability once per turn.

Big Spencer (9 life points): He starts with 5 cards. He cannot play Missed! cards. Big Spencer can use the Barrel, or other cards with a Missed! effect, his ability is restricted to Missed! cards only.

Lee Van Kliff (4 life points): During his turn, he may discard one BANG! card to repeat the effect of a brown-bordered card he just played. The brown-bordered card may be also another BANG! You may repeat each effect one time only. If you repeat the effect of a *Stagecoach* or *Wells Fargo*, the WWS card only changes the first time. Repeating the effect counts as one card played, if *Miss Susanna* is in play. *Lee Van Kliff* can repeat an effect with a different target. When *Lee Van Kliff* repeats the *Stagecoach* or *Wells Fargo* effect, WWS cards do not change after the first time, you have to use a real *Stagecoach* or *Wells Fargo* card. Lee Van Kliff’s ability is not triggered with cards with a BANG! effect, you must use a real BANG! card. When Lee Van Kliff uses his ability, the card is not accounted for the three cards needed by *Miss Susanna*, since that card is “discarded”.

Youl Grinner (4 life points): Before drawing, players with more hand cards than him must give him one card of their choice. In case of a tie among several players, each one of those players gives the cards to Youl Grinner.

John Pain (4 life points): If he has less than 6 cards in hand, each time any player must "draw!", John adds the card just drawn to his hand. The card drawn this way may not be used immediately; you must wait until the previous effect ends. For example, if it’s a Beer and you lose at the same time your last life point, you may not use it.
If Vera Custer copies John Pain’s ability and a card is “drawn!”, the card goes to the first player in clockwise order from the player who “drew!”.

When Lucky Duke “draws!” two cards, they are both drawn by John Pain. However, if John Pain has already five cards in his hand, he draws only the first card revealed by Lucky Duke. Of course, if John Pain has already 6 or more cards in his hand, he does not draw any card.

Greygory Deck (4 life points): At the start of his turn, he may draw 2 characters at random. He has all the abilities of the drawn characters. The only valid characters are those from the basic game. At the beginning of your next turn, you decide whether to keep the characters or to change them. If you choose to change them, you must change both of them. This ability also applies at the beginning of the game. When Greygory Deck changes his characters, previous characters are shuffled together with the other ones and then draw two of them randomly.

If Greygory Deck has the abilities of two characters which seem to have contradictory abilities, that is two abilities are clearly conflicting, Greygory Deck chooses one to use, otherwise both abillites apply.
Examples:
Jesse Jones + Kit Carlson: can draw the first card from the hand of a player (Jesse Jones’), then he sees the first three cards of the deck and chooses the second card to draw.
Jesse Jones + Pedro Ramirez: he chooses whether to draw the first card from the hand of a player or from the top of the discarding deck.
Kit Carlson + Black Jack: he looks at the first 3 cards, chooses the 2 cards to draw, shows them, and if the second card is of Heart he draws another card.

Gary Looter (5 life points): He draws all excess cards discarded by other players at the end of their turn (phase 3). When Gary Looter must discard excess cards, he does not draw them thanks to his ability.

Teren Kill (3 life points): Each time he would be eliminated, he must "draw!": if it is not Spades, Teren stays at 1 life point, and draws 1 card. If the “draw!” is unsuccessful, you can’t play a Beer to save you. If Teren Kill is eliminated by Dynamite, he has to “draw!” just one time to stay alive, if it is a card of Spades he is out, otherwise he stays at 1 life point (and draws a card from the deck).
If *Teren Kill* suffers a fatal shot and he has a *Beer* in his hand, he can choose between two options: Either he plays the Beer and stays at 1 life point (but he does not draw a card); or he does not play the Beer and “draws!”.: in the latter case if he does not “draw!” a card of Spades he stays in play with one life point and draws another card, otherwise he is eliminated (now he cannot play the Beer since his ability is triggered when he is “about to be eliminated”, i.e. when he has no meaning to save himself).

Gold Rush characters

Don Bell (4 life points): At the end of his turn, he must "draw!": On Diamond or Hearts he plays one extra turn. At the end of his extra turn, he does not “draw!” for an extra turn again. If in *Jail*, Don Bell cannot activate his ability.

Dutch Will (4 life points): In his phase 1, he draws 2 cards, he must discard one of them and gets 1 golden nugget. He must discard one of the two cards he has just drawn (his choice) during phase 1 of his turn.

