

1. Contents

1 **bullet** (= dice), 1 **revolver cylinder** (dice holder),
Game money (12 bills per player, each 6 x 1,000 and 6 x 2,000 bulletbuck notes),
1 **cylinder-lock** (one 42 mm lid for the dice holder),
6 x „**click**“ **markers** (14 x stickers to stick to the cylinder-lock and „click“ markers)

2. What is This Game About?

You've been a gambler all your life and now you've gambled away everything. To the point where you feel you have nothing left to lose. But with this game, you can win big! Just put a revolver to your temple a few times ... and the chances are favorable: 5 dry chambers and only one live one! Only those who dare win, everyone knows that. So why not you? And if a bullet catches you, they have promised to give your winnings to your survivors. So the mortal risk to your life would not have been in vain.

3. Game Setup

3.1. Before your First Game

Stick the 12 „click“ stickers to the front and back of the 6 small black markers.

Stick the 2 large „cylinder“ stickers onto the big black lid.



3.2. Setup

Each player gets 12 bills from the bank as bids: 6 x 1,000 and 6 x 2000 bulletbucks.

Place the revolver cylinder, the cylinder-lock, the bullet, and the 6 „click“ markers in the center of the table.

4. The Money

The currency of the game is called Bulletbucks.

The bulletbuck bills are in two denominations, which may not be exchanged in the game!

Bulletbucks are used in two different ways in the game:

I. Bid-bulletbucks are used for bidding. You manage this money secretly. This money is worthless at the end of the game. At the beginning of the game, this is the only money you have.

II. „Click“-bulletbucks are the money that you win during the game. You manage this money openly.

5. Game Play

The game is played in at least 6 rounds.

Each round consists of

- the bidding phase**, that determines who plays Russian Roulette and
- the Russian Roulette phase.**

a) Bidding Phase

During this phase, each player who is still alive must make a bid with at least one bill from his supply of bid-bulletbucks. To make a bid, secretly choose a number of bills hidden under your hand on the table. When everyone is ready, everyone reveals their bid simultaneously.

The high bidder chooses the player who will play Russian Roulette (you may choose yourself).

Ties: If the highest bid is tied by 2 or more players, each must raise their bid. Each of the high bidders secretly chooses at least one bid-bulletbuck hidden under his hand, which is simultaneously revealed. If there is again a tie, continue until there is a highest bid.

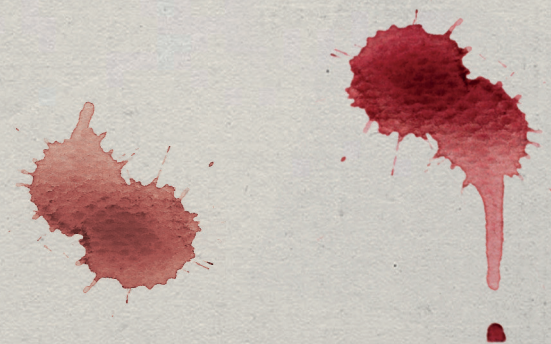
Special Case:

What happens if you have no more bid-bulletbucks?

If you have no bid-bulletbucks either to bid at the beginning of the bidding phase or if you must raise your bid during the bidding phase, convert one of your stacks of „click“-bulletbucks into bid-bulletbucks.

Select a stack of „click“-bulletbucks, remove the „click“ marker from it, and place the bills in your inventory of bid-bulletbucks.

If you run out of „click“-bulletbucks to convert, you must leave the game (Bäng! - A nice greeting from the Mob).



b) Russian Roulette Phase

If you are the one who must play Russian Roulette, take the revolver cylinder from the center of the table, put the bullet into the cylinder and close it with the cylinder-lock.

Then take the „click“ marker (= the trigger) from the center of the table and hold it with your pointing finger on top of the cylinder opposite the cylinder-lock.

Now „spin“ the cylinder by holding the cylinder-lock closed with your thumb and shaking your hand several times vigorously. Then open the cylinder.



Now there are two possibilities:

1. The cylinder chamber is empty
(the dice face is blank).

You say „click!“ and receive the entire bid. Stack all the bulletbucks together and put the „click“ marker used in the Russian Roulette on top of the stack.

Except in the „special case“ mentioned above, these „click“-bulletbuck stacks may not be used for bids.

2. The cylinder chamber is loaded
(the dice face shows a bullet).

You say „bang!“ and are out of the game. The „click“ marker you used goes back to the center of the table.

Your bid and bid-bulletbucks that you may still have are removed from the game, but your „click“-bulletbucks remain for the final scoring.

6. Ending The Game

The game is over when there is no „click“ marker in the table center at the beginning of a bidding phase, or only one player is sitting at the table.

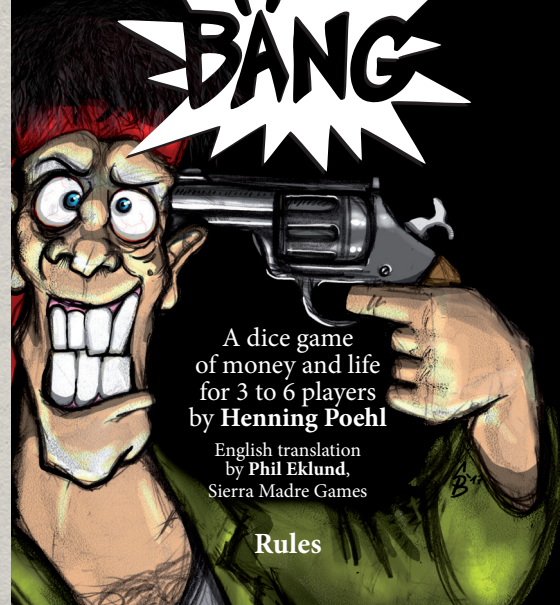
7. Scoring & Winning

To score, count your „click“-bulletbucks and multiply this sum by the number of „click“ markers earned.

The player with the highest score has won (even if he is dead).



KLACK KLACK BANG



A dice game
of money and life
for 3 to 6 players
by **Henning Poehl**

English translation
by **Phil Eklund**,
Sierra Madre Games

Rules