BANG!

by Emiliano Sciarra

A game for 4-7 players, age 10 and up.

Bang! is shootout game, in Spaghetti Western style, among a group of Outlaws and the Sheriff, who is their primary target. The Deputies help the Sheriff, but there is also a Renegade pursuing his own goal!
In Bang! each player plays one of these roles, and represents a famous Far West inspired character.

CONTENTS

- 103 cards of three different types (identified from their back):
  - 7 "role" cards (1 Sheriff, 2 Deputy, 3 Outlaws, 1 Renegade);
  - 16 character cards, with bullets depicted in the back;
  - 80 playing cards;
- 7 summary cards, for beginners.
- these rules.

OBJECT OF THE GAME

Each player has his own goal:
Sheriff: must eliminate all the Outlaws and the Renegade, to protect law and order;
Outlaw: they would like to kill the Sheriff, but they have no scruples about eliminating each other to gain rewards!
Deputy: they help and protect the Sheriff, and share his same goal, at all costs!
Renegade: he wants to be the new Sheriff; his goal is to be the last character in play.

PREPARATION

Take as many role cards as the number of players, divided as follows:

4 players: 1 Sheriff, 1 Renegade, 2 Outlaw
5 players: 1 Sheriff, 1 Renegade, 2 Outlaw, 1 Deputy
6 players: 1 Sheriff, 1 Renegade, 3 Outlaw, 1 Deputy
7 players: 1 Sheriff, 1 Renegade, 3 Outlaw, 2 Deputy

Shuffle the cards and give one, face down, to each player. The Sheriff reveals himself and turns his card face up; all other players look at their role but keep it secret.
Shuffle the 16 characters and give one face up to each player. Each player now announces the name of his character and reveals his ability. Each player takes another character card, from the ones left over, turns it face down to show the bullets on its back, and covers it partially with his character card to show exactly as many bullets as there are depicted on the character card. During the game, the bullets will be progressively covered, to state that the character has been injured.
Put the remaining role and character cards back in the box.
Shuffle the 80 playing cards, and give each player as many cards, face down, as the bullets represented on his character card. Put the remaining playing cards face down in the middle of the table, as a draw pile. Leave room for the discard pile. Give each player a summary card.

***Note**: for your very first games, you can try a simplified version of the game removing all the 13 special cards (with the symbol of a book) before getting started.*

Characters

Each Western character has some special abilities, which make him unique. The series of bullets near the character's image represent the life points of the character, i.e. how many times he can be hit, before being eliminated from play. Moreover, the bullets states how many cards the player can hold in his hand at the end of his turn (hand size limit).

***Example** (see picture on the manual). Jesse Jones has 4 life points: he can be hit four times before being eliminated from the game. Moreover, the player who is playing him can hold up to four cards in his hands at the end of his turn.*

In the figure, though, Jesse has already lost one life point, as the bullet-card under him is showing: three more hits and he will be out! Moreover, the player acting as Jesse can, with only three life points left, hold up to three cards in his hand at the end of his turn.

Note: as already stated, each player represents a character; these two terms are considered interchangeable for the purposes of these rules.

THE GAME

The game is played in turns, in counterclockwise order. The Sheriff begins. Each player's turn is divided into three phases:

1. Draw two cards;
2. Play any number of cards;
3. Discard exceeding cards.

1. Draw two cards

The player draws the top two cards from the draw pile. As soon as the draw pile is empty, shuffle the discard pile to create a new playing deck.

2. Play any number of cards

The player may play cards to his advantage or against other players, trying to eliminate them. The player is not forced to play cards during this phase. Any number of cards may be played; there are only two limitations:

- Only one BANG! card may be played per turn;
- No player can have in front of himself two identical cards.

If you want to play a card, just follow the symbols depicted on it: these symbols are explained in detail later on. Cards can be normally played only during your turn (with the exception of: Beer and Missed!).
Normally a card has an effect which is immediately resolved, and then the card is discarded. However, blue-bordered cards have long-lasting effects, and are kept on the table face up in front of the player.
The effect of these cards ("in play" cards) lasts until they are discarded somehow (e.g. through the play of a Mistress), or a special condition occurs (e.g. Jail or Dynamite).