Jacky Murieta (4 life points): By discarding 2 golden nuggets he shoots extra BANG!. He may shoot more than one extra BANG! provided he can pay the gold nuggets. He does not need to play any cards to use this ability.

Josh McCloud (4 life points): Once per turn, he may buy 1 random equipment by discarding 2 golden nuggets. This ability can be used only during his turn. If he draws a black-bordered equipment card he already has, he must discard it.

Madam Yto (4 life points): Each time a Beer card is played, she immediately draws a card. It doesn’t matter whether the *Beer* was played to regain a life point or to take a gold nugget. It doesn’t matter who played the *Beer*, even Madam Yto’s Beer cards count. This ability does not work if someone uses any other similar card such as *Whisky* or *Bottle* as a *Beer*.

Pretty Luzena (4 life points): Once per turn, she may buy 1 equipment for 1 less nugget than its cost. The equipment with 1 cost she buys for free once per turn. She may buy more than one equipment card per turn, but only one has its cost reduced by 1 gold nugget. If she uses her ability on an equipment card with cost 1, she takes it for free.

Raddie Snake (4 life points): On his turn, he may draw a card by discarding 1 golden nugget, up to a maximum of 2 times per round. To keep track of the cards you draw using this ability, put the gold nuggets you pay on your character card, then return them to the heap at the end of your turn.

Simeon Picos (4 life points): Whenever he is hit, he gets 1 golden nugget from bank. Always take the gold nugget from the heap, not from the player who wounded you!

The Valley of Shadows characters

Lemonade Jim (4 life points): Each time another player plays Beer card, he may discard a card to regain 1 life point.
Henry Block (4 life points): Each time another player discards or draws card from Henry's hand or in front him, that player is the target of a Bang!. The card is drawn (or discarded) only after the automatic BANG! is resolved. This ability works against Jesse Jones' or Pat Brennan's, but not against automatic abilities like El Gringo's.

Evelyn Shebang (4 life points): She may decide not to draw some number of cards in her draw phase. For each card skipped, she shoots a BANG! at a different target in reachable distance. You must choose to draw 0, 1, or 2 cards before drawing (you cannot draw one card, look at it and then choose to "shoot" the next).

Colorado Bill (4 life points): Each time he plays a BANG! card, he does a "draw!": on Spades, the shot cannot be avoided. Cards like *Missed!* or *Barrel* or *Jurdonnais'* ability cannot be used.

Mick Defender (4 life points): Each time he is the solo target of a brown card other than BANG!, he may discard a Missed! card to avoid it. This ability also works against cards that affect multiple players (Gatling, Indians, etc.). The Missed! card only prevents the card effects on you, not on the others.

Tuco Franziskaner (5 life points): During his draw phase, he draws 2 extra cards if he has no blue cards in play.

Black Flower (4 life points): Once per turn, she can shoot an extra Bang! by discarding a Clubs card.

Der Spot - Burst Ringer (4 life points): Once per turn, he can play a Bang! card as Gatling. This BANG! card is not counted against the limit of one BANG! card per turn.

Armed & Dangerous characters

The Load tokens needed to activate the abilities of some characters may be taken from your character and also from any of your Dangerous cards in play (during your turn only, unless specified otherwise, e.g.: Al Preacher). Remember that each character may hold a maximum of 4 Load tokens.

Al Preacher (4 life points): If another player plays a blue or orange-bordered card, you may pay 2 LOADs to draw 1 card from deck. May be activated out of turn. You can draw only 1 card for each blue or orange-bordered card played, even if you can spend more than 2 Load tokens each time. You must activate it before another card is played after the blue or orange bordered one.

Bass Grevees (4 life points): Once during your turn, you may discard 1 card from your hand to add 2 LOADs too one of your cards. You may add the 2 Load tokens to any one of your Dangerous cards or to the character himself, but not to two different cards (one per card).

Bloody Mary (4 life points): Each time your BANG! is canceled, draw 1 card from the deck. It does not work with cards that are not actual BANG! cards, such as Flintlock, Quick shot, Gatling, etc.

Frankie Canton (4 life points): Once during your turn, you may take 1 LOAD from any card and move it here. The Load tokens you take can come from any Dangerous card in play, whether yours or a different player's, or from another player's character. The 4 Load token limit still applies. If you take the last Load token from a Dangerous card, it must be discarded as usual.

