



Official Tournament Score System.

At the end of each game, each player gains an amount of dollars (\$) as shown below. It is not important who eliminated a specific player.

Outcome Role	Law wins	Outlaws win	Renegade wins
<i>Sheriff</i>	$\$1,500 \times \# \text{ of Outlaws}$	—	$\$100 \times \# \text{ of players}$
<i>Deputy</i>	$\$1,000 \times \# \text{ of Outlaws}^{(1)}$ $\$700 \times \# \text{ of Outlaws}^{(2)}$	—	—
<i>Outlaw</i>	—	$\$1,000 \times \# \text{ of Outlaws}^{(1)}$ $\$800 \times \# \text{ of Outlaws}^{(2)}$	—
<i>Renegade</i>	$\$400 \times \# \text{ of players}^{(3)}$	$\$300 \times \# \text{ of players}^{(1)}$	$\$1,500 \# \text{ of players}$

⁽¹⁾ only if the player is still alive at the end of the game

⁽²⁾ only if the player has been eliminated during the course of the game

⁽³⁾ only if the player has reached the final duel, but lost to the Sheriff

Extra penalty: if a Deputy eliminates a Sheriff, the Deputy suffers a \$5,000 penalty.

Example. At the end of a game with 5 players, the Sheriff wins, and a Deputy is still alive. Since there are 2 Outlaws at the beginning of the game, the Sheriff gains \$3,000. The Deputy gets \$2,000 since he is still alive when game ends. Neither Outlaws nor the Renegade get any reward.

Example. At the end of a game with 7 players, the Outlaws win (one Outlaw has been eliminated), and the Renegade is still alive. There is a total of 3 Outlaws. The Sheriff and the Deputies, whether they're still alive or not, get no reward. The Outlaws get \$3,000 each, with the exception of the eliminated one, who only gets \$2,400. The Renegade did not win, but scores \$2,100 anyway by being alive when game ends.

It is mandatory to play **at least** a number of games equal to the number of players. The role of the Sheriff must rotate among players so that each player has played the Sheriff the same number of times of the other players (distribute randomly the other roles in each game). The final score at the end of the given number of games is computed **dividing** the total rewards gained by a player by the number of games played (rounded to the nearest \$). Ties can be broken according this prioritized list: 1. greatest number of victories as the Sheriff, 2. greatest number of victories as the Renegade, 3. greatest number of victories as a Deputy, 4. greatest number of victories as an Outlaw, 5. greatest number of turns played, 6. by drawing. In case of a tie between only two players, also a game one-on-one can be played, according to the special rules for two players.

Other variants.

- **Ruthless Law:** this is a variation to prevent games from slowing down when there are too cautious players. The Sheriff can not discard a *BANG!* card at the end of his turn if he could have legally played it against a player in the same turn.
- **Experience.** Use one of the score systems. Before starting a game, you may choose to keep for the following game one or more of the “game” cards you have in front of you at the end of the game. For each card you want to keep you have to pay \$ 500. Any of these cards does not begin already in play but in your

hand, replacing a card of your starting hand. You cannot keep more cards than your starting life point total, and you cannot spend more of your total \$ so far.

- Character enlistment.** This is a tournament variation suited for experienced players. Use of the score systems, but each player begins with \$ 1,000. Instead of dealing randomly the characters to the players, reveal randomly as many “character” cards as the number of players. The player to the right of the Sheriff chooses one and makes an offer to enlist him, with a minimum of \$ 100. Now an auction begins among the players to assign that character (minimum bid \$ 100, players cannot spend more than their current total of \$). When a character is assigned, note how much he is paid. The player who enlisted a character cannot take part to the following auctions for the other characters. The auction proceeds to the next player in counterclockwise order who does not have enlisted a character, and so on, until the last player enlist the last character for the minimum fee of \$ 100. In the following game, if a player is still alive and wants to keep his current character for the next game, he has to pay the same amount he paid for the character.
- Simplified Score System.** At the end of each game, each player gains an amount of \$ as shown below.

Role	Victory	Sheriff	Outlaw	Renegade
Sheriff		\$ 1,000 × # of players	—	—
Deputy		\$ 500 × # of players	—	—
Outlaw		—	\$ 1,000 × # of players	—
Renegade		—	—	\$ 2,000 × # of players

been eliminated. The Sheriff gains $1,000 \times 2 = \$2,000$, plus $500 \times 3 = \$1,500$, for a total of $\$3,500$. The Deputy gets $500 \times 2 = \$1,000$, plus $500 \times 3 = \$1,500$ because he is still alive, for a total of $\$2,500$. Neither Outlaws nor the Renegade get any reward.

- Cash rewards.** Use one of the score systems. When a player personally kills an Outlaw, instead of drawing 3 cards from the deck he adds a reward of \$ 1,000 to his total.



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