



BANG! THE DICE GAME OLD SALOON



Contents

- 2 Saloon dice (the color is slightly different from those in the base game in order to distinguish them more easily)



- 22 Cards:
* 8 Characters



- * 9 special Roles: 1 Sheriff, 3 Deputies, 3 Outlaws, 2 Renegades



- * 1 special "Ghost Renegade" Role



- * 1 Ghost



- * 3 new Summary cards



- 7 Ghost tokens



- 1 Indian Chief's Arrow token



- Life points: Bullet tokens
(3 × value 1, 1 × value 3)



- These rules.

Preparation

Old Saloon is an expansion for *BANG! The Dice Game*, which includes five "modules". Each module can be added to the base game on its own or combined with the other modules for even more excitement!

The game follows all of the normal rules from *BANG! The Dice Game*, except for the following changes:

Module 1 - The Loudmouth and the Coward

Place the two new Saloon dice in the middle of the table: the Loudmouth  and the Coward . Before starting your turn, you *may* choose to roll one of these dice (not both) *instead* of rolling one of the dice from the base game ("base dice"). You still roll five dice in total.

Rolling a Saloon die is *always* optional. Once you choose a die, you must use it for your entire turn. You may choose different dice each turn.

Saloon dice have some new symbols:



Return one arrow from any player (including yourself) to the central pile. You *cannot* choose the Indian Chief's Arrow (see Module 2). Apply this result right after any Indian arrow results. You may re-roll the die (just like the Indian arrow result).



You immediately lose one life point. Apply this result right after any broken arrows. You may re-roll the die (just like the Indian arrow result).



Double symbols are applied at the same time as the matching single symbol (they count as two single symbols). Each result may be applied independently: for example, you can use the double Beer to let two different players each regain one life point. Remember that you can only activate the Gatling Gun once per turn.



When using these dice, the new order of resolution for dice results is as follows:

1. Indian arrow
2. Broken arrow
3. Bullet
4. Dynamite
5. A) Bull's Eye "1" and double Bull's Eye "1"
B) Bull's Eye "2" and double Bull's Eye "2"
6. Beer and double Beer
7. Gatling and double Gatling

(This is shown on the new Summary cards.)

Module 2 - The Arrow of the Indian Chief



At the start of the game, add the Indian Chief's Arrow token to the pile of arrow tokens. The Indian Chief's Arrow is equal to **two** regular arrows.

If you have to take an arrow from the pile, you can choose to take the Indian Chief's Arrow *instead of one* regular arrow—even though the Indian Chief's Arrow is worth two regular arrows, taking it only counts for *one*  result!

When the Indians attack, the Indian Chief's Arrow will make you lose two life points instead of one—unless you have the Indian Chief's Arrow **and** you are the single player **with the most arrows** (not tied for the most): then you don't lose any life points at all for the Indian attack!

Example: Martin rolls an arrow and takes the last token from the pile: the Indians attack! Each player counts their arrows: Martin has 2; Barbara has 4, counting the Indian Chief's Arrow as 2 arrows; William has 1; and Jack has 3. Barbara has more arrows than any other player and the Indian Chief's Arrow, so she discards all of her arrows and does not lose any life points!

Module 3 - Special Roles

These special roles are chosen at random, depending on the number of players, with the same distribution as the roles in the base game. If you want even more suspense, you can mix the normal and special roles together by type before randomly picking cards to use, so you won't know which and how many special roles are in play!

You may only use the power of your role *once* during the game. Reveal your role at the moment indicated on the card (except for the Sheriff, whose role is face up at the start of the game) and follow the instructions. Once revealed, role cards are left face up—which means everybody will know who you are!

"THE BEAR" – SHERIFF

You play the game with **three** additional bullets instead of two.

"THE GOOD" – DEPUTY

Reveal this card at the start of your turn. You become the new Sheriff, and the old Sheriff becomes a Deputy.

Both players keep their current life points, but exchange their role cards. The new Sheriff does not get any additional bullets—his maximum life points remain the same as his character's. The old Sheriff loses his extra life point limit, which becomes the same as his character's, but he does not have to discard his extra life points when the exchange is made.

“THE DOC” – DEPUTY

Reveal this card after any dice roll. Turn one die to show the side of your choice.

You may use this power after your own roll or another player’s.

“THE JUDGE” – DEPUTY

Reveal this card immediately after another player reveals his role. That player’s role has no effect and may no longer be used.