Julie Cutter (4 life points): Each time a player makes you lose at least 1 life point, reveal: One Hearts or Diamond, they are target of a BANG!. It's just 1 BANG!, even if you lose more than 1 life point at the same time. It is automatic (you don't have to play a BANG! card), it works regardless of the distance, and it can be canceled as usual with Missed!, Barrel, Crate, etc.

Ms. Abigail (4 life points): You may ignore the effects of brown-border cards with values J,Q,K and A if you are only target. It does not work against cards that affect all players, such as Indians!

Mexicali Kid (4 life points): Once during your turn, you may pay 2 LOADs to shoot extra BANG!(no card required). The BANG! is additional, so it does not count for the 1 BANG! card per turn rule and you don't have to play any card. The shot may be canceled as usual with Missed!, Barrel, Crate, etc., and it reaches up to your weapon's reachable distance, but it does not trigger the effect of a Dangerous Weapon. It does not work out of turn (against Indians!, Arrow, Duel, etc.).

Red Ringo (5 life points): Start with 4 LOADs. During your turn, you may move up to 2 LOADs from here to your cards. You must carry out the movement of Load tokens as a single move, but you may choose two different cards and place 1 Load token on each of them. You may not move Load tokens from Dangerous cards back to Red Ringo with this ability.

The Bullet characters

Uncle Will (4 life points): Once during his turn, he may play any card from hand as a *General Store*.

Johnny Kisch (4 life points): Each time he puts a card into play, all other cards in play with the same name are discarded.

Claus "The Saint" (3 life points): He draws one more card than the number of players, keeps 2 for himself, then gives 1 to each player.

High Noon cards (*see "High Noon"*)

Blessing: the suit of all cards is Hearts.

Curse: the suit of all cards is Spades.

Ghost Town: during their turn, killed characters return in play as ghosts, with 3 cards. They cannot be killed but they leave the game immediately after their turn.

The ghost draws 3 cards, plays as many cards as he wants, and then discards all exceeding cards in his hands… that means all the cards in his hand since he has no life points! At the end of his turn he is eliminated again, so all of his cards go to *Vulture Sam*, if this character is in play, otherwise they are discarded as usual.

You can use the special ability of your character in phase 1 of your turn when you return in play as a ghost with the *Ghost Town*. For example, *Pedro Ramirez* can draw the first card from the discard pile.

If the *Sheriff* is eliminated by a ghost while the *Ghost Town* is in play, each "ghost" is in play until the end of his turn: if the game ends during his turn, he is considered to be in play for victory purposes. So, if the ghost was an *Outlaw* or a *Deputy*, *Outlaws* win because at least another player (the ghost himself) different from the *Renegade* is in play. If the ghost was the *Renegade*, he wins if after killing the *Sheriff* there are no other players alive, otherwise *Outlaws* win.

Bill Noface enters in play with 5 cards, *Pixie Pete* with 3 cards, when they enter in play as ghosts thanks to the *Ghost Town*.

Each time a ghost leaves play, *Greg Digger* regains 2 life points while *Herb Hunter* draws 2 cards from the deck.

Generally, *Chuck Wengam* cannot use his ability while he is a ghost with the Ghost Town, since a ghost enters in play with no life points. However, if *Chuck Wengam* regains one or more life points somehow (e.g. by use of *Beer* or *Whisky*) he can actually use his ability.

At the end of his turn, *Don Bell* is eliminated and he does not activate his ability. *Ghost Town* effect comes first and has to be resolved before anything else. (*see "Gold Rush"*)

Gold Rush: the game proceeds counterclockwise. Card effects proceed clockwise as usual. When there is the *Gold Rush* in play, the *Dynamite* still move clockwise, and the order of card drawing of the *General Store* remains clockwise.

Hangover: all characters lose their special abilities.

Shootout: each player can play a second Bang! card.

The Daltons: when this card enters play, each player with at least one blue card discards one blue card at his choice. You can discard *Jail* or *Dynamite*.

The Doctor: when this card enters play, the player(s) with the fewest current life points regain 1 life point.

The Reverend: players cannot play any Beer cards. You can use a *Saloon* while The Reverend is in play.

The Sermon: players cannot use Bang! cards. You cannot use *BANG!* cards on your turn with *The Sermon* in play. So, if you play a *Duel*, you will automatically lose a life point if your opponent plays a *BANG!* card.
When *Calamity Janet* plays *Missed!* cards as they were BANG! cards, they are considered real BANG! cards. So she cannot use them during *The Sermon*.

