



BANG!®

INTERNATIONAL TOURNAMENT 2012

1. TOURNAMENT RULES

In the tournament you can only use the base game, without any expansions.

The tournament is divided in two steps: the Elimination Round and the Finals.

The Elimination Round is played over 3 rounds.

It begins with random assignment to the gaming tables, announced by the judge.

At the end of the Elimination Round, the top four players will play in the Finals. The Finals are played in a direct elimination basis, using a different gaming variant, called "the duel," which is described later.

1.1 THE ELIMINATION ROUND

The Judge gives a Record Sheet to each table before the match begins.

Players must sit at the table following the order in which they are drawn/listed on the Record Sheets: the second player takes sits to the left of the first player, etc. At each table, the player numbered "1" is the Sheriff. The judge deals a role card to each of the other players, face down and drawn at random, just like a normal game. After roles are assigned, a character auction begins. Each player has 2,000 *BANG!-dollars* (in short: \$) at the beginning of the tournament (players can earn more \$ by winning matches during the tournament).

The Sheriff shuffles the characters face down then draws and places face up on the table as many cards as the number of players. The Sheriff chooses one of the face up characters and makes an offer. Only offers in multiples of 100\$ are allowed. The first offer can also be zero. The player on his left can make a higher bid or he can pass. If he passes, he is out of this auction and he can't make any other bids to have that character. Players can't offer more than what they have. When all players except one have passed, that player wins the auction and the character. The Sheriff registers the amount paid on the Record Sheet.

The player to the left of the winner of the last auction chooses a character from those remaining. He makes his offer, and so on, until all characters have been assigned. Players who already have a character are not allowed to take part in another auction. The last player without a character will take the remaining character, paying 0\$. (If a player has no more \$, he must always pass during an auction; then he takes, for 0\$, the last character remaining after everyone else has chosen. If more than one player has no more \$, everyone without \$ chooses a character for 0\$, in player order.)

After all players have chosen a character, the game begins.

At the end of the game, players call the judge. The judge, assisted by the players, fills out the Record Sheet with the players' roles and the condition that has determined the end of the game (i.e., Outlaws win, Sheriff lives, etc.).



Each player gains an amount of \$, as described in the following Winnings Tables. The \$ won by each player can then be used during the next auction to bid for a character. The players' score at the end of the Elimination Round is composed of his initial 2,000\$, plus the sum of his gains, minus the money he spent during the auctions. The players' total amount is kept secret until the end of the Elimination Round. On request, each player can be informed of his current amount by the judge.

The judge registers the results on the *BANG! Tournament Manager*. As data is inserted, the player ranking is generated by the program. The ranking is secret: only the judge knows.

WINNINGS TABLES

Each player receives \$ based on his role and the outcome of the game, as stated in the following tables:

Law Wins

Number of players:	5	6	7
Scheriff	1.000\$	1.500\$	1.200\$
Deputy	1.000\$	1.500\$	1.200\$
Renegade	0\$	0\$	0\$
Outlaw	0\$	0\$	0\$

Outlaws Win

Number of players:	5	6	7
Outlaw	2.200\$	1.500\$	1.400\$
Renegade	0\$	0\$	0\$
Scheriff	0\$	0\$	0\$
Deputy	0\$	0\$	0\$

Renegade Wins

Number of players:	5	6	7
Renegade	4.000\$	4.500\$	5.000\$
Scheriff	0\$	0\$	0\$
Deputy	0\$	0\$	0\$
Outlaw	0\$	0\$	0\$

The judge sets everything up for a new game.

L2 THE FINALS

At the end of the Elimination Round, the judge announces the rankings. The top four ranked players will play semi-final duels (1st vs. 4th, 2nd vs. 3rd) with direct elimination. The winners of the semi-finals will play a final duel for 1st and 2nd tournament position.



THE DUEL

There are two different ways to play a duel: a "long" one, and a "short" one.

The judge decides which way to play, by assessing the experience of the players and, most of all, the time left to finish the tournament.

"Long" duel

The roles are not needed. The judge takes all 16 characters, removes 6 of them from the game at random, and places the remaining 10 face up on the table.

In each duel, the player who was ranked highest in the elimination round chooses whether to select first or to play first (if he chooses to select first, his opponent will play first). The player selecting first selects one of the face-up characters; then, the other player picks one character among the 9 remaining, and so on, alternating until each player has selected a total of five characters.

Each player puts his five characters face down in a pile, in the order he prefers. This order cannot be changed afterwards. Each player reveals the top 2 characters of his pile, and chooses which one to put "in front" (closer to the center of the table) and which one to put "behind" (closer to himself). The three characters remaining in the pile (called "reinforcements") are ready to enter play in the rear if either of the two characters in play is eliminated.

The player starts the game with the number of cards normally given to the front character.