3. Discard exceeding cards

Once the second phase is over (the player does not want or cannot play any more cards), the player must discard from his hand all the cards exceeding his hand-size limit. Remember that the hand size limit of a player, at the end of his turn, is equal to the number of bullets currently shown on the card that lies under the character card. Then it is next player turn, in counterclockwise order.

Eliminating a player

When a character loses his last life point, he is eliminated and his game is over, unless he plays immediately a Beer card (see below). When a player ends his game, he shows his role card and discards all the cards he has in hand and in play before himself.

Penalties and Rewards

- If the Sheriff eliminates a Deputy, the Sheriff must discard all the cards he has in hand and in play before himself.
- 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

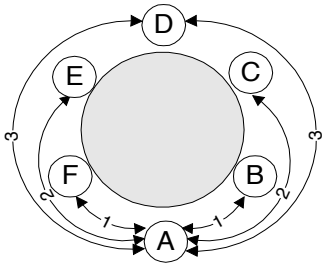
The game ends when one of the following conditions is met:
a) the Sheriff is killed. If the Renegade is the only one alive, then he wins. Otherwise, Outlaws win.
b) all the Outlaws and the Renegade are killed. The Sheriff and his Deputies win.

Note: if all the Outlaws are eliminated, but the Renegade is still in play, then the game continues (the Renegade must now face alone the Sheriff and his Deputies).

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 and in play!) also for the following game; players which have been eliminated must draw a new one randomly.

If you want to give each player the opportunity of playing the Sheriff, you may decide, before starting the game, of "passing" this role among players from game to game, randomly assigning the other roles.

Now that you're familiar with the rules, let's see some of the cards in detail.



THE CARDS

Introduction: Distance between players
The distance between two players is the minimum number of places between them, counting clockwise or counterclockwise (see figure). The distance is very important, because normally a player can reach only targets (players or cards) within a distance of 1.

When a player is eliminated, he is no longer counted when evaluating the distance: it may happen that some players will get "closer" after elimination.

Two cards alter the distance between players:
Horse: the player who has in play a Horse card is seen by other players at a distance increased by 1. However, he still sees the other players at the normal distance.
In the figure, if A has a Horse in play, B and F would see him at a distance of 2, C and E at a distance of 3, and D at a distance of 4, while A would continue seeing all the other players at the normal distance.

Appaloosa: the player who has in play a prized Appaloosa sees other players at a distance decreased by 1. However, other players still see him at the normal distance. Distances lesser than 1 are considered equal to 1.
With reference to the figure, if A has an Appaloosa in play, he would see B and F at a distance of 1, C and E at a distance of 1, D at a distance of 2, while A would be seen by other players at a normal distance.

Weapons
At the beginning of the game, each player can only hit targets at a distance of 1, i.e. only players sitting to his right or his left (it is assumed that each player has a Colt 45 revolver available, although this weapon is not represented by any cards).
In order to hit targets farther than distance 1, a player needs to have in play a "weapon" card. These cards can be recognized from their blue border, black-and-white illustration and the number into the sight (*see picture of the Remington on the manual*) that represents the maximum reachable distance. The weapon in play substitutes the Colt 45, until the card is discarded somehow (e.g. through the play of a Panic! card). You can only have in play one weapon at a time: if you want to play a new weapon card when you already have one, simply discard the one you already have. Remember that when you have no weapon card in play, your character is assumed to be holding a Colt 45 anyway.

BANG! and Missed!

