

*Dodge City: a populous, chaotic, vibrant and... dangerous town! Its saloons are legendary, as are the characters stopping by. Attracted by the sudden richness of the city, bad guys walk the streets and shootouts appear on each day's menu. Protecting Law and Order is a task only for the bravest of Sheriffs. Are you up to the challenge, or will you be visiting the world's most famous Boot Hill?*

## CONTENTS

- 8 “role” cards;
- 15 character cards;
- 40 playing cards;
- 1 summary card;
- these rules.

**Dodge City** is an expansion for the **BANG! card game**: you **must** have the basic set in order to play. This expansion features 15 new characters (which are shuffled together with the original ones), and 40 new cards (to be shuffled with the basic playing cards). There are also 8 role cards, allowing you to play with eight players. The rules of the game remain the same as the original BANG! game, with the following additions:

## GREEN BORDERED CARDS

Some of the new cards have a **green** border. These cards are played in front of you, face up, like the blue-bordered cards: 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). To obtain this effect, you must take the card from in front of you and discard it. 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.

**Example 1.** *The current player plays a Sombrero card in front of him. Starting with the next player's turn, he can discard it for the Missed! effect.*

**Example 2.** *The current player plays a Derringer card in front of her. During one of her following turns, provided she still has the card in front of her, she can choose to discard it to cause a BANG! on a player at a distance of 1, and also draw a card from the deck.*

## THE ‘DISCARD ANOTHER CARD’ SYMBOL

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.



**Example 3.** *The current player plays a Brawl card, discarding another card from her hand, of her choice, in addition to the Brawl card. After doing so, the Brawl effect is to force all the other players to discard a card, either from his hand or from play, chosen by the player who played the Brawl card (she can choose differently for each player).*

**Example 4.** *The current player plays a Tequila, and discards another card too. He chooses any one player to regain one life point (he can even choose himself).*

## OTHER CARDS

In this expansion 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 cards in the deck. You will also find cards that combine symbols you already know in different manners. 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  symbol;
- when you are losing your last life point, you can **only** use a *Beer* card to avoid being eliminated from the game. You cannot use other cards with similar effects such as *Saloon*, *Canteen*, *Tequila*, or *Whisky* 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;

- if the *Dynamite* does not explode, it must be passed to the first player to your left who does not already have a *Dynamite* in front of him.

**Example 5.** *In response to a Punch card, a player can play the Dodge card: she cancels the Punch card and then draws a card from the deck.*

## THE NEW 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.

**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.

**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!* card 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!* card.

**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 more than once 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!* card 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!* card 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 4 cards instead of 2.

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

**Tequila Joe** (4 life points): each time he plays a *Beer* card, he regains 2 life points instead of 1. He only regains 1 life point from similar cards like *Saloon*, *Tequila*, or *Canteen*.

**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.

## RULES FOR 8 PLAYERS

The expansion comes with 8 role cards which replace the original ones: 1 Sheriff, 2 Deputy, 3 Outlaw and 2 Renegade.

To play with 8 players, deal all these roles face down as usual. 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!

## SPECIAL RULES FOR 3 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.

A player wins as soon as he reaches his goal, if **he shot the final hit** to his target (e.g., the Deputy 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.

You still cannot play any *Beer* cards when there are only 2 players left.