The goal of the duel is to eliminate all of the opponent's characters. The game is played with the basic rules with the following modifications:

- at the beginning of his turn, after the resolution of *Jail* or *Dynamite* but before drawing any card, the player chooses which of his two characters in play to put in front and which to put behind;
- during his turn, the player may only use the ability of the character in front. The ability of the rear character is ignored. However, if the rear character is the target of a card (*BANG!*, *Indians!*, *Gatling*, *Duel*, etc.) the player may temporarily use the ability of the targeted character for the time necessary to react;
- cards requiring a target may be played against either of the opponent's characters, provided he is a legal target (e.g., with *BANG!* he must be at a reachable distance);
- blue-border cards may be played on either of the player's characters (exception: *Jail* must be played on an opponent's character);
- when a character is eliminated, the player continues playing with the other one and also draws the top character from his reinforcements and puts it in play behind his other character. There are two possibilities: 1) the rear character was eliminated. In this case, the reinforcement simply enters play behind the other character. 2) the front character was eliminated. In this case, the rear character moves in front, and the reinforcement enters play behind;
- the distance between the front characters of the two players is 1. The distance between the front character and the opponent's rear character is 2. This distance can increase or decrease due to modifiers cards in play;
- cards affecting more than one player (e.g. *Indians!*, *Gatling*, etc.) are resolved starting with the opponent's front character (forefront) then the player's own rear character, and finally with the opponent's rear character;



- *General Store*: draw as many cards as characters in play (of course, reinforcements are not counted!); the player whose turn it is goes first, then his opponent, then the player whose turn it is again, and finally his opponent takes the last card;
- *Jail*: the player chooses which of the opponent's characters to target; if the jailed character does not escape by "drawing," then he must go to the rear (or be kept there, if he was there already). On his next turn, the player may choose how to position his characters again. Characters losing their turn due to *Jail* may not be put in front;
- *Dynamite*: the player plays this card by putting it next to one of his characters of his choice. If the *Dynamite* does not explode, it is passed to the opponent who will place it next to one of his characters of his choice;
- a player may play *Cat Balou* or *Panic!* on either of his own characters.

Since the goal of the duel is to eliminate all of the opponent's characters, if a player has 4 of his characters eliminated (out of 5), he keeps playing with his last one until that character is eliminated also, or until he manages to eliminate all of his opponent's characters.

"Short" duel

Roles are not needed. The judge prepares the playing deck by removing all *Jails* and *Wells Fargo*. He shuffles the 16 characters and gives each player a face down pile of 8 characters chosen at random.

Each player reveals the character on the top of the pile and starts the game with that character.

The goal of the game is either to eliminate at least 5 of the opponent's characters while losing at least 2 fewer characters, or to eliminate all of the opponent's character. So if the players are tied 4-4, the goal is to reach 6; on 5-5 the goal is 7. On 6-6 the goal is 8; it is impossible to go beyond 8.

The game is played with the basic rules with the following modifications: *Beer* cannot be used to regain one life point. Instead, it is a wild card for one of the following cards: *BANG!*, *Missed!*, *Panic!*, or *Cat Balou*.

When a character is eliminated, the player reveals the next character from his pile, and keeps playing with the new one. If the character just eliminated suffered more wounds than the life points he had (such as from *Dynamite*), the exceeding loss of life points is transferred onto the new character.

13 ABANDONING THE TOURNAMENT

A player may abandon the tournament at any time: he must communicate this to the judge. That player may not re-enter that same tournament. If a player abandons during a game, he discards his hand, and his character loses his ability. The character stays in play in a "passive" way:

- he possibly checks *Jail* and *Dynamite*, but always skips his turn;
- he is considered when counting the distance, and he is a valid target for *BANG!*, etc. until he is eliminated from play;
- he does not draw nor play any card, nor can he use any of the cards he has in play;
- if he is eliminated, normal rules apply (the player gets a reward if he was an outlaw, if he was a deputy and is eliminated by the sheriff, the latter must discard all of his cards, etc.);
- the player gains \$ normally at the end of the game, based on his role and outcome, then drops out of the tournament.

If the player abandons the tournament between two of the elimination rounds, or during a game, the judge marks him as "withdrawn." Withdrawn players do not play any further games, and are not considered when arranging the new tables.



If the player abandons the tournament before or during a duel, his opponent wins that duel.

Special Cases for Abandoned Characters:

Saloon: the character gains one life point.

General Store: during the character's turn, select one of the leftover cards at random and discard it.

BANG!, *Indians!*, *Duel*, *Gatling*, etc.: the character never reacts because he can't (and does not have any cards in hand).

Barrel: the character does not "draw!" since he can't use any card in play.



