

AGES 13+

3-8 PLAYERS

BANG!

THE DICE GAME

THE WALKING DEAD



BANG! The Dice Game: The Walking Dead is a shoot 'em up dice game between rival factions. The Savivors are trying to kill the Leader of the Survivors. The other Survivors are incognito and help the Leader, but watch out... there are also Loners pursuing their own goal! In BANG! The Dice Game: The Walking Dead – each player takes on one of these roles, while playing as one of your favorite characters from The Walking Dead.

CONTENTS

• 5 Dice • 8 Role Cards: 1 Leader of the Survivors, 2 Survivors, 3 Savors, 2 Loners • 16 Characters (each with a unique ability and Health) • 8 Summary cards (explaining the dice results) • 9 Walker tokens • Health “blood splat” tokens (30 Health × value 1, 13 × value 3) • These rules



OBJECT OF THE GAME

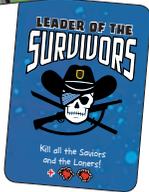
Each player has his own goal, depending on his role card:



SURVIVORS LEADER:
Must eliminate all the Savors and the Loners from Hilltop and Kingdom to protect law and order.



SAVIORS:
They must kill the Leader of the Survivors.



SURVIVORS:
They help and protect the Leader, and share his same goal, at all costs!



HILLTOP AND KINGDOM:
They are Loners and each wants to be the new Leader; their goal is to be the last character in play.



PREPARATION

1. Take as many role cards as the number of players, divided as follows:

3 players: see special rules, on page 6;

4 players: 1 Leader of the Survivors, 1 Loner (Hilltop), 2 Savors;

5 players: 1 Leader of the Survivors, 1 Loner (Hilltop), 2 Savors, 1 Survivor;

6 players: 1 Leader of the Survivors, 1 Loner (Hilltop), 3 Savors, 1 Survivor;

7 players: 1 Leader of the Survivors, 1 Loner (Hilltop), 3 Savors, 2 Survivors;

8 players: 1 Leader of the Survivors, 2 Loners (Hilltop and Kingdom), 3 Savors, 2 Survivors.

Shuffle the role cards and deal one, face down, to each player.

2. The **Leader of the Survivors reveals himself** by turning his card **face up**. All other players look at their role but must keep it **secret**.

3. Shuffle the **characters** and give one **face up** to each player. Each player now announces the name of his character and reads his ability aloud. Each character has some special abilities, which make him unique.
4. Each player takes a number of **Health** as shown on his character card. The Leader of the Survivors plays the game with **two additional Health**. The Health you have are your **life points**—i.e., how many times you can be hit before being eliminated from play. Keep any remaining Health in a pile in the middle of the table.
5. Keep the **summary cards** handy. You can use them when you have a doubt about the dice results.
6. Place the nine **Walkers** in a pile in the middle of the table.
7. Put the remaining role cards and characters back in the box.
8. The Leader of the Survivors takes the five dice and starts the game.

THE GAME

The game is played in turns, in clockwise order. On your turn, you will:

- Roll all five dice 
- You **may** then choose to keep the dice or re-roll some or all of them up to two times. If you roll a third time, you may also re-roll any dice you didn't choose to re-roll on your second roll. You **must** accept the third roll.
- When you are satisfied with your dice roll (or you're out of re-rolls), resolve the dice results.
- Your turn is over and play passes to the player on your left.

Important: Any Infections  rolled cannot be re-rolled. Any Walkers  rolled must be resolved immediately after each roll (see **THE DICE** below) but can be re-rolled.

THE DICE

The dice show six different symbols. The symbols shown on the dice each have a different effect. You **must** apply all the dice results in the following order. You **cannot** pass on a rolled die; you must use them all!



1. Walker: You must resolve this die **immediately when rolled**, not at the end of your turn. Take a Walker token from the central pile (one per Walker rolled) and keep it in front of you. You **may** roll this die again if you have re-rolls left. If you take the last Walker, all players are Overrun, and **each** player loses one Health for **each** Walker in front of him. After the attack, all players discard their Walkers, and you resume your turn.



2. Infection: **This die cannot be re-rolled!** If you roll **three** or more Infections, your turn ends immediately and you lose one Health. But, all your other dice results are still resolved as normal.



3. Range "1": Choose the player **next to you** on your left or right. That player loses one Health.



Range "2": Choose the player **exactly two places** to your left or right. That player loses one Health. If there are only two or three players left in the game, treat a  as a .

Important:  or  results are resolved at the same time. When counting places, do not include eliminated players.



4. First Aid: Choose any player: he gains one Health. You may choose yourself. You can **never** have more Health than the number you had at the beginning of the game. If you choose a player with his maximum Health, this result is wasted.



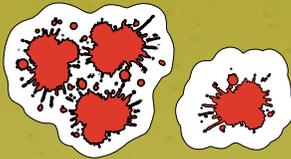
5. Grenade: If you roll **three or more** Grenades you activate the Grenade, and each of the other players loses one Health. Also, you discard all of your Walkers.

Example. The Leader of the Survivors has 6 Health and 1 Walker. He rolls . First, he must take 2 Walkers. But, there is only 1 Walker left in the pile, so he takes it and everyone is overruled by Walkers. Each player loses 1 Health for each Walker—in this case, the Leader of the Survivors loses 2. Now, everybody returns all of their Walkers to the central pile and then the Leader of the Survivors takes his second Walker (so there are 8 Walkers left). He now has only 4 Health and 1 Walker.

can't be re-rolled, and the Leader of the Survivors decides to keep his and re-roll . This time he gets . He decides the Grenade could be a nice idea, so he chooses to keep , and re-rolls and the he kept after the first roll. He gets .

