

BANG!

The Spaghetti-Western Card Game

*When a man with a .45 meets a man with a rifle, the man with the pistol is a dead man...¹
... unless he's got a Volcanic!*

In the wild west, the Sheriff gives chase to the Outlaws, the Outlaws give chase to the Sheriff, and the Renegade plots in the dark, ready to switch from one side to the other.

Soon enough, **bullets start to fly!**

Which of the gunmen are Deputies, ready to sacrifice themselves for the Sheriff? And which are the merciless Outlaws, looking to gun him down?



After thousands of requests, the world's best-selling² wild west card game goes online with its award-winning³ design and gameplay: easier to learn, even more fun to play!

¹ Clint Eastwood in "A fistful of dollars" by Sergio Leone

² over 500'000 copies sold

³ "Origins awards" in "Best traditional card game" and "Best graphic design of a card game or expansion"
"Best of Show" at Lucca Comics&Games, "Ludoteca Ideale" 2006 (Tana dei Goblin + 3M)

Synopsis

Genre: Card/Board Game (Casual)
Platforms: **Sony NGP and PS3 (PSN)**, iPhone, iPad, Samsung Bada, PC, Netbooks
Languages: English, French, German, Italian, Spanish (no content changes)
N. of Players: 1 to 8 (offline and online)
Resolution: native 960 x 544
Expansions: multiple packages of additional card decks and characters
Networking: P2P + matchmaking server (no dedicated server), Live Chat supported
License: Exclusive, worldwide
Target Age: 14-50 (core target 25+) *
Developer: SpinVector (co-funded by Palzoun, owner of the rights)
Control: Touch Screen

* Bang! is a game that attracts men and women. The official tournament champions for 2008 and 2009, for instance, are girls.

Gameplay Detail

Bang! is essentially based on shooting opponents using “bang” cards depending on their role, the tricky part being that roles are secret! The **Sony NGP** version of the game will bring all of its spirited pace on the screen to the new Sony Handheld, benefiting from the same brilliant HD visual design of the PS3 version as well as from a generous number of exclusive features, that allows users to make the most of the hardware!

Game Objective

In Bang!, every player has a specific **role**, that changes the **objective** of the match. Possible roles are: Sheriff, Deputy Sheriff, Outlaw and Renegade. Everyone plays to eliminate one or more other players.

Role	Objective	Win condition
Sheriff	Defeat the outlaws	Outlaws and renegade(s) eliminated
Deputy Sheriff	Help the Sheriff	The sheriff wins
Outlaw	Eliminate the Sheriff	The sheriff is eliminated
Renegade	Be the last character in play	All characters eliminated, the sheriff being the last one.

It is also important to note that eliminated players may win as well (for instance, if the sheriff is eliminated, all outlaws win, even the dead ones).

Additionally, only the role of the sheriff is public: part of the fun is to guess which role each other player has.

Game Rules Summary

A turn consists of three phases:

1. Draw two cards
2. Play any number of cards (but only one “Bang”)
3. Discard excess cards and pass turn

During phase two, the player can damage or help the others by playing various cards. As an example, one can play the “**Bang**” card targeting any player within shooting range and targeted other player must respond with “**Missed**” or lose one life point. The shooting range is determined by the current weapon (different weapons have a different shooting range) and the distance is determined by the position of the players on the screen (around the table) along both sides, as shown in the picture on the right.



The Shooting Range can be affected by **weapons** and special cards: in the original game, this is one of the most confusing tasks for beginners: in the videogame, this is not an issue at all, because players that can be targeted have a clear, big “target” sign on their face and players that can potentially shoot have their name colored in red, with a Bang glyph on a side.