BANG! cards are the main means to reduce players' life points. If you want to play a BANG! card to hit one of the players, therefore reducing his life points by one, you must verify: a) at what distance 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 player A wants to shoot player C, i.e. A wants to play a BANG! card against C. Usually C would be at a distance of 2, therefore A would need a weapon to shoot at this distance: maybe a Schofield, a Remington, a Rev. Carabine or a Winchester, but not a Volcanic or the ol' Colt 45. If A has in play an Appaloosa, he would be able to see C at a distance of 1, therefore he could use any weapon to shoot at him; but if C has a Horse in play, then the two cards would combine and A would still see C at a distance of 2.
Example 2. If D only has in play a Horse, A would see him at a distance of 4: in order to shoot D, A could use only a weapon capable of reaching distance 4.
A player hit by a BANG! card may play immediately - therefore out of his turn! - a Missed! card to cancel that shot. If he does not, he loses a life point (he has to register this loss by sliding his character card over a bullet). If he has no more bullets left, i.e. he loses the last life point, he is out of the game, unless he plays immediately a Beer card (see next paragraph).
Note: players can only cancel shots aimed at them, and the BANG! card is discarded anyway, even when canceled.

Beer
This card lets a player regain one life point (slide the card so that one more bullet is shown). A player cannot gain more life points than his initial amount! The Beer cards cannot be used to help other players.
Beer cards can be played in two ways:

- As usual, during your turn;
- Out of your 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.

Note: Beer cards have no effect if there are only 2 players left in the game.

Example. *A player who has 2 life points left, suffers 3 damages from a Dynamite: if he plays 2 Beer cards he will stay alive with 1 life point left (2-3+2), while he would be eliminated playing only one Beer cards that would allow him to regain just 1 life point. He would be at zero!*

Draw!
Some cards have a poker symbol and a value beside the symbols representing their effect *(see the Draw! -- "Estrarre!" -- picture on the manual)*. The player playing such a card must therefore "draw!": he has to flip the top card of the deck (discarding it), and if the revealed card has in its low corner the required suit (and the value), then the effect of the card is carried out. Otherwise, nothing happens: bad luck! If a specific card interval is specified, then the player must flip a card that has a value within the interval stated (including the depicted cards), and always the same suit.
The values sequence is: 2-3-4-5-6-7-8-9-10-J-Q-K-A.

Example. *C is the target of A's BANG! C has a Barrel card in play: this card lets him "draw!" to cancel a BANG! card, if he flips a Heart card. Thus, C flips the top card of the deck and put it in the discard pile: it's a 4 of Hearts. The effect of the Barrel is therefore successfully triggered and C cancel the BANG! If the flipped card were of a different suit, then the Barrel would have no effect, but he may still try to cancel the BANG! with a Missed! Card.*

THE SYMBOLS ON THE CARDS
Each card shows one or more symbols that specify the card effect(s). *See symbols on the summary cards.*

Missed! -- a Missed! (see *BANG! and Missed!*)
BANG! -- a BANG! (see *BANG! and Missed!*)
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 relevant symbol), then you can draw from his hand a random card, or hoose one in front of him. If nothing else is specified, draw the top card of the deck.
Discard a card -- You can force a specified player in discarding a random card from his hand, or you can choose and discard one card in front of him.
Any player -- It specifies that you can apply the effect to any chosen player, regardless of the distance.

All other players -- It specifies that the effect apply to all the other players, regardless of the distance (excluding the player who played the card).
Any one player at a reachable distance -- It specifies that the effect apply to any chosen player, provided that he is within a reachable distance.
Any other player at a distance of 1 -- It specifies that the effect apply to any chosen player at a distance of 1. Horse and Appaloosa can alter this distance, but this does not take into account weapons in play.
Your distance from other players is increased by 1 – See *Horse*.
All other players distance is decreased by 1 – See *Appaloosa*.

Examples.
Panic! *Symbols state: "Draw a card" from "a player at distance 1". You can draw this card randomly from that player's hand, or you can choose a blue bordered card in front of him to be discarded.*
Saloon: *Symbols state: "Regain a life point", and this applies to "All the other players", and on a subsequent line: "[the player playing this card] regain a life point".*

Special cards
Six card types, all of them with a Book symbol, have peculiar effects.

