

BANG!

EXPANSION PACK



WILD WEST SHOW

Contents: 10 cards,
8 Characters.

Add these characters to the others contained in **BANG!** Before starting, 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 proceeds as usual, with the following modification. 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.

New characters

Flint Westwood: 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.

Gregory Deck: 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.

John Pain: 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.

Lee Van Kliff: 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.

Teren Kill: If the "draw!" is unsuccessful, you can't play a *Beer* to save you.

New cards

Bone Orchard: Players return to play permanently. Hence, they stay in play even after the *Bone orchard* terminates its effect, if they are still in play.

Darling Valentine: Players then also draw the usual 2 cards from the deck.

Dorothy Rage: 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.

Lady Rose of Texas: Bring your cards, your mat, etc. with you!

Miss Susanna: This effect does not apply to players skipping their turn because of the *Jail*.

Showdown: Big Spencer may use *BANG!* as they were *Missed!* and Lee Van Kliff may discard any card to use his ability.

Wild West Show: 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.



All *Wild West Show* cards show this symbol.

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Contents: 8 characters, 16 playing cards.

This expansion features 8 new characters (to be shuffled together with the original ones), and 16 new cards (to be shuffled with the basic playing cards). 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.).

New characters

Black Flower: You can use a Clubs card as a **BANG!** in addition to your normal one **BANG!** per turn.

Colorado Bill: Cards like *Missed!* or *Barrel* or Jourdonnais' ability cannot be used.

Der Spot-Burst Ringer: This **BANG!** card is not counted against the limit of one **BANG!** card per turn.

Evelyn Shebang: 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).

Henry Block: 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.

Mick Defender: 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.

New cards

Aim: The target still only needs 1 *Missed!* to avoid being hit.

Bounty: Stays in play until removed somehow (*Panic!*, etc.).

Escape: Also works against cards that affect multiple players (*Gatling*, *Indians*, etc.).

Fanning: Counts as your normal one **BANG!** per turn. The secondary **BANG!** is mandatory and it is fired even if the first one is canceled.

Ghost (2x): 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.

Last Call: May be played with only 2 players left, but never out of turn.

LeMat: The card you use counts as a **BANG!**, so you may only play 1 per turn.

Rattlesnake: Stays in play even after dealing damage. The check order is: *Dynamite* > *Jail* > *Rattlesnake*.

Saved! You may prevent damage you dealt yourself.

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

Tornado: If you have no cards in hand to discard, you still draw 2 cards.



All *The Valley of Shadows* cards show this symbol.



Contents: 13 *High Noon* cards and 15 *A Fistful of Cards* cards.

These two expansions, originally published in two separate packs, are now presented together as they share the same rules.

High Noon and **A Fistful of Cards** are two **BANG!** expansions—identifiable from the different back and different border color—that play with the same rules.

The game proceeds as normal **BANG!** with these changes: 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.