

Bullet & Batch:

Deck:

- Based on a set deck with 4 properties and 3 variations
 - [Example Deck](#):
 - Color: red blue green
 - Shape: circle triangle rectangle
 - Number: 1 2 3
 - Fill: Filled Light-Fill Empty
- Bullet Cards:
 - 9 Bullet cards
 - Bullet cards cause the player to lose a 'life', which equates to hand-size
- Revolver Cards;
 - 9 Revolver Cards
 - Allow a player to make anyone reshuffle their cards into the deck and redraw up to existing hand-size. The entire deck is reshuffled along with the discard.
 - The card must be played on any player which can be the player who pulled the card

Rules:

1. Shuffle the base deck. Give each player five cards, which they must place face-up in front of them. *Note: If a player draws a bullet or revolver, having them pull another card until they have five base cards. Shuffle the bullets/revolvers back into the deck.*
2. Place the top card as the start of the discard pile *Note: If the card is a bullet or a revolver, place it randomly into the deck and draw again until a regular card is placed.*
3. The players take turns pulling a card from the face down deck or the top card of the discard pile. They can swap this with a card in their hand, or place it on the discard pile. *Note: If a player pulls from the top of the discard pile, they are required to swap it with a card in their hand.*
4. When the main deck is out of cards, one player shuffles the discard deck and play resumes from Step 3
5. The goal of the game is to survive until all other players are 'dead' or be the first to make a 'set'. A set consists of three cards that have three of the same properties out of a possible four. For examples, see the diagrams below.
6. In the deck, 'bullets' and 'revolvers' may also be pulled.
 - a. 'Bullets' cause a player to lose a 'life', which is a reduction of one from their hand-size. *Note: The first bullet causes hand-size to permanently go from five to four, the second from four to three. The player may choose which card to discard from their hand. Both the card and the bullet are discarded, with the bullet on top. On the third bullet, a player is considered 'dead' and is out of the game. Their cards are placed in the discard with the bullet on top.*

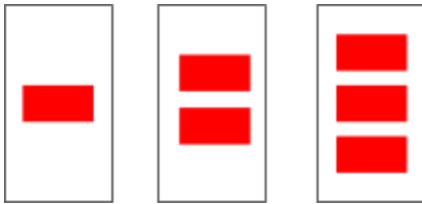
- b. 'Revolvers' must be played immediately. They can be played on any player, including the player that pulled the card. The player that pulls a 'revolver' chooses who it affects and the effect. The first option is the person chosen must shuffle their cards into the deck along with the discard and redraw to their existing hand-size. All other players keep their cards. The second option is the person regains a 'life' or hand-size up to five and draws a card to their new hand-size. The game resumes normally after either. *Note: If the player forced to shuffle draws a revolver or bomb, they are placed in the deck, and the player keeps drawing until they have a hand of all base cards. If a player gaining a 'life' draws a revolver or bomb, they are placed in the deck, and the player keeps drawing until they have a hand of all base cards.*

Examples of possible winning combinations:

Example A:

Same = color + fill + shape

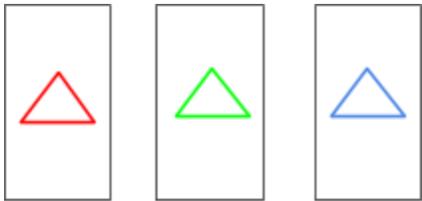
Different = number



Example B:

Same = shape + fill + number

Different = color



Example C:

Same = color + fill + number

Different = shape