Dynamite: The player who plays this card will put the Dynamite in front of himself: the Dynamite will stay there for a whole turn. When the player starts his next turn (he has Dynamite already in play), before the first phase (draw two cards) he is required to "draw!": if he draws a card between 2 and 9 of spades, Dynamite explodes (discard it), and the player loses immediately 3 life points. Otherwise, the Dynamite is passed on the player on his right, who will perform the same check on his turn. Players keep passing the Dynamite around until it explodes (with the effect explained above) or it is discarded by a Mistress or a Panic! If the Dynamite is in play together with a Jail, check the former first. Should a player be eliminated because of a Dynamite card, his elimination is not considered to be caused by a player.
Duel: The player playing this card challenges any other player, staring him in the eyes. That player must discard a BANG! card. If he does, the player who played the Duel card must discard a BANG! card, and so on: the first player failing to play such a BANG! card loses one life point, and the duel is over. Note: you cannot play Missed! cards during a duel, and the Duel is not considered a BANG! card.
General store: Once played, turn face up from the deck as many cards as the players still playing. Starting with the player who played the card, and proceeding counterclockwise, each player chooses one of those cards and put it in his hands.
Injuns!: Each player, excluding the one who played the card, must discard a BANG! card, or lose a life point. Neither Missed! nor Barrel has effect in this case.
Jail: This card must be played in front of any player, who is therefore jailed. A jailed player must "draw!" before the beginning of his turn: if he draws a Heart or Diamond card, then he escapes from jail, discard the Jail card, and continues his turn as normal. Otherwise he skips phase 1 and 2 of his turn, and simply discard exceeding cards. However, he remains a possible target for BANG! cards and can still play Missed! and Beer out of his turn. Jail cannot be played on the Sheriff.
Volcanic: a player having this card in play may play any number of BANG! cards during his turn. This BANG! cards can be aimed at the same or different targets, but are limited to a distance of 1 (this is stated by the number in the sight).

THE CHARACTERS
Bart Cassidy (4 life points): each time he loses a life point, he draws immediately a card from the deck.
Black Jack (4 life points): during the phase 1 of his turn, he must show the second card he draws: if it's Heart or Diamonds (just like a "draw!"), draw one additional card (face down).
Calamity Janet (4 life points): she can use BANG! cards as Missed! cards and vice versa. If she plays a Missed! card as a BANG!, she cannot play another BANG! (unless she has a Volcanic in play).
El Gringo (3 life points): each time he loses a life point due to a player, he draws a random card from the hands of that player (one card per each life point). If that player has no more cards, too bad! Note that Dynamite damages are not attributed to any player.
Jesse Jones (4 life points): during the phase 1 of his turn, he may choose to draw the first card from the deck, or 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 in play a Barrel card. Another real Barrel card in play would add up to the fictional one, giving him the possibility of trying to cancel the BANG! twice without any Missed! card.
Kit Carlson (3 life points): during the phase 1 of his turn, he looks at the top three cards of the deck: he chooses 2 to draw, and put the other one back on the top of the deck, face down.
Lucky Duke (4 life points): each time he is required to "draw!", he flips the top two cards from the deck, and chooses the result he prefers. Discard both cards afterwards.
Paul Regret (3 life points): he is considered to have in play a Horse card. Another real Horse card in play would add up to the fictional one.
Pedro Ramirez (4 life points): during the phase 1 of his turn, he can draw the first card from the top of the discard pile, instead of both from the deck.
Rose Doolan (4 life points): she is considered to have in play an Appaloosa card. Another real Appaloosa card in play would add up to the fictional one
Sid Ketchum (4 life points): at any time, he may discard 3 cards from his hand to regain one life point. If he is willing and able, he can use this ability more than once in a row (but remember: you cannot have more life points than the initial amount).
Slab the Killer (4 life points): players trying to cancel his BANG! need to play 2 Missed! cards. The Barrel effect, if successfully activated, would correspond just to one of these.
Suzy Lafayette (4 life points): as soon as she has no cards in hand, draw a card from the draw pile.
Vulture Sam (4 life points): whenever a player is eliminated from play, Sam takes all the cards that player had in his hands and in play.
Willy The Kid (4 life points): he can play any number of BANG! cards during his turn.

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

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