Cards

Cards can be immediate (brown border) or permanent (blue border). **Immediate** cards have effect as soon as they're played and are discarded after use: "Bang" and "Missed" are immediate cards. **Permanent** cards are placed on the table in front of the player and have a long-lasting effect (e.g. extending the range): all weapons are permanent cards, other permanent cards affect the range or imply special turn rules. The "Dodge City" expansion deck introduces **semi-permanent**, green-bordered cards, which must be first placed in front of the player, like permanent cards, but then (in any of the subsequent rounds) can be used just once and discarded after use.

Every card has a main effect (e.g. causing damage, restoring life-points, extending range, etc.) and a target (self/any player at distance 1/any player in range/any other player/any player/all players). Some cards also have a side-effect (e.g. draw a card, discard another card, etc.). Finally, some cards also bear a special **tag** on the lower right corner. This tag is only used for "extraction" (to determine a chance): this is a simplification of the original card set in which every card has a value and a suit, like traditional cards.

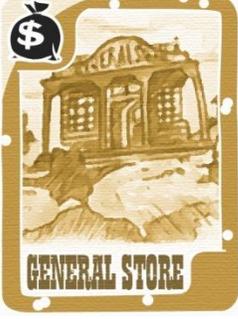


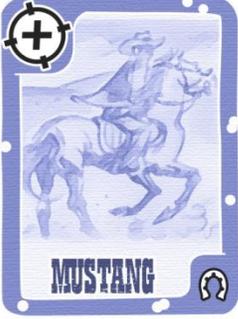
In the example above, "Derringer", one of the very few cards using all possible slots. It's a card from the successful "Dodge City" Expansion Deck. No cards from the basic set have such a complex, glyph-packed layout.

Sample card effects

The following are just some of the available cards, with their effects explained.

Name	Type	Effect
<p data-bbox="332 472 396 504">Bang</p> 	<p data-bbox="516 472 646 504">Immediate</p>	<p data-bbox="699 472 1386 646">Causes one life-point damage to the targeted player, unless protected by a “missed” or similar card. Only one “Bang” can be played for each turn: the only exception is the “Volcanic” weapon that allows to play any number of “Bang” cards.</p> <p data-bbox="699 653 1386 856">Other cards have the same effect as “Bang” but under special conditions: “Fist” has the same effect of “Bang” but its range is always 1 (not affected by the current weapon range); “Gatling” has the effect of a “Bang” card but on all other players (friendly or not) at the same time, etc.</p>
<p data-bbox="321 892 407 924">Missed</p> 	<p data-bbox="516 892 646 924">Immediate</p>	<p data-bbox="699 892 1354 997">Protects from the effect of a “Bang” card: both cards (“Bang” and “Missed”) are discarded and no one takes damage.</p>
<p data-bbox="332 1285 396 1316">Beer</p> 	<p data-bbox="516 1285 646 1316">Immediate</p>	<p data-bbox="699 1285 1386 1495">Recover one life-point. “Beer” can also be played out-of-turn for <i>in extremis</i> recovery: if a player loses her last life-point, she can play a beer card immediately to recover it. In case of a bigger damage, more cards can be played to compensate the negative health, but not to get beyond one life point.</p>

Name	Type	Effect
<p data-bbox="331 226 396 254">Panic</p> 	<p data-bbox="516 226 646 254">Immediate</p>	<p data-bbox="699 226 1344 327">Steal a card from the hand of any player at distance 1. The card is always placed in the hand of the stealing player.</p>
<p data-bbox="321 621 402 648">Indians</p> 	<p data-bbox="516 621 667 680">Immediate (Mini-Game)</p>	<p data-bbox="699 621 1382 751">Indians ride! Every player must react with a “Bang” or lose a life-point. Actually, any card with the “Bang” effect is valid because the Indians are considered to be at Distance 1.</p>
<p data-bbox="282 1016 444 1043">General Store</p> 	<p data-bbox="516 1016 667 1075">Immediate (Mini-Game)</p>	<p data-bbox="699 1016 1365 1117">Draw as many cards as the number of players and put them on the table. Every player chooses a card, starting from the one who played “General Store”.</p>
<p data-bbox="315 1411 412 1438">Volcanic</p> 	<p data-bbox="516 1411 646 1470">Permanent (Weapon)</p>	<p data-bbox="699 1411 1382 1470">Range: 1, but you can shoot as many “Bang” cards as you wish (if you have enough).</p>

