

The Surprise cards

The Surprise cards have an immediate effect: they can only be used once during the game and are then discarded! Unless otherwise specified, they can be played at any time.



Ambulance:



You can remove one of your wounds. All the other players can, each in turn, offer you a share of their Loot, face-up, to get you to remove one of their own wounds. You're free to accept or refuse.

Note: you can't play this card if you've just died.

Fake Click:



When you flip over your Ammo card, play your Click like a Bang!.

Give Me That!:



When a player chooses a share of Loot, you can choose to take it instead of letting them keep it.

Backstab:



Even when lying down, you can still apply your Bang! card.

I'll Be Back!:



At the beginning of a Loot share, stand your Character back up (whether wounded or just lying down) to take part in the sharing.

Coup d'État:



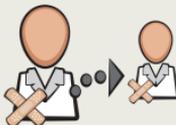
Before the Godfather uses their privilege (ordering another player to change targets), take the Godfather title.

Imitator:



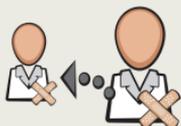
When a player is eliminated from the game, take their Power card.

Crazy Bullet:



When you inflict a wound with a Bang!, also inflict one on the next player to the left of your target who didn't lie down.

Magic Bullet:



When you inflict a wound with a Bang!, also inflict one on the next player to the right of your target who didn't lie down.

Manipulation:



While sharing the Loot, decide the distribution of the Loot shares and give permission (or not) to the Godfather to get into the Safe.

Note: if you let the Godfather into the Safe, they are free to choose the shares of Loot of their choice.

Recycler:



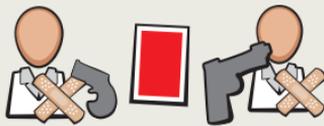
After a player has used their Surprise card, claim that card. You will be able to use it starting on the next turn.

Seduction:



After the Godfather has used their privilege (to order another player to change targets), force all players who are aiming at you to aim at the player(s) of your choice.

Small Gun:



At the beginning of a round, take the Small Gun in your other hand. You must then aim at two different players. Apply your Bang! card with both weapons. However, once the Small Gun inflicts an injury, it is returned to the box.

Smoke Grenade:



At any point of the game but before the beginning of the sharing, flip over and shuffle all of this turn's face-down Loot cards. The rest of the sharing happens normally.

Take That!:



After wounds have been applied, lay down the Character of a player directly next to you without inflicting a wound on them: they will not be able to take part in this Loot share.

Untouchable's Creed:



At the beginning of a round, discard a Click in order to not participate in the Hold-Up phase. You come back into the game at the beginning of the Loot sharing.

