

## Goal of the game:

The players are bandits about to duel each other.  
The last survivor wins the match.

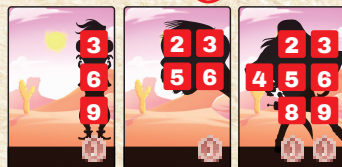
## Game setup:

- Retrieve all components from the boxes and display them around the table.
- Place over the table:
  - 1 Tequila bottle
  - 1 Bank bag with 12 Gold Teeth inside
  - 4 piles of Cards: Shot, Dodge, Chilli and Tequila



- 1 Wanted Card / "Se Busca" (Optional, see section "Add strategic element" on the back)
- Shuffle the Dodge cards deck and **distribute to each bandit**:
  - 2 to 4 players: 5 coins of \$1 + 5 coins of \$5 + 5 Dodge cards
  - 5 to 6 players: 5 coins of \$1 + 3 coins of \$5 + 4 Dodge cards

- Dodge cards represent a BANDIT'S DEFENCE when attacked. They can be hit on the areas numbered on the card.
- Each player chooses 1 card to be their Active Dodge card, which is displayed in front of them and the remaining Dodge cards are set behind it, visible to others, like in the image. The bandits must always have 1 Active Dodge card in play.
- While Duelling, cards with higher chances of getting shot steal more coins and vice versa.



## How to Play:

- **The tallest Bandit starts.** On his turn he'll have to **START A DUEL** in which he'll shoot at another Bandit, who will try to dodge and then retaliate, following the steps below. The first getting shot loses the duel. In 2-player mode, skip step 1.

### • STEPS OF THE DUEL:

# 1

- **THE BANDIT SPINS THE TEQUILA BOTTLE** to point at a target. The remaining Bandits must remain still while the bottle spins.

- If the bottle stops pointing between two bandits, the bandit that spinned it may choose which of them is the target.
- If the bottle stops pointing at who spinned it, that bandit skips their turn.



# 2

- **With the target selected, shout ¡Manos Arriba!** at the target, who in turn raises their hands.



If the shooter doesn't do this before step 3, any other player may call him out and the first to do so claims 1 coin of \$1 from the shooter.



# 3

- **TO SHOOT**, a Shot card is drawn from the Shot deck and compared with the target player's Active Dodge card.

- **If the number on the crosshairs matches that in the target's Active Dodge card, YOU HIT YOUR MARK!**

- The bottom of the shooter's Active Dodge card indicates how many coins he steals from the target.
- The target loses his Active Dodge card and selects a new one from among his remaining Dodge cards to take its place.
- The Shot card and the hit Active Dodge card are returned to their respective decks.
- **If both numbers don't match, the SHOT MISSES the target.**
- The Shot card is returned to its respective deck.
- The target retaliates by drawing a Shot card from the deck and repeats step 3. There can be only one retaliation shot per duel.

### COMPARE THE CARDS



- **Besides duelling, on their turn, players may also strengthen their attack or defence:**
- **Attack:** They may bet on the Wanted card to aim all guns towards a specific player. They may buy 1 Tequila card for \$3 to spin the bottle a 2<sup>nd</sup> time.
- **Defense:** They may buy 1 Dodge card for 1 Gold Tooth to get extra "lives". They may buy 1 Chilli card for \$3 to avoid becoming a target.

(See the back of the page to learn how to get Special cards, extra Dodges and how to buy/sell Gold Teeth)

## A Bandit is Killed

- When he runs out of Dodge cards.
- That player leaves the game and his killer takes all his loot, including special cards and gold teeth.

## End of Game:

When there are only 2 bandits left, the **FINAL DUEL** takes place.