Train Arrival: each player draws an additional card at the beginning of his turn.

Thirst: each player draws one card fewer than normal at the beginning of his turn.

High Noon: each player loses 1 life point at the start of his turn. This must be always the last card, and stays in play until the game ends.

Schofield: A card that increases the player's distance by 2, but when combined with another Schofield, may form a Mustang or Wells Fargo (only in old versions of BANG!).

Two additional *High Noon* cards from "*The Bullet*" deluxe version are:

New Identity: At the beginning of their turn each player looks at the character he is using to keep track of his life points. He may switch to the new identity for the rest of the game, starting with 2 life points. Players know the second character card of everyone. The second card, which is normally used to keep the life point scoring, is shown to all players as soon as it is drawn. Remember that you can look again at this card before deciding to change your character.

Handcuffs: After drawing his cards in phase 1, the player whose turn it is names a suit: he can only play cards of that suit during his turn. When the *Handcuffs* are in play, you can use cards of any suit outside of my turn.

A Fistful of Cards cards (*see "A Fistful of Cards"*)

Abandoned Mine: players draw from the discard pile and discard on the top of the deck. Played and discarded cards during phase 2 go on the discard pile, while cards exceeding hand size limit at the end of the turn (phase 3) go on the draw deck. Draw the cards after *Stagecoach* and *Wells Fargo* always from the draw deck.

The Abandoned Mine does not apply to cards played and or discarded during phase 2. So Jose Delgado always discards as normal on the discard pile and then draws as normal from the draw pile.

Ambush: the distance between players is 1. This is only modified by cards in play. While the *Ambush* is in play, the abilities of characters like *Rose Doolan* and *Paul Regret* still work.

Blood Brothers: each player may choose to lose one of his life points to give to another player at the beginning of his turn.

Dead Man: the first eliminated player returns in play with 2 life points and 2 cards.

A player does not have to be killed before the round the *Dead Man* enters in play to come back to life. You can be killed in the same round the *Dead Man* is in play... provided you have not still played your turn.

When you come back to life with 2 cards thanks to the *Dead Man*, you draw normally two cards in phase 1 of my turn.

Hard Liquor: each player may forfeit his drawing phase to regain 1 life point.

Lasso: cards in play in front of all players have no effect. "Draw!" is still required for Jail, but this Jail has no effect regardless the result of draw. Lasso applies to green cards as well as blue cards.

Law of the West: players must show and play (if possible) the second card they draw in their turn.
When *Law of the West* is in play, Kit Carlson looks at the first 3 cards of the deck, chooses the two to draw and shows the second one (note that he cannot change the cards order!): if he can, he must play that card afterwards, during the same turn.

Ranch: At the end of phase 1 of your turn, you may discard any number of cards from your hand and then draw an equal number from the deck (only once!)

Ricochet: players may fire Bang! against cards in play: those cards are discarded unless the player controlling them plays a Missed!. When you discard BANG! cards with the Ricochet, you can use a normal BANG! during my turn, because the BANG!s used with the Ricochet are "discarded", not "played". Distance does not matter when applying the effect of the *Ricochet*, you may target players at any distance.

Russian Roulette: when this card enters in play, starting from the Sheriff each player discards a Missed! or loses 2 life points (thus ending the effect). You can use cards like *Barrel*, *Bible* etc. or characters special abilities (like *Jourdonnais'*) to avoid the effect of the *Russian Roulette*.

Sniper: players may discard 2 Bang! cards to target an opponent: this counts as a Bang! but 2 Missed! cards are required to cancel this effect. You lose only one life point, if you are hit by the effect of the Sniper: in fact, the effect of the two combined BANG!s "counts as a BANG!".

You can use the effect of the *Sniper* as many times as you wish. In addition, the effect of the *Sniper* does not count as a played BANG! card, so you can shoot your normal BANG! during your turn. For example, if you have 7 BANG! Cards in your hand, you could fire a total of 4 shots (3 shots with the effects of the Sniper and one normal BANG!). All the targets must be at a reachable distance.

Peyote: players try to guess the suit of the card they draw and keep drawing until they are wrong. When you guess wrong the color of the card with the Peyote, you do not keep the last card, This means that if you guess wrong the very first card, you don't draw any card in that turn.

The Judge: players cannot play cards in front of themselves (i.e. Green or Blue cards). Cards that are already placed in front of players will not be affected.

