



F.A.Q. Frequently Asked Questions



Q01. Can I use a Saloon while The Reverend is in play?

A. Yes. As always, the Saloon is never a Beer card, it only shares the same symbol on the card.

Q02. When there is The Sermon in play, can I respond with BANG! cards during my turn during a Duel?

A. No. You cannot use BANG! cards in your turn with The Sermon in play. So, if you play a Duel, you will automatically lose a life point if your opponent plays a BANG! card.

Q03. When there is the Gold Rush in play, does the Dynamite still move clockwise, and does the order of card drawing of the General Store remain clockwise?

A. Yes. The text on the card clearly states so.

Q04. Can I discard a Jail or a Dynamite in front of me when The Daltons enter in play?

A. Yes.

Q05. Can Calamity Janet use Missed! cards as they were BANG! cards while The Sermon is in play?

A. No. When Calamity Janet plays Missed! cards as they were BANG! cards, they are considered real BANG! cards. So she cannot use them during The Sermon.

Q06. How I have to play with Kit Carlson when there is the Train Arrival or the Thirst in play?

A. If the Thirst is in play, Kit Carlson looks at the first three cards, but he draws only one of them: he must place the other two on the top of the deck, in the same order he drew them. If the Train Arrival is in play, he simply draws three cards (technically speaking, he looks at the first three cards, places one of them on the top of the deck... and then draws that card, too).

Q07. What happens if the Sheriff is eliminated by a ghost while the Ghost Town is in play?

A. As the text on the card states, each "ghost" is in play until the end of his turn: if the game ends during his turn, he is considered to be in play for victory purposes. So, if the ghost was an Outlaw or a Deputy, Outlaws win because at least another player (the ghost himself) different from the Renegade is in play. If the ghost was the Renegade, he wins if after killing the Sheriff there are no other players alive, otherwise Outlaws win.

Q08. How I have to play my turn as a ghost when the Ghost Town is in play?

A. The ghost draws 3 cards, plays as many cards as he wants, and then discards all exceeding cards in his hands... that means all the cards in his hand since he has no life points! At the end of his turn he is eliminated again, so all of his cards go to Vulture Sam, if this character is in play, otherwise they are discarded as usual.

Q09. Can I use the special ability of my character in phase 1 of my turn when I return in play as a ghost with the Ghost Town?

A. Yes. For example, Pedro Ramirez can draw the first card from the discard pile.

Q10. When the Handcuffs are in play, can I use cards of any suit outside of my turn?

A. Yes.

Q11. For the purposes of the New Identity, do players know the second character card of everyone?

A. Yes. The second card, which is normally used to keep the life point scoring, is shown to all players as soon as it is drawn. Remember that you can look again at this card before deciding to change your character.

FROM THE DODGE CITY/HIGH NOON FAQs:

Q13. How many cards Bill Noface draws when he has 2 life points and Thirst or Train Arrival are in play?

A. If Bill Noface is the Sheriff, he has been shot 3 times, so he should draw $1+3=4$ cards. Thus if the Thirst is in play, he draws 3 cards, while with the Train Arrival he draws 5 cards. If Bill Noface is not the Sheriff, he draws 2 cards with the Thirst and 4 cards with the Train Arrival.

Q14. How many cards Bill Noface and Pixie Pete draw when they enter in play as ghosts thanks to the Ghost Town?

A. Bill Noface enters in play with 5 cards, Pixie Pete with 3 cards.

Q15. How the ability of Greg Digger and Herb Hunter must be applied when a ghost leaves play due to the Ghost Town?

A. Each time a ghost leaves play, Greg Digger regains 2 life points while Herb Hunter draws 2 cards from the deck.

Q16. Can Chuck Wengam use his ability while he is a ghost with the Ghost Town?

A. Generally, no, since ghosts enter in play with no life points. However, if Chuck Wengam regains one or more life points somehow (e.g. by use of Beer or Whisky) he can actually use his ability.



BANG! HIGH NOON: F.A.Q.
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