

Christopher Vasiliou

# CRAZY. BULLETS.



In the Wild West, gun fights are always the best practice to resolve a dispute. But what happens when the bullets blasted from a revolver, go crazy and start to follow their own path ?

When the smoke clears, only the quickest will survive from those "Crazy Bullets". Are you quicker than... your shadow ?

**RULEBOOK**

## Contents

- 128 Cards
- 1 Rulebook

## 4-Player Game

The following instructions are used in a 4-player game. In a game with 2 or 3 players some adjustments are made which you can find in the corresponding sections.

### Game Setup

Shuffle all the cards and deal 32 to each player. Sit on the table across each other, as seen on the image below and keep your cards face-down in front of you, aimed towards the player across the table.



The player who most recently watched a western movie plays first.

### Turn Overview

During your turn, reveal the first card in your stack by turning it quickly face-up at the center of the table, with the weapon aiming the player across from you. Depending on the color of the revolver's handle and the colors of the bullets, one of the following happens:

- If none of the bullets has the same color as the revolver's handle, reveal another card.
- If just one of the bullets has the same color as the revolver's handle, the turn goes to the player aimed by that bullet and he reveals the next card.

- If two or more bullets have the same color as the revolver's handle, then the players that the bullets are aiming must have a duel, placing their hands as quickly as possible over the card. The quickest player to place his hand on the card is the winner. He removes the first card from his stack and places it on the side of the playing area. Then he reveals the next card from his stack.

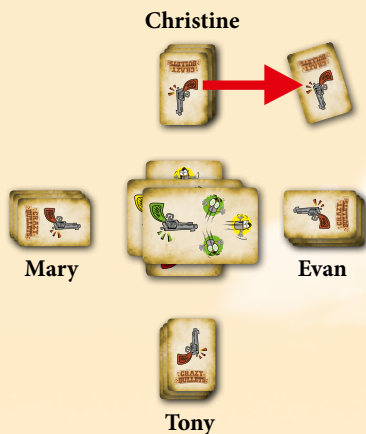
**Example:** *Tony, Evan, Mary and Christine are playing “Crazy Bullets”. Tony goes first and reveals the first card from his stack:*



*The card shows a red revolver with just a single red bullet, aiming Mary. No duel is carried out in this case and it is Mary's turn to reveal a new card:*



*The card Mary revealed shows a yellow revolver but none of the bullets is yellow. Once again, no duel is carried out and Mary plays again, revealing a new card:*



The second card Mary reveals shows a green revolver and this time there are two green bullets, one towards Tony and one towards Christine. A duel commences, with both players trying to place their hands on the card. Christine is quicker than Tony and wins the duel. As a result, she takes the first card from her stack and places it aside. She then reveals the next card in her stack at the center of the table.

If you get confused and reach out to touch a card without a duel taking place between you and another player, then you have made a **foul**. As a penalty, you take the card you touched and you place it face-down at the bottom of your stack.

The next player then (as determined by the bullets on the card), plays as normal. In case you make a foul in a card that demands a duel between two other players, then the player who revealed the card decides who between them will reveal the next card.





**Example:** The card that Christine reveals shows a red revolver with a single red bullet aiming Evan. However, with both other bullets being yellow, Tony is mistaken, reaches out and touches the card. That was a foul - his penalty is to take the card he touched and place it on the bottom of his stack.

It is then Evan's turn, since he was the one the red bullet was aiming. He reveals a card with a green revolver and 2 green bullets, one towards Tony and one towards Mary. Christine, sees the card and is mistaken. Even though no bullet is aiming her, she reaches out very quickly and touches the card. Once again, a foul has been made. Her penalty is to take the card and place it at the bottom of her stack. Since the duel that should have taken place between Tony and Mary never happened, Evan (who revealed the last card) gets to determine which of the two will play next. He chooses Tony and the game goes on as normal.

## Game End

The player who gets to empty his stack first, is officially declared "The fastest revolver in the Wild West" and wins the game!

## 3-Player Game

The 3-player game is played like the 4-player game with the following differences:

- Before playing, choose one of the four colors and remove all the cards in which the revolver's handle is of that color. Return these cards to the box as they will not be used.

- Once again, you sit across each other, but this time one of the seats is left empty.
- Whenever a new card is revealed, ignore the bullet aiming the empty seat - you should act as if it wasn't even on the card.
- If you reveal a card and one of the other players makes a foul, the next card is revealed by the third player.

**Example with 3 players:** Alex, Kate and Christopher are about to play “Crazy Bullets”. They sit across each other, as seen in the following image.



Alex



Christopher



Kate

They remove all the cards with a yellow revolver, they shuffle the rest and deal 32 to each player. Kate goes first and reveals a card with a red revolver and 2 red bullets, one towards Alex and one towards the empty seat.



Alex



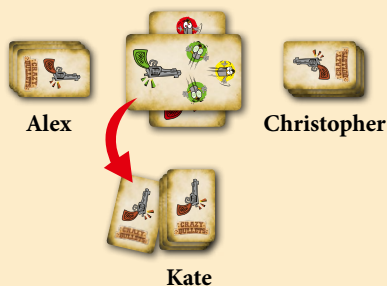
Christopher



Kate

The players ignore the bullet going towards the empty seat. This leaves a single red bullet on the card which means that no duel is happening. Alex plays next (the red bullet was aiming him) and reveals a card with a green revolver and 2 green bullets, one towards Kate and one towards the empty seat.





Same as before, no duel is supposed to take place from this card. Kate however is mistaken by the 2 bullets, reaches out and touches the card. She made a foul, which means she must take the card and put it face-down at the bottom of her stack. Also, due to her foul, the next player to play is Christopher.



The card that Christopher reveals shows a blue revolver with 3 blue bullets, one in each direction. This starts a duel and is almost immediately won by Kate who places her hand on the card very quickly. As a result, she removes the top card of her stack from the game and reveals the next card face-up at the center of the table.

## 2-Player Game

The 2-player game is played like the 4-player game with the following differences:

- Before playing, choose two of the four colors and remove all the cards in which the revolver's handle is of those colors. Return these cards to the box as they will not be used.
- Sit across each other. Each of you announces the hand with which you are going to reveal cards, leaving the other hand for the duels. If you use the wrong hand to touch a card, it is considered a foul and penalty is given.

- In order for a duel to start, 2 conditions must be met:
  - The revealed card shows at least 2 bullets with the same color as the revolver's handle.
  - One of those 2 bullets is heading towards the other player.
- Whenever you win a duel, you play again (you reveal the next card). Whenever you make a foul (for any reason), the other player plays next.

## General Suggestions

Whenever you reveal a card, you should do it very quickly and in such a way that the side with the bullets is first seen by the other players.

When a player is about to reveal a card, all other players' hands should be behind their stack of cards.

If two or more people place their hands on the revealed card simultaneously, the duel is won by the player whose hand covers most of the card's area.

**Game Design:** Christopher Vasiliou

**Game Development:** Vangelis Bagiartakis

**Cards Illustration:** Natasha Vardali

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Product of Desyllas Games  
12 Chrisostomou Str  
121 32 Peristeri - Athens  
Tel. +30 2105737725

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