



Contents

- 2 Black **Duel Dice**



- 45 cards:

- * 8 New **Character** cards



- * 2 new Summary cards

- * 6 **Zombie** Summary cards







- * 18 **Rage** cards



- * 11 **Boneyard** cards



- * 15 **Duel Wound** tokens

(3 × , 5 × , 5 × , 2 × )



- These rules.

Preparation

Undead or Alive is an expansion for *BANG! The Dice Game*, which includes five “modules.” Each module can be added to the game on its own or combined with 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 – Look Me in the Eyes


Note: You cannot play with Module 1 unless you also play with Module 2.


Replace two of the five dice from the base game with the new **Duel dice**. The replaced dice are not used; put them back in the box.


Shuffle the **Duel Wound tokens** and the **Rage cards** and create separate face-down draw piles in the middle of the table.


During your turn, roll the three basic dice and the two Duel dice. The old and new symbols are applied in the following order:

 Arrow


 Dynamite


 Whiskey Bottle: Gain 1 life point (you cannot choose a different player). In addition, discard 1 Duel Wound token; if you don't have one, draw 1 Rage card from the deck instead.

 Bull's eye “1”


 Bull's eye “2”


 Beer



 Gatling


 Fight a Duel (see below).

Fighting Duels

For each  you rolled, pass one Duel die to any player of your choice. That player rolls that Duel die again:






- If they **do not roll** , they lose 1 life point and draw 1 Duel Wound token. The symbol rolled is ignored.

- If they **roll** , they pass the die back to you. You will have to roll it again to try for a , and so on.

In other words, the first player failing to roll a  loses the Duel and suffers the consequences: they lose 1 life point and draw 1 Duel Wound token. Duels are resolved one after the other. The player whose turn it is chooses the order. You cannot assign more than one Duel die to the same player in the same turn.

Duel Wound Tokens

When you draw a Duel Wound token, take the top token from the pile and place it face up in front of you. If you draw a symbol you already have, you are a lucky son of a gun: shuffle that Duel Wound token back into the pile but do not draw a replacement!

During your turn, each Duel Wound token you have cancels one identical symbol rolled on a die that you decided to keep. For instance, a  token cancels a rolled ; however, it does not cancel a  result that you decide to reroll! The  token is an exception: it counts as an additional rolled  instead of canceling one!

At the end of your turn, reshuffle all of your Duel Wound tokens back into the pile, regardless of whether they canceled a die result or not.


Rage cards

See the rules for Module 2.

Module 2 – Two Bullets Are Enough

Note: You can play Module 2 without Module 1, if you choose.

Shuffle the **Rage cards** and place them in a face-down draw pile.




You must draw a Rage card at the end of any turn during which **you lost 2 or more life points**, no matter how (Bull's Eye, Dynamite, Indian arrow, etc.). You also draw a Rage card if you rolled and kept a  during your turn and you have no Duel Wound tokens to discard (see Module 1). Keep your Rage cards face down in front of you until your **next** turn starts (you can look at them at any time). At the start of your turn, reveal **all** of your Rage cards. All of the symbols on those cards are added to the results of the dice. Arrows trigger immediately when you reveal the cards. At the end of your turn, discard all of your revealed Rage cards. If you drew additional Rage cards during your turn, keep them face down until your next turn. If the Rage card pile is empty, shuffle the discards to form a new pile.

Module 3 – A New Posse in Town

Shuffle the new **Character** cards with the others. Each of the new characters has a new ability. Some refer to the modules in this expansion, and should be added only if the relevant module(s) are being used.




BELLE STAR (8)


After each of your dice rolls, you can change one  to  (Not if you roll three or more !).



CHUCK WENGAM (8)

Once per turn, you may lose one life point to turn one of your dice to the side of your choice (except  if you rolled three or more!).

**GREG DIGGER (7)**

You may use each  you roll twice.

**HERB HUNTER (8)**

If another player loses two or more life points during your turn, they must take a Duel Wound token.


