

SILVER™

BULLET CARDS



REFERENCE GUIDE



0

HUNTER

0

For each Hunter that is faceup in your village at scoring, you may remove 1 other card from any village. Removed cards do not count in scoring for that round.

If there is more than one Hunter, the start player from the current round uses their Hunter's ability first. They may remove a Hunter from another player's village, so that player may not remove a card on their turn.

The Hunter ability takes place before end of round scoring.

If you have a Lycan faceup in your village, you may add 1 to the value of any card you discard as part of a set of matching cards. For instance, a faceup Lycan would allow you to discard a 6 and a 7 from your village on your turn (the +1 is added to the 6, making both cards 7s). The Lycan(s) are not removed from your village unless they are part of the matching discarded set. The Lycan ability is also active if it is being placed into your village while you are discarding matching cards.

If you have multiple Lycans faceup in your village, you may add them together to a single card, or split them across multiple cards. It is always optional to use the Lycan ability when discarding cards.

Each Count may be worth 11 instead of 10, so 3 cards may be turned in.



Each Lycan adds 1 to each of the Count cards

When discarding cards that have different values, they are always discarded with the lowest original value cards on the top and the highest original value cards on the bottom.

The Lycan is worth 1 point at end of round scoring.

For each faceup Priest in your village, you may flip over one of the cards in your village at any time during your turn (even during the turn in which you acquire a faceup Priest or flip a Priest faceup).

When using this ability, cards may be flipped from faceup to facedown, or from facedown to faceup.

3

GOTH GIRL

3

For each faceup Goth Girl in your village, you may place one of your discards at the bottom of the deck instead of the discard pile, keeping it faceup or facedown (do not flip it over from its current orientation, even to view a facedown discard). You can do this for any card you discard, including a card you discard from your village, a card you drew from the deck that you discard (only if you do not use the card's ability), or a card that is discarded from your village as the result of another card (e.g., If the Witch from *Silver* (Amulet) is used by another player to give you a card from the deck, you may decide to place your card on the bottom of the deck instead of discarding it onto the discard pile).


The Goth Girl ability is also active if is being placed into your village while you are discarding, and a faceup Goth Girl may always be discarded to the bottom of the deck.


If you have multiple Goth Girls, you may place up to that many discards on the bottom of the deck (but only if you were going to discard at least that many cards). Goth Girl's ability may result in some cards being faceup and others facedown in the deck.

4


MORTICIAN

4

For each Mortician that is faceup in your village, you may activate the ability on a card you discard from your village that has the  symbol on it.

If you have multiple Morticians and discard multiple cards with the  ability and want to activate more than one of them, place the discards on the discard pile one at a time, activating the ability of each card as you discard it and resolving any issues with that card, and then place and activate the next discarded card's ability.

If you discard a card that results in discarding another card, you may use the new discarded card's ability only if you have an additional Mortician. You may only use each Mortician's ability once per turn.

Any  card you discard as a result of placing the Mortician into your village can be activated at that time.

5

COW

5

Pick up the deck and flip it over. Once you see the new top (now faceup) card, you may not decide to not do this.

When players draw a card from the faceup deck, it remains faceup in their village if they choose to keep it.

Be careful not to reveal other cards below the one currently on the top of the deck as you take cards from the top of the deck.



Always use the included game mat when playing with the Cow; it helps players differentiate between the deck and the discard pile.

6

INSTIGATOR

6

Turn 1 card over, from facedown to faceup, or from faceup to facedown, in any village or on the top of the deck or discard pile.

7

INSOMNIAC


7

View all of the cards in your village.

8**THING****8**

Pick up all the facedown cards in any village, shuffle them, and then place them back in in the village you took them from, still facedown. You may shuffle the facedown cards in your own village.

9**MARKSMAN****9**

Use