Vendetta: players "draw!" at the end of their turn: on a Heart, they play an additional turn (but does not 'draw!' again).

A Fistful of Cards: at the beginning of his turn, each player is the target of as many Bang! as the number of cards in his hand. This must be always the last card, and stays in play until the game ends.

At the beginning of his turn, the player is the target of as many BANG! as the number of cards in his hand. These BANG!s can be cancelled normally by means of Missed! cards or similar ones (Barrel, characters' special abilities like Jourdonnais', and so on). ERRATA: the English text on old editions is wrong: the player can avoid the BANG! and does not automatically lose life points.

Wild West Show cards (*see "Wild West Show"*)

Bone Orchard: At the beginnings of their turns, all eliminated players return permanently to game with 1 life point. Shuffle role cards and the returning player takes one random role card. Players return to play permanently. Hence, they stay in play even after the Bone orchard terminates its effect, if they are still in play. When you come back in play with Bone Orchard and you are killed again, if the Bone Orchard is still in play when it is your next turn, you may come back into play at the beginning of each of your turn while the Bone Orchard is play.

Darling Valentine: Players discard all hand cards and then draw as many they had before their phase 1 (followed by their draw). Players then also draw the usual 2 cards from the deck.

Dorothy Rage: During each player's turn they may force any player to play one hand card. The player calls out the name of a card. If the target player does not have the card named, he must show his hand cards. If he has the card, he has to play that card like it was his turn, but the caller chooses the target (if necessary). If the forced player does not have the called card, he must show his hand. If he has it, he must play it as if it was his turn (also for counting the distances), but you choose any target(s) if the card requires so.
You must declare the complete action before knowing if that player has that card. For example, you cannot simply say "Play a BANG!" but instead "Play a BANG! on that player." The action you describe must be possible for the player; you cannot command him to play a BANG! On a target which is out of range for that player.
You have to consider all effects, distance, etc. as if the player you commanded was the one who played the card. So, for example, if you are *Slab the Killer*, and order another player to shoot, the target of the BANG! does not need 2 Missed! cards. On the other hand, if you command *Slab the Killer* to shoot a BANG!, your target does need two Missed! cards.
If you command another player to play a *Duel* and he loses, he (not you) loses the life point. If you command him to play cards like *Stagecoach* or *Panic*, he (not you) draws the cards with *Stagecoach* and *Panic*!
All players can see the hand of a player who cannot play a "commanded" card by Dorothy Rage.

Gag: All players play without talking. Only gestures and sounds are allowed. Whoever breaks this rule loses 1 life point. It is suggested to forbid at least written messages too.

Helena Zontoro: when Helena comes into play, "draw!": on heart or diamonds, shuffle all roles except the Sheriff and deal them out at random. *John Pain* does not draw the "drawn!" card by Helena Zontero, because that card is "drawn!" automatically, not by a player.

Lady Rose of Texas: Each player can swap place with player on his right. If he does, player on right move to place and skip his next turn. Bring your cards, your mat, etc. with you! As a rule of thumb, to avoid long loops that prevent a single player from ever playing, it is best if players agree to limit the number of consecutive uses of Lady Rose of Texas to "x" times, where "x" is the number of players still alive. For example, with 5 players, Lady Rose of Texas can be used no more than 5 times in a row.

Miss Susanna: All players have to play at least 3 cards on their turn. If not, they lose 1 life point. This effect does not apply to players skipping their turn because of the *Jail*. When Miss Susanna enters play, cards played earlier in the same turn (if any) are counted as part of the three cards to play in the turn, since the text only says "during the turn," even cards played before Miss Susanna entered play are counted.

Sacagaway: During their turn all players play with their hands revealed. Flint Westwood's ability, Panic!, Cat Balou, or other card-drawing effects while Sacagaway is in play, are managed by putting them face down and shuffle them: after drawing one (or two, in case of Flint Westwood) randomly, put them face up again.

Showdown: All cards may be played as if they were Bang! cards, and all Bang! cards may be played as if they were Missed! cards. *Big Spencer* may use BANG! as they were Missed! and *Lee Van Kliff* may discard any card to use his ability.

Wild West Show: The goal of each player becomes "Be the last one in play". Roles still apply as normal (Sheriff may not go to jail, killing an Outlaw brings the usual 3-card reward, etc.), but killing the sheriff does not end the game. It is just like each player has the same goal of the Renegade. However, the actual roles stay the same: therefore the Sheriff may not go to Jail, and eliminating an Outlaw brings the usual 3 cards reward. If the Sheriff is eliminated, the game continues. Victory is individual.