“THE GAMBLER” – OUTLAW

Reveal this card after another player’s last roll. That player must re-roll *all* of his dice and accept the new results.

Ignore all results of your last roll. You must also re-roll any  results.

“THE BAD” – OUTLAW

Reveal this card when another player is about to gain life points. That player does not gain those life points. *If the life points came from  results, you cannot re-roll or assign them to someone else!*

“THE UGLY” – OUTLAW

Reveal this card at the start of your turn. Exchange the arrows held by any two players. *You may choose yourself.*

“THE RIGHT HAND OF THE DEVIL” – RENEGADE

Reveal this card at the end of your turn. Immediately take another turn.

“THE LEFT HAND OF THE DEVIL” – RENEGADE

Reveal this card when any player is about to be eliminated. That player stays in the game with 2 life points and may discard all of his arrows. *You may use this card if you are about to be eliminated yourself.*

Module 4 - A Posse of New Characters

Shuffle the new characters together with the original ones. Note that some of these characters only work in combination with other modules. If you’re not using the other modules, do not include those characters.



JOSÉ DELGADO (7)

You may use the Loudmouth die without replacing a base die (roll six dice total). *If you use the Loudmouth die, you roll 6 dice total; if you use the Coward die, 5. You cannot use the Loudmouth and the Coward dice together.*



TEQUILA JOE (7)

You may use the Coward die without replacing a base die (roll six dice total). *If you use the Coward die, you roll 6 dice total; if you use the Loudmouth die, 5. You cannot use the Loudmouth and the Coward dice together.*



APACHE KID (9)

If you roll , you may take the Indian Chief’s Arrow from another player.



BILL NOFACE (9)

Apply  results only after your last roll. *Your last roll isn’t necessarily the third one, you may stop earlier, as normal.*



ELENA FUENTE (7)

Each time you roll one or more , you may give one of those arrows to a player of your choice.



VERA CUSTER (7)

Each time you must lose life points for  or , you lose 1 life point less. *For example, if someone hits you with just one , you don’t lose any life points at all. Remember that, for example,  counts as two .*



DOC HOLYDAY (8)

Each time you use three or more  and/or , you also regain 2 life points. *Remember that, for example,  counts as two .*



MOLLY STARK (8)

Each time another player must lose 1 or more life points, you can lose them in his place.

You may never choose to lose more life points than you have.

Module 5 - The Ghost (Only with 5 or more players)

The first player to be eliminated (unless he’s the Sheriff) becomes a Ghost.

As a Ghost, you keep your role face up in front of you and you may still win if your team wins! If you were a Renegade, take the special “Ghost Renegade” role card and keep it in front of you with the appropriate side showing, teaming with the other players as follows:

No. of Players	A Renegade Ghost plays as a
5	Outlaw
6	Deputy
7	Outlaw
8	Deputy

Take the Ghost card and place it so it overlaps over your character: Your character loses all of his abilities and you *cannot* use the ability of your special role card. You also take the **seven Ghost tokens**.

On your turn, you only roll **two base dice** (you *cannot* choose to roll any Saloon dice). You may make two re-rolls as normal. After rolling, choose **one** of the two results and assign it to any other player by giving him the matching token. If both dice show the same result, the effect is doubled: give the player the  token also. You cannot assign multiple results if the dice do not match.

At the start of his *next* turn, the player with the token must turn one of his base dice to match the side indicated by the token (or two dice if he also has the ). This die is *not rolled* in his first roll (so, the player only rolls four dice—three if he has the  token), but the result is still evaluated as if he had rolled it. If the player wants to use a Saloon die, he must swap out one of the other base dice. Starting with his second roll, the die affected by the Ghost token may be re-rolled (unless it is a  result, which cannot be re-rolled).

At the end of the other player’s turn, the tokens go back to the Ghost.

The Ghost is *never* included when counting places to apply  and  results.

Example: Jack is a Ghost Renegade in a 7-player game, so he’s playing as an Outlaw. He rolls 2 dice and gets  and . He decides to re-roll them both, and gets  and  this time. He keeps the  and re-rolls the : another ! He gets to give a double arrow to the Sheriff, Barbara: he hands her the  and  tokens. On her next turn, Barbara must turn 2 of her base dice to the  side and rolls only 3 dice. After she takes arrow tokens from her first roll, she could re-roll those dice as normal.