Since he has re-rolled twice, he must stop rolling. His final result is: . He must now attack a player sitting two places away, then all players except the Leader of the Survivors each lose one Health and the Leader of the Survivors gets to discard his Walker. At the end of his turn, he has 4 Health and 0 Walkers.

HEALTH AND WALKERS

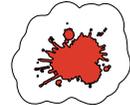


Unless an ability says otherwise, when you gain a Health or Walker token, take it from the central pile. If you lose a Health or Walker, return it to the pile. You can exchange a three-Health token for three one-Health tokens from the supply at any time (or vice-versa).



OUT OF HEALTH—A PLAYER IS ELIMINATED

If you lose your last Health, you are out of the game. Show your role to all players and return your Walkers to the central pile. If you are eliminated, you do not act in the game anymore. But, if your team partners win, you win too!



END OF THE GAME

The game ends **immediately** if:

- The Leader of the Survivors is eliminated:** If a Loner is the **only one alive**, he wins. Otherwise, all Saviors win as a team.
- All the Saviors and Loners are eliminated:** The Leader of the Survivors and all Survivors win as a team.

Note: In an 8-player game, both the Hilltop and Kingdom players play on their own, and each can only win if he is the last player alive. If, in the final stages of the game, the Leader of the Survivors is confronted by the two Loners and the Leader of the Survivors is eliminated first, the Saviors win!

Example: All the Saviors have been eliminated, but the Hilltop player is still in play. In this case, the game continues. The Hilltop player must now face the Leader of the Survivors and any other Survivors on his own.

Example: The Leader of the Survivors is eliminated, but all the Saviors were already eliminated and one Survivor and a Loner are still in play. The game ends with the Saviors winning! They achieved their goal at the cost of their own lives!

Example: All players are eliminated at the same time. Saviors win!

THE CHARACTERS

Rick (8 Health): You may take a Walker instead of losing a Health (except to Infection or when Overrun). *You cannot use this ability if you lose a Health to an Infection or when Overrun, only for ❶ or ❷ or ❸.* You may not use this ability to take the last Walker remaining in the pile.



Tyrese (8 Health): Once per turn, you can use a ❶ to double a ❶ or ❷. *The dice you double takes two Health away from the same player (you can't choose two different players). The ❶ in this case does not provide any Health.*



Carl (8 Health): You only need ❶ ❷ to use a Grenade. *You can activate the Grenade only once per turn, even if you roll more than two results.*



Abraham (8 Health): You may re-roll ❸ (not if you roll three or more!). *If you roll three or more Infection at once (or in total if you didn't re-roll them), follow the usual rules (your turn ends, etc.).*

Andrea (9 Health): You may use ❶ or ❷ for players sitting one place further. *With ❶ you may hit a player sitting up to two places away, and with ❷ you may hit a player sitting two or three places away.*



Negan (9 Health): If you have four Health or less, you gain two if you use ❶ for yourself. *For example, if you have four Health and use two First Aids, you gain four Health.*



Rosita (9 Health): You never lose Health to the Grenade.



Jesus (7 Health): You never lose more than one Health when Overrun by Walkers.

Father Gabriel (8 Health): At the beginning of your turn, any player of your choice gains one Health. *You may also choose yourself.*



Ezekiel (8 Health): You may make one extra re-roll. *You may roll the dice a total of four times on your turn.*



Maggie (8 Health): If you didn't roll any ❶ or ❷, you gain two Health. *This only applies at the end of your turn, not during your re-rolls.*



Eugene (7 Health): For each ❸ you may discard one Walker from any player. *You may choose to discard your own Walkers. If you roll three, you discard all your own Walkers, plus three from any player(s) (of course, you still deal one damage to each other player.)*

Glenn (8 Health): Each time you lose a Health, you may discard one of your Walkers. *You still lose the Health when you use this ability.*



The Governor (7 Health): When a player makes you lose one or more Health, he must take a Walker. *Health lost to a Walker or Infection are not affected.*



Michonne (8 Health): You can use ❶ as ❷ and vice-versa.



Dwight (9 Health): Each time another player is eliminated, you gain two Health.

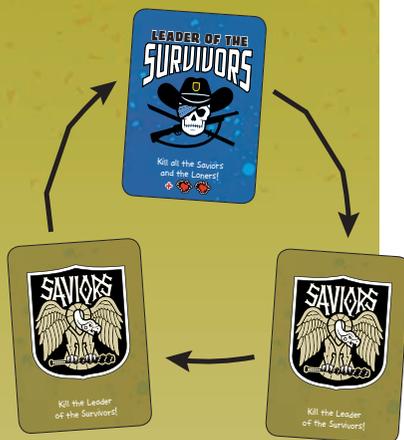
SPECIAL RULES FOR 3-PLAYERS

Shuffle these three roles: Survivor, Savior and Hilltop. Give one of them randomly to each player, but place them face up on the table. Everyone knows the role of all three players. The goal of each player is determined by his role:

- the **Survivor** must eliminate the Hilltop;
- the **Hilltop** must eliminate the Savior;
- the **Savior** must eliminate the Survivor.

The game plays as usual, with the Survivor taking the first turn. You win as soon as you reach your goal: **only if you cause your target to lose his last Health** (e.g., as the Survivor you must personally eliminate the Loner). If the other player dealt the final hit, then the goal for both remaining survivors is to be the last man standing.

Example: If the Savior eliminated the Hilltop, then the Survivor did not win—the Savior must now eliminate the Survivor, who must in turn eliminate the Savior in order to win.



We will be happy to hear your questions or comments about this game.

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