GREEN CARDS

Place in front of you, wait at least one turn before using, discard after use.

BIBLE - Once played, may be discarded later to get a Missed! effect and to draw a card.

BUFFALO RIFLE - Once played, may be discarded later to shoot at any one player, regardless of the distance.

CAN CAN - Once played, may be discarded later to force any player to discard one card. Select one of his cards in play or randomly pick one from his hand.

CANTEEN - Once played, may be discarded later to regain one life point but never more than at start. Canteen can not be played out of turn like Beer.

CONESTOGA - Once played, may be discarded later to take a card from any one player regardless of distance. Select one of his cards in play or randomly pick one from his hand and add the card to your hand.

DERRINGER - Once played, may be discarded later to shoot at any one player at a distance of 1, and then draw a card from the deck.

HOWITZER - Once played, may be discarded later to shoot at all other players regardless of the distance.

IRON PLATE - Once played, may be discarded later to get a Missed! effect.

KNIFE - Once played, may be discarded later to get a Bang! effect applied to any one player at a distance of 1.

PEPPERBOX - Once played, may be discarded later to shoot at a player who is a reachable distance away.

PONY EXPRESS - Once played, may be discarded later to draw 3 cards from the top of the deck.

SOMBRERO - Once played, may be discarded later to get a Missed! effect.

TEN GALLON HAT - Once played, may be discarded later to get a Missed! effect.

PHASES OF A PLAYER TURN

1. Draw the top two cards from the draw pile.
2. Play any number of cards (but only one Bang card).
3. Discard excess cards (hold no more than bullet count).

PLEASE NOTE: If a Sheriff kills a Deputy, he or she discards all cards in hand and in play. If anyone kills an Outlaw, he or she draws 3 cards from draw pile. "Draw!" means check your luck: draw a card and check its suit, then discard it. All players have a Colt .45 (reach dist. 1).

REGULAR CARDS

Discard to use.

BANG! - Shoot at a player who is a reachable distance away. With no gun card, your reach is 1. Play only one Bang per turn.

BEER - Regain 1 life point but never more than at start. Play out of turn to retain last life point. If 2 players left, no effect.

BRAWL - Discard this card plus one other to force everyone else to discard a card, regardless of distance. You start by picking someone and selecting one of his cards in play or randomly picking one from his hand. Then he does the same thing to someone else, and so on.

DODGE - You get a Missed! effect plus a card from the deck.

CAT BALOU - Force any player to discard a card. You may select a card in play or randomly pick one from his hand.

DUEL - Choose another player at any distance. That player loses a life point unless he discards a Bang card. If he discards a Bang card, you will lose a life point unless you discard a Bang card. This continues until a player cannot

REGULAR CARDS

Discard to use.

or does not discard a Bang and thus takes the hit. Missed and Barrel can't be used. Discarded Bang cards do not count for the one play per turn.

GATLING - Shoot at all the other players. They may dodge like they would from a Bang card. Doesn't count as your one Bang per turn.

GENERAL STORE - From the draw pile, lay face-up as many cards as there are players. You take the one you want, and then each player in turn takes one of the remaining cards.

INDIANS! - All other players are attacked by Indians. Each may immediately discard a Bang card to repel the Indians, or lose one life point. Missed and Barrel have no effect.

MISSED! - Play out of turn. Dodge the bullet from a Bang.

PANIC! - Take a card from a player within reach 1. You may select one in play or randomly pick one from his hand.

PUNCH - A Bang! effect applied to any one player at a distance of 1.

RAG TIME - If you discard this card plus one other, you may take a card from a player at any distance. Select one of his cards in play or randomly pick one from his hand.

SALOON - A round of Beers for all players. Cannot be played out of turn like Beer.

STAGECOACH - Take two cards from the draw pile.

SPRINGFIELD - Discard this card plus any other to shoot at any player, regardless of distance.

TEQUILA - Discard this card plus any other to regain one life point. You can apply this effect to any player, regardless of the distance. Can't be played out of turn like Beer.

WELLS FARGO - Draw three cards

WHISKY - If you discard this card plus one other, you regain two life points. Effect is not transferable. Can't be played out of turn like Beer.

BLUE CARDS

Place in front of you, cards stay in effect until removed.

ANY GUN - Upgrades your Colt .45. Reachable distance varies by gun. Only one gun in play at a time. Discard old upgrade when playing a new one. Remember: You never have less than a Colt .45.

APPALOOSA - The distance is -1 when you look at someone.

BARREL - If already in play when someone shoots at you, you may "Draw!" a card. If you flip a heart, you have dodged the bullet.

DYNAMITE - Any player with the dynamite in front of him at the start of his turn must "Draw!". If he flips a 2-9 of spades, the dynamite explodes and he loses 3 life points. If any other card is flipped, he passes the dynamite to the player on his left. Check Dynamite before Jail. He who lights the dynamite, risks first, one round later. Can be removed from play by e.g. a Panic! or Cat Balou card.

HIDEOUT - Your distance is +1 for anyone looking at you.

JAIL - Play in front of another player. A player in jail must "Draw!" a card at the beginning of his turn. If he flips a heart, he escapes jail and plays his turn normally. If not, he discards the Jail card, skips phases 1 and 2, and discards any excess cards. In jail, the player remains a possible target for Bang! cards and can still play Missed! and Beer out of his turn. Jail may not be played on the Sheriff.

MUSTANG - Your distance is +1 for anyone looking at you.

SILVER - The distance is -1 when you look at someone.

VOLCANIC - You may play multiple Bang cards in the same turn but you may aim only at players within reach 1.