If the Sheriff kills a Deputy with Wild West Show in play, the penalties for him still hold. And if he kills an Outlaw, he gets the 3 cards reward.

Shadow-Gunslingers (*see "Gold Rush"*)

With this game variant you're never really out of the game!
You may also use this game variant without Gold Rush, but keep in mind that the characters provided in this expansion are specifically balanced for play with shadow-gunslingers.

If you reach zero life points and are eliminated, you are only out of the game temporarily. All the rules for the elimination of a player still apply: you discard all of your cards in hand and in play (including all equipment), reveal your role card and check the victory conditions. If you were an Outlaw, for instance, the player who eliminated you draws the 3 card reward, etc. **But, you keep all of your gold nuggets** if you have any.

During each of your following turns (that is, each time it would have been your turn if you were still in the game**) you temporarily re-enter the game as a "shadow-gunslinger"** - a "shadow-Deputy," "shadow-Outlaw," or "shadow-Renegade," respectively.

As a shadow-gunslinger, you have zero life points. You draw 2 cards, play your turn as normal, and then leave the game again. During your turn, you play as if you were still alive, with all your abilities. But, you cannot gain or lose life points (you ignore the effects of any cards of this type). At the end of your turn, you exit the game again, and must discard all of your cards in hand and in play (including any equipment cards you bought that turn).

Important: Shadow-gunslingers are not considered to be "playing characters" who are eliminated: so any effects caused by a characters' elimination do not apply to them. For example, Vulture Sam does not get your discarded cards. When it is *not* your turn, you are **out of the game** for all purposes. Your abilities do not work, and you are not counted when determining distances between players, or for the effects of *General Store*, *Dynamite*, or any other cards.

You keep your gold nuggets from turn to turn and can gather more when you are a shadow-gunslinger. During your turn, you may spend your nuggets to buy or discard equipment. Note, however, that any black bordered equipment cards you purchase are discarded at the end of your turn, just like your other cards.

The Shadow-Renegade
There is a special rule that applies to the shadow-Renegade: On his turn, he sides with the weakest team. Count the number of other face up roles (i.e., those of other eliminated players plus the Sheriff, but not his own): **the shadow-Renegade sides with the team that has the most face up role cards. In case of a tie, he sides with the Outlaws**.

As soon as the Renegade is eliminated and becomes a shadow-Renegade, he takes the special "shadow-Renegade" role card and keeps it face up in front of him. At the beginning of each of your turns, once you have determined which side you are on, turn your role card to the appropriate side (shadow- Deputy or shadow-Outlaw). From now on, you win together with the team you currently belong to. Your role stays the same until the beginning of your next turn, even if the situation has changed. A shadow-Renegade never returns to his original Renegade role. The shadow-Renegade card is never included when determining which side he joins at the start of his turn.

***Example**: Bart the Renegade is the only player eliminated so far. The only other face-up role card is the Sheriff, so the new shadow-Renegade plays for the Law (as a shadow-Deputy). Soon after, an Outlaw is eliminated. At the start of Bart's next turn, he becomes a shadow-Outlaw (there is now a tie for face up lawman and outlaw cards, so he plays for the Outlaws). If a Deputy is eliminated next, Bart again joins the Law (the face-up role cards would be: Sheriff, Deputy, and Outlaw, so 2-1 lawmen). And so on…*

If you are eliminated as the Renegade while playing the shadow-gunslinger variant, you do not immediately count the revealed role cards to join either faction. Instead, you take the "shadow-Renegade" role card, but you are temporarily out from the game and must wait your next turn. At the beginning of your next turn, you re-enter the game as a shadow-Renegade, and establish your faction as described in the rules.

When playing with the shadow-gunslingers variant if you are eliminated; you maintain your character card. However, when it is not your turn, you are out of the game for all purposes and your ability does not work.

If *Josh McCloud* is a shadow-gunslinger and his turn is over, he discards all the Gold Rush equipment cards in hand and in front of him since he has no life points. Now he can take another turn (he draws two new cards, and plays as usual).

If you are eliminated and become a shadow-gunslinger, *Vulture Sam* receives your cards. If you leave the game as "regular" gunslinger, Vulture Sam will take your cards because "All the rules for the elimination of the player still apply". But once you are a shadow-gunslinger, it does not longer apply, as specified in the notes.