- Both players keep their Dodge cards and Gold Teeth and the Shot and Dodge decks are shuffled.
- The bandits involved may buy extra Dodge cards by spending 1 Gold Tooth for each. Set all the newly bought Dodge cards behind the Active Dodge card.
- Place the Shot card deck between the two Duelling bandits.
- **The player with the most Dodge cards shoots first** and repeats step 3 of Duelling.
- **If the shot hits its mark**, the shot bandit loses his Active Dodge and removes it from play. The shooter continues to shoot at his target until he misses his shot.
- **If he misses his shot**, the target is now the shooter and shoots back at the previous player. These steps are repeated until a bandit runs out of Dodges. That player loses the Final Duel and



The survivor  
wins the match and is designated as

# EL GRAN CABRÓN!





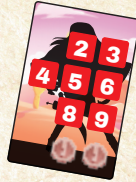
## Buy and Sell Gold Teeth:

- On their turn, bandits may buy Gold Teeth to assure their wealth isn't stolen while alive.
- Unlike Coins, Gold Teeth can only be stolen when a target is killed.
- Gold Teeth cost \$10, which are deposited in the bank bag.
- Converting each Gold Tooth for coins devalues it as it is now worth \$8.



## Buy Extra Dodge cards:

- On their turn, bandits may buy new Dodge cards for 1 Gold Tooth each and set them behind their Active Dodge card.

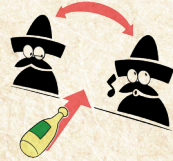


## Tequilla and Chilli Special cards:

- On their turn, bandits may buy one of these special cards for \$3 each. These cards may only be played while the bottle is spinning.



**Tequila card:** If the bandit spinning the bottle predicts it'll miss his target, he may play this card (while the bottle spins) to spin it once again.



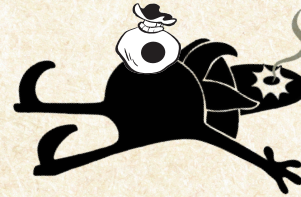
- **Chilli card:** If a bandit predicts the bottle will stop between him and another bandit, he may play this card (while the bottle spins) to make sure the other bandit becomes the target. If both potential targets have this card, the first to play it is the one protected.

- While the bottle spins, all bandits must remain still or risk automatically becoming the shooter's target.
- Special cards are removed from the match after being played. Once removed they cannot be bought.

## To add an additional strategic element:

### Bounty Hunter:

- When one player gathers 3 Gold Teeth, he may become the Bounty Hunter and bet on the death of a rival bandit.
- On his turn, this bandit may declare himself the Bounty Hunter and give the Wanted card to a rival player who becomes the wanted bandit.
- The Bounty Hunter then makes his first bet (of a minimum of \$1) which is placed over the Wanted card.
- Whoever shoots at the wanted bandit (while the Wanted card is in front of him) may take 1 extra shot, repeating step 3 of duelling.
- On their turn, any bandit may raise the stakes by surpassing the value of the previous bet and thus acquiring the right to assign the Wanted card to another player.
- If the Wanted Bandit is killed, the current Bounty Hunter:
  - Collects the bounty - all bets over the Wanted card.
  - Shares half the loot of the killed bandit with the killer.



### Form alliances:

- Players are encouraged to discuss alliances with each other at any moment. Although optional, forming alliances is a fun way to get an advantage over rivals, but BEWARE: If a member of an alliance is killed, his allies lose 1 Gold Tooth or \$10 to the killer.
- The wanted bandit may try to get rid of the wanted card by negotiating with other bandits to bet against another player (perhaps the current Bounty Hunter). While negotiating, players may offer Coins, Gold Teeth, Special cards or even Dodge cards.

English 

**The players belong to a group of bandits who just robbed a bank and divided the loot.**

**However, you're not happy with your share and you want to take the entire bag for yourself, through shootouts, alliances and betting against the rest of the group:**

**This is:**



16+

30 min.



#### Contents:

- 1 bottle of Tequila Bang Bang
- 12 gold teeth
- 1 loot bag with 120 coins
- 6 Tequila Bang Bang cards
- 6 Chilli cards
- 1 pack of Shoot cards
- 1 pack of Dodge cards
- 1 Wanted poster