**PAT BRENNAN (8)**

At the beginning of your turn, you may move one Rage card from one player to another. *You can choose yourself.*

**PIXIE PETE (9)**

Each time you draw a Rage card, draw two and choose one to keep. *Shuffle the unchosen card back into the pile.*

**SAM THE HEALER (7)**

Each time you use a , you may choose one player to gain one life point. *You may choose yourself. When shooting back, this ability doesn't trigger; it triggers only when you challenge someone during your own turn.*

**SEAN MALLORY (8)**

You may reroll a Duel die once on your turn. *You can only use this ability during your own turn, not when another player gives you a Duel die during their turn.*

Module 4 – Undead or Alive? (Only with 4 or more players)

Shuffle all of the **Boneyard cards** and place them in their own face-down draw pile.

- If you are eliminated from the game, show your role card and move your arrows, Rage cards, Duel Wound tokens, and Character card back to the middle of the table. As usual, you are no longer included when counting places. However, at the end of the current turn (even if it's not your turn), **draw and reveal one Boneyard card** from the pile. Also, at the beginning of each of your future turns (or what... would have been your future turns), reveal a new Boneyard card.


- If you reveal a card showing:

No hands: there is no outbreak this turn, regardless of any other conditions, and this card is shuffled back into the pile at the end of the turn.



One or two zombie hands: the card stays face up in the middle of the table.



If, after revealing a card with hands, the total number of zombie hands showing is greater than the number of players still alive, a zombie outbreak begins. If the number of zombie hands showing is **equal to or less than** the number of players still alive or if a  card was drawn, the game continues as normal. (Note that an outbreak is not guaranteed to start—it may happen that no zombie outbreak occurs before the game ends.)

When does the outbreak begin?

- If the card triggering the outbreak was revealed at the end of the turn of a player still in the game, the outbreak begins at the start of the next player's turn.
- If the card triggering the outbreak was revealed at the start of an eliminated player's turn, the outbreak begins with that player taking a turn (as a zombie).

Zombie Outbreak

When a **zombie outbreak begins**, remove all the Boneyard cards from play, and all eliminated players become zombies. If the Renegade is still alive, they become the Zombie Master, otherwise they become a normal zombie. The Zombie Master keeps their character's life points and ability. Each of the other zombies **gets as many life points as the number of players** still alive, including the Zombie Master.

Special case: eight-player game, two Renegades: If only one Renegade is alive, they become the Zombie Master. If both Renegades are still alive, the Renegade closer to the player whose turn it is (counting clockwise) becomes the Zombie Master and the other one plays against the zombies.

Each zombie player returns to the game and is again included when counting places. They take 1 zombie summary card and play as normal, with the following changes:

- They only use three basic dice.
- They do not gain life points from beer or other life-point-gaining effects.
- They do not collect any Duel Wound tokens or Rage cards. (If using the corresponding Modules.)

Once the outbreak begins, any player who is eliminated is definitely out of the game. The victory conditions change to:

- The zombies and their Master win if all survivors are eliminated.
- The survivors win if all zombies and their Master are eliminated.

Special case: If all players die during the same turn (e.g., by an Indian attack), then the zombies win.

Module 5 – Wild West Legacy

If you play more than one game in a row, you may use the following rules:

- If the Sheriff died by the hand of another player, the player who killed them will be the new Sheriff in the next game.
- If the Sheriff survived, they appoint the Sheriff for the next game. You may choose yourself. However, if you choose another player, you start the game with 1 additional bullet!
- If you were eliminated from the game, you may select your new character for the next game from the pile of unused characters. If you survived, you can play the same character again or draw a random one from the pile of unused characters, then shuffle your old character back into the deck.

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Thanks to all the play-testers, to their gaming groups and to all the players, for all the precious suggestions. The designers wish to thank especially Alex, Allen, Andreas, Anke, Babs, Christiano, Daniel, Demian, Dennis, Doris, Jens, Julia, Katrin, Leon, Max, Nick, Nicky, Philipo, Sebastian, Silas, Stefan, Stoffel, Thilini and U-Säxle.

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