

BANG!® **WILD WEST SHOW**

RULES

Contents: 10 “*Wild West Show*” cards, 8 Characters, rules.

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.

NOTES

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.*

Greggory 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.*

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.*