Name	Type	Effect
<p data-bbox="326 226 402 254">Barrel</p>  <p>The Barrel card features a blue border with a horseshoe tag in the top-left corner. The illustration shows a wooden barrel with a rifle leaning against it. The word 'BARREL' is printed in blue at the bottom.</p>	<p data-bbox="516 226 651 254">Permanent</p>	<p data-bbox="699 226 1383 365">Whenever a player is targeted with a “Bang” card, she can extract a card, if the card bears a “horseshoe” tag (25% chance) the targeted player doesn’t lose a life-point (like if “missed” was played).</p>
<p data-bbox="310 621 418 648">Mustang</p>  <p>The Mustang card features a blue border with a plus sign tag in the top-left corner and a horseshoe tag in the bottom-right corner. The illustration shows a cowboy riding a galloping horse. The word 'MUSTANG' is printed in blue at the bottom.</p>	<p data-bbox="516 621 651 648">Permanent</p>	<p data-bbox="699 621 1360 760">Increase the range needed to target a player: if the distance between two P1 and P2 is N, the shooting player P1 needs a weapon with range N+1 to target the player P2 with the “Mustang” card.</p>
<p data-bbox="305 1016 423 1043">Dynamite</p>  <p>The Dynamite card features a blue border with a dynamite tag in the top-left corner and a horseshoe tag in the bottom-right corner. The illustration shows a stick of dynamite with a lit fuse. The word 'DYNAMITE' is printed in blue at the bottom.</p>	<p data-bbox="516 1016 662 1079">Permanent (mini-game)</p>	<p data-bbox="699 1016 1370 1289">At the beginning of the turn, before Phase 1, the player with a Dynamite in front of her must extract a card from the deck. If the card bears a Dynamite tag (15% chance) the player loses three life-points and the Dynamite card is discarded, otherwise, the card is passed to the next player in order, then Phase 1 begins. This way, the Dynamite stays on the table, moving from one player to the next, until it finally explodes.</p>
<p data-bbox="342 1411 391 1438">Jail</p>  <p>The Jail card features a blue border with a jail tag in the top-left corner and a horseshoe tag in the bottom-right corner. The illustration shows a person behind prison bars. The word 'JAIL' is printed in blue at the bottom.</p>	<p data-bbox="516 1411 651 1438">Permanent</p>	<p data-bbox="699 1411 1370 1684">Jail is played in front of any other player (range does not count). At the beginning of the turn, before Phase 1 and after Dynamite, the player with a Jail in front of her must extract a card from the deck. If the card bears a “horseshoe” (25% chance) tag, the game proceeds to Phase 1, otherwise the turn is finished. In both cases, the Jail card is discarded.</p>

Characters

Every player impersonates a “character” (chosen at random in the original game) and every character has a special ability. Special abilities affect the gameplay; there are over 30 characters in the game, some of which are:

Name	Ability
<p data-bbox="326 428 479 457">Willy the Kid</p> 	<p data-bbox="597 428 1365 600">Can play any number of “Bang” cards (with any weapon). Like several other characters, Willy the Kid takes his special ability from a permanent card: the Volcanic, in this case. The additional power comes from the fact that Willy keeps the multiple-bang ability even when he has weapons with an extended range.</p>
<p data-bbox="347 821 456 850">El Gringo</p> 	<p data-bbox="597 821 1338 957">Each time he loses a life point due to a card played by another player, he draws a random card from the hands of that player. This applies not only to “Bang” cards, but also to any other immediate effect card like “Indians” or “Gatling”.</p>
<p data-bbox="334 1213 469 1243">Jesse Jones</p> 	<p data-bbox="597 1213 1370 1381">During phase 1 of his turn, he may choose to draw the first card from the deck, or randomly from the hand of any other player. This ability also affects how cards are played: other players will in fact save more resources when Jesse is around and are less likely to end the turn with just one useful card.</p>