2. TOURNAMENT BEHAVIOR

Players must observe the rules of the game and of this document, must respect all decisions taken by the judge, and must behave in a sporting, friendly, loyal, and polite manner at all times.

Cheating or game misconduct are not tolerated. Cheating or game misconduct includes, but is not limited to, the following actions:

- showing a role card;
- looking at the hand cards of another player;
- giving false information about the game (number of bullets, etc.);
- seeking or taking advice from people not involved in the tournament;
- agreeing on how to end the game;
- deliberately playing too slow;
- lying to the judge;
- challenging the judge's decisions;
- swearing or cursing;
- provoking or offending the other players, the judge, or the spectators;
- intimidating or threatening the other players, the judge, or the spectators.

A player may call the judge to supervise the game if he thinks an opponent is cheating, breaking the rules, or behaving inappropriately.

3. GENERAL CASE STUDY AND FAQ

- Players can never show their role. When this happens by mistake, the game continues, but if it is done on purpose, it is considered a serious infringement.
- It is not forbidden to speak openly about your own role, but bluffing is also permitted.
- Players cannot discard a card if the cards do not exceed his hand limit at the end of the turn.
- It is not mandatory to play a card if it is deemed inconvenient (e.g.: it is not mandatory to play a *Missed!* in response to a *BANG!*).
- Players can use *Panic!* or *Cat Balou* on themselves (in the "long" duel mode, also on the opponent's character in the rear: but the *Panic!* is always limited to a distance of 1).
- A player with two life points affected by the *Dynamite* explosion can play two *Beers* and stay alive with one life point (2 starting life points - 3 for *Dynamite* + 2 *Beers* = 1).
- Players cannot play *Missed!* to avoid losing a life point due to the effect of the "High Noon" rule.
- If a player is jailed, all of his cards in play still have effect. For instance, the player still benefits from cards such as *Barrel* and *Mustang*. The player is kept in jail only if he does not "draw" hearts at the beginning of his turn; otherwise the player plays his turn as normal. If he does not "draw" hearts, he skips the turn, but will play the next turn normally (unless a new *Jail* is played against him, in which case he has to "draw" again). Before and after that, the player is free and ready with all his cards available. The card drawn to check the effect of the *Jail* is discarded along with the *Jail* (and under it) regardless of the outcome.



- In order to activate the ability of a character, a player must wait until any effect due to played cards is complete.
- A player may play a *Beer* even if he is at full health, or if there are only two players playing: the *Beer* in these cases has no effect.
- A player cannot play a blue bordered card if he has the same one in play in front of him, but can discard it at the end of his turn if he exceeds the hand card limit.
- A player chooses the order in which his cards end up in the discard pile when he is eliminated, or when he discards more than one card in his turn.
- The discard pile is reshuffled when a player must draw a card from the deck and the deck is exhausted. When the discard pile is shuffled, always include the last card played. For example:
 - Pedro Ramirez must draw and the deck is depleted. In this case, there are zero cards in the deck and some cards in the discard pile. Pedro may draw the first card from the discard pile, then the pile is shuffled and he draws his second card from the top of the newly formed deck; *or* he can ask for the pile to be reshuffled and draw the first two cards from the just formed new deck; the choice is Pedro's.
 - there is only one card in the deck and a player plays a *Stagecoach*. The player draws the top card, then the discard pile is reshuffled (including the just played *Stagecoach*) then he draws the second card.

Characters

- ♠ **Bart Cassidy**: if he is hit by the *Dynamite* and survives, he draws one card for each life point lost.
- ♠ **El Gringo**: if he is hit by **Suzy Lafayette** with her last card, both abilities trigger in this order: **Suzy Lafayette** draws a card, then **El Gringo** takes it away because he was hit by her, and finally **Suzy Lafayette** draws another card.
- ♠ **Jourdonnais**: if he has a *Barrel* card in play, he may draw a second time for the same *BANG!* card.
- ♠ **Sid Ketchum**: he may not discard two cards to get a life point during the resolution of the effect of another card. He may regain his last life point even when it is not his turn, just like with a *Beer*.
- ♠ **Suzy Lafayette**: if she plays a *General Store* as her last card, she must wait until the effect of the *General Store* is over, and then, having drawn a card with it, she is not entitled to draw because she has no cards: she actually has one (there is not time to trigger her ability). If she runs out of cards during a *Duel*, she must wait until the *Duel* is over before drawing. If she is the target of a *BANG!* from **Slab the Killer** and she only has one *Missed!* card in her hand, she can play it and draws a new card immediately: if it is a *Missed!* she can play it and the *BANG!* has no effect (other characters may also discard their only *Missed!* against Slab, but they don't draw as Suzy does).
- ♠ **Vulture Sam**: if as a Sheriff he eliminates a Deputy, he discards all of his cards, including those he drew thanks to his ability.