You can play the shadow-gunslingers variant in an 8-player game. One of the shadow-Renegades uses the "shadow-Renegade" role card included, the other one uses his regular Renegade card face up, displayed as normal when he plays as shadow- Deputy, or turned upside down when he plays as shadow-Outlaw.

With two shadow-Renegades, apply the same rules: when it is the turn of a shadow-Renegade, he checks all the other face up cards in order to establish his faction (Law or Outlaw). The other shadow-Renegade will be considered to belong to Law or Outlaw depending on his currently faction, if any. Otherwise just ignore it.

Notes:
- You must always pass the *Dynamite* clockwise to the next player still in the game (ignore shadow-gunslingers).
- When you are eliminated as a shadow gunslinger, your equipment is discarded (and *Vulture Sam* does not take them).
- At the end of your turn as a shadow-gunslinger, any cards you discard are not taken by *Vulture Sam.* Similarly, if you play with the "*Dodge City*" expansion, *Greg Digger's* and *Herb Hunter's* abilities also do not activate.

Three player rules (*see "Dodge City"*)

Rules written here represent special cases when there are only three players.

Take these 3 role cards: Deputy, Outlaw, and Renegade. Give one of them randomly to each player, but place them **face up** on the table.

Everyone knows the role of all three players.

The goal of each player is determined by his role:
• the **Deputy** must kill the Renegade;
• the **Renegade** must kill the Outlaw;
• the **Outlaw** must kill the Deputy.

The game plays as usual, beginning with the Deputy.

You win as soon as you reach your goal, if **you shot the final hit** to your target (e.g., as a Deputy you must personally kill the Renegade).

If the other player dealt the final hit, then the goal for both survivors is to be the last man standing. For example, if the Outlaw killed the Renegade, then the Deputy did not win—he must now kill the Outlaw, who must in turn kill the Deputy in order to win.

However, any player who personally kills another one (regardless of his role) immediately draws 3 cards from the deck as a reward.

As there is no Sheriff, the *Jail* can be played on anyone.
Beer still has no effect when there are only 2 players left.

Two player rules

Rules written here represent special cases when there are only two players.

Preparation and aim of the game
Shuffle the character cards and deal four face up on the table. Alternate choosing two characters, one at a time. Put the characters in front of you, one beside the other. Put the correct number of bullet tokens next to each character. Choose one character to be "**exposed**"; the other one stays "**cover**". Draw from the deck as many cards as the life points of your exposed character. The exposed character is pushed forward towards the center.

You do not use role cards in this variant.
The aim of the game is to eliminate both of your opponent's characters.
The game plays as usual with the exception of the following changes.

The game
As far as distance between players is concerned, the game is played as if there were four players playing, i.e. one for each character.

At the beginning of any turn, after dealing with such cards as **Jail** and **Dynamite** and before Phase 1, the active player chooses one character to be exposed and the other to stay cover. In order to do this, push the exposed character towards the center.

You cannot expose a character who is in **Jail**.

During your turn, or your opponent's turn, you can only use the ability of your exposed character. However, if your covered character is the target of a card (**BANG**!, **Indians**!, **Duel**, etc...) you temporarily get the ability of your character in cover (and lose the ability of your exposed one), for the short time needed to respond (see example below).

Cards that need a target may affect any other character, provided it is legal (e.g. in order to play a **BANG**! the target character must be at a reachable distance).

Blue cards can be played on any of the two characters, at your choice.

When you declare the end of your turn, you must discard from your hand any card exceeding the current life points of your exposed character.

When a character is eliminated, you keep playing with the other one (who will always be exposed).

Card effects

Beer: can be played only on your exposed character.
General Store: turn face up as many cards as the characters still in play. The two players alternate choosing one card each until all cards are drawn (if you have only one character alive, you will only get one card).
Indians! and **Gatling**: both of your characters are safe when you play this card; however, they affect both of your opponent's characters.

Example
You have Suzy Lafayette exposed and Calamity Janet covered.
You have only a single **Missed**! card in hand.
Your opponent plays **Indians**!. Suzy Lafayette is the first to react, according to the clockwise order: she suffers a wound and loses one life point.
Then it's time for Calamity Janet: at this point, you can use your **Missed**! as a **BANG**! for her, since you have now temporarily gained her ability.
After that, you regain the ability of Suzy Lafayette, and therefore draw a card from the deck, because you have no cards in hand.