Name	Ability
<p data-bbox="316 226 490 258">Calamity Janet</p> 	<p data-bbox="597 226 1365 331">She can use "Bang!" cards as "Missed!" cards and vice versa: this is a nice ability both in terms of tactical attack opportunities and in terms of resource management.</p>
<p data-bbox="337 619 469 651">Kit Carlson</p> 	<p data-bbox="597 619 1360 829">During the phase 1 of his turn, he looks at the top three cards of the deck: he chooses 2 to draw, and puts the other one back on the top of the deck, face down. This is very powerful since it can help or ruin other player (e.g. if the player after him has a dynamite to extract for, Kit is likely to determine whether it will blow up or not).</p>

Please note that these are just some of the 30+ characters in the game.

Some characters with very good special abilities have less total life-points.

At the end of the turn, a player can't have more cards in hand than her life-points: excess cards must be discarded.

Tactics and Strategy

A big part of tactics and strategy concerns **discovering other players' roles**, which are carefully hidden. A player attacking the Sheriff is likely an outlaw, but what about the player shooting at a possible outlaw? It would be a Deputy-like behavior, but it could be a Renegade behavior as well: in the beginning, in fact, Renegades and Deputies often do the same thing: attacking the outlaws. It is very dangerous to shoot without a clear idea, for the Sheriff, in fact, in the unlucky case of eliminating a Deputy, the Sheriff would lose all her cards!!! **Pretending** to have a different role is a very common behavior and the struggle show loyalty to the sheriff is often quite fun. Moreover, winning the game does not necessarily mean saving one's life: all outlaw win if the sheriff is eliminated, so an outlaw could sometime sacrifice her life for the good of another outlaw: for the same reason, a deputy could die helping the sheriff, while a renegade would never do so.

Expansion Decks

Expansion decks add playable and character cards. **Dodge city** is the most common expansion deck, introducing a whole new kind of cards: the semi-permanent ones. These cards are similar to immediate cards in their effect but must be placed on the table and stay there for one round before being used. After use, they are discarded like immediate cards.

Other expansion sets introduce **new rule sets** that are valid for just one round (e.g. "cards on the table have no effect for one round" or "in this round opponents' cards can be targeted and destroyed by Bang cards", etc.).

Unique Selling Points

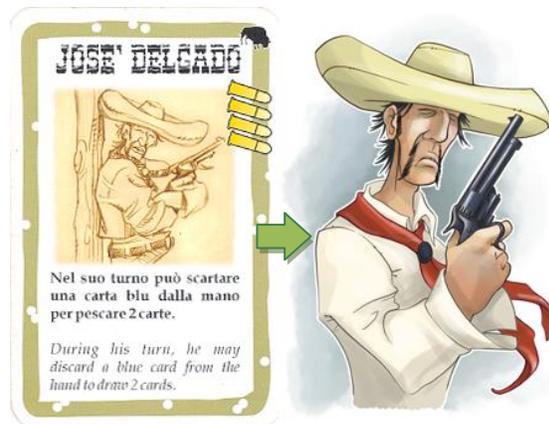
- Unique gameplay based on **award-winning**, top selling card game;
- **Play out of turn**: even in an 8-player game, each player is often required to play cards during other players' turns;
- Mix of **team** and individual gameplay with hidden roles: only the sheriff role is public, part of the game strategy is to **discover the roles** of the other players to know which ones are on your side without letting your enemy know your role! Note: you don't want to individually message/chat other players to tell them your role, because they may be your opponents.
- Recognizable, appealing **wild west** setting including award-winning illustrations.
- Based on a **best-selling** card game (over 500'000 copies sold worldwide!).

From paper to pixels

The main improvement from the classic card game to the videogame is the **learning curve**. In fact, while the original card game requires reading quite some text in the first couple of matches, the videogame is absolutely smooth and easy to learn in few minutes.

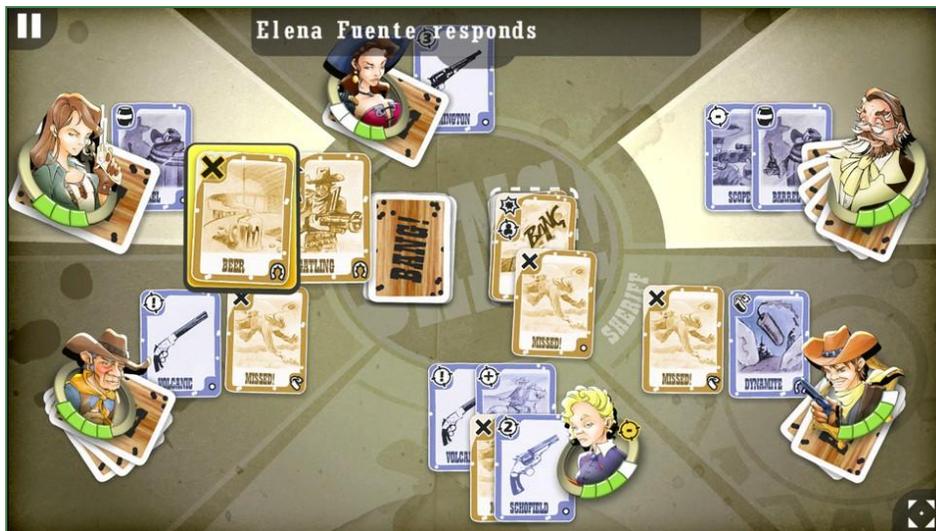
For instance, in the paper version, the player had to understand how cards modify range and distance to see which opponents can be targeted. In the videogame, this aspect is always visually clear and automatic. Additionally, the player can never do the wrong action (e.g. trying to play a card that can't be played, etc.) and the game always suggests her a card to play. Finally, a text description of the card effect is always readily available **without interrupting** the action: no boredom!

All the learning process is executed through actual playing, not by reading long texts! The tutorial consists in actual playing with a pre-programmed subset of the cards, so that the player learns the rules without even knowing she's learning.



Sample Screenshots (HD)





CONTROLS

All controls are touch-based. Display touch or rear touch is up to the player: the game supports both. Also, the “tap or drag” choice is up to the player: the game supports both, seamlessly (without going through options).

MAIN CONTROLS

Main controls are the most important controls to perform game actions: all players must learn to use these controls to play the game. At its core, the game is controlled by choosing a card and playing it on an opponent or the center of the table. This can be done by dragging the card to the target or by just tapping the card first, and then tapping the target.

ADVANCED CONTROLS

Advanced Controls perform non-critical, unnecessary actions which are used to enhance the game experience or to allow better strategies for advanced players. They are gesture-based and allow for zooming out to the **Range View** (an additional screen that shows the numerical range data for experts) and **Peeking View** (a zoom-in on an opponent that shows information on the cards in play, targeted players, etc.).

Game and Modes:

Tutorial Mode: short game action sequences with pre-determined cards and roles help the player understand the game without much reading. Most information and explanations are displayed on screen while playing, there is no need to read long texts interrupting the game action.

Single-Player	
Rehearsal:	Standard game with the ability to choose character and role. Player VS to 7 CPU-players. This kind of matched is unranked.
Easy:	Easy game played vs up to 7 CPU-players; random role and character, no abilities and simplified gameplay; ranked.
Normal:	Standard game played vs up to 7 CPU-players; random role and character. Character abilities active, full gameplay, normal AI; ranked.
Expert:	Expert game played vs up to 7 CPU-players; random role and character. Character abilities active, full gameplay, advanced AI; ranked.
Multiplayer Offline	
Pass-Play:	Match with definable rules - up to 8 Real Players, they pass each other the NGP to play.
PS3 integration pass-play:	Match with definable rules - up to 8 Real Players, they pass each other the NGP to play and they all follow the action on TV through PS3.
Multiplayer Online	
Cross-Platform VS match:	Match with definable rules - up to 8 Real Players, online. Each player may be on PS3 or NGP.

NGP -PS3 Integration

Online Cross-Platform Multiplayer

The Sony NGP version of Bang! supports a unique Online, Cross-Platform Multiplayer game mode that allows NGP owners and PS3 users to challenge each other without limitations in full-featured, up to 8-players games. To enable this, the gaming interface uses the same settings as the PS3 version of Bang! guaranteeing a stable and flawlessly optimized gaming experience. In each match, any of the (up to 8) players can be on NGP or PS3 with no special advantage on any of the platforms.

Offline Integrated Pass-Play Multiplayer

An offline multiplayer version of BANG! is impossible on PS3, because all players would see the cards in the hand of the current player. A standard pass-play system on the NGP is Ok, but makes it a bit hard to follow which cards are played by all players (e.g. if P1 plays BANG! on P2, then P3 may not understand what is going on).

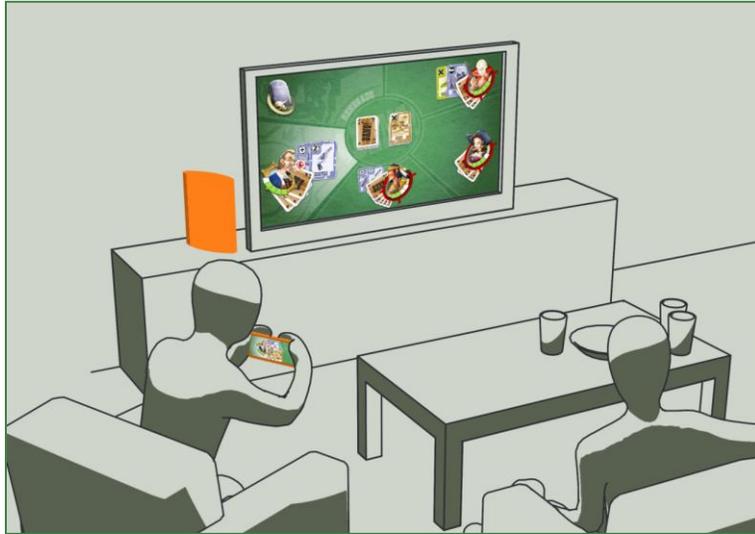
With offline integrated pass-play multiplayer, players use their Sony NGP console as their virtual hand card set, while the PS3 is set up as the gaming table. This exclusive feature, allows users to take turns commanding the Sony NGP and to watch the consequences of their actions on the TV Panel while they are playing, preserving the “privacy” of each player, while completely showing all actions on the TV screen.

Picture 1: P1 is playing – everyone else sees what’s going on, but not P1’s hand



Picture 2: Zoom-In of **NGP-PS3 Integration**

Picture3: P2 is playing – everyone else sees what’s going on, but not P2’s hand



Picture 4: Zoom-In of **NGP-PS3 Integration**

Supplemental Materials

For additional information on “Bang!” visit these links:

<http://en.wikipedia.org/wiki/Bang!> (wikipedia page)

<http://www.dvgiochi.com> (official site of the card game)

Contact Information

Giovanni Caturano

SpinVector s.r.l.

7 via del Pomerio

82100 Benevento – Italy

Tel +39 0824 29227

Fax +39 0824 326033

e-mail: boss@spinvector.com

Developed by



Co-Produced by

