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 Musing, for example.

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

Bomb: Play this card on any player (with ♠ on it as usual). At the beginning of your turn, if the Bomb is in play in front of you, discard 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 Bomb 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, Barbel, etc.

Caravan.

Crane: If you also have Barrel in play, you choose in which order to use the cards if necessary.

Double Barrel: A BANG! with the e 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!, Barbel, etc.), you can spend 2 to take this card back into your hand (and play it again immediately afterwards, 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 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.

Rust: Each of the other players must remove 1 from each of their Dangerous cards and from their characters. Add all removed cards 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.

White: It is not a BANG! and can be played out of turn.

早餐加盟: A completed draw must be repeated, ignoring the previous result.

All targets must be different and at a reachable distance.

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.

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

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Reloading: Take 3 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.

Rust: Each of the other players must remove 1 from each of their Dangerous cards and from their characters. Add all removed cards 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.

White: It is not a BANG! and can be played out of turn.

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

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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 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.

Rust: Each of the other players must remove 1 from each of their Dangerous cards and from their characters. Add all removed cards 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.

White: It is not a BANG! and can be played out of turn.

早餐加盟: A completed draw must be repeated, ignoring the previous result.

All targets must be different and at a reachable distance.

THE DANGEROUS CARDS

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:

• 28 playing cards: 13 Dangerous cards: 9 objects and 4 weapons 9 brown-bordered cards 6 brown-bordered cards from the basic game
• 8 characters
• 32 Load tokens
• These rules.

This expansion features 8 new characters (which are shuffled together with the original ones) and 28 new cards (to be shuffled with the basic playing cards). 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, as we will see later.

The rules of the game remain the same as the original DANGEROUS game! with the following additions:

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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 tokens. When you play the BANG! card (and before the target player reacts, e.g. by playing Missed!), you may use the special effect only when playing actual BANG! cards. 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 AND OTHER CARDS

Upgradable cards are brown-bordered cards (play and discard) whose effect may be upgraded by spending the required number of tokens. The BANG! 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 BANG! 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 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 an additional life point for every 2 BANG! you spend. By spending 3 BANG! you regain a total of 2 life points. If you spend 4 BANG!, 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 B symbol.

THE CHARACTERS

The 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 BANG! cards, it works regardless of the distance, and it can be canceled as usual with Missed!, Barrel, Crude, etc.

Al Preacher: 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 BANG! cards this. You must activate the BANG! card immediately after the blue or orange-bordered card played.

Missed!: You may cancel the effect of an ability that is used by a blue-bordered card. The BANG! may be canceled by spending a Missed! card.

Bass Grovers: You may add the to any one of your Dangerous cards or to the character himself, but not to two different characters (one per card).

Bloody Mary: It does not work with cards that are not actual BANG! cards, such as , 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, Arow, Duel, etc.).

Frankie Canton: The BANG! is not an actual BANG! card, but you may choose another card in play, whether yours or a different player’s, or from another player’s character. The 4 limit still applies. If you take it last from a Dangerous card, it must be discarded as usual.

Julie Cutter: 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, Crude, etc.

Mexicali Kid: The BANG! is additional, so it does not count for the 1 BANG! card per rule and you don’t have to play any card. The shot may be canceled as usual with Missed!, Barrel, Crude, 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, Arow, Duel, etc.).

Ms. Abigail: It does not work against cards that affect all players, such as

Red Ringo: You must carry out the movement of as a single move, but you may choose two different cards and do it to each of them. You may not move from Dangerous cards back to Red Ringo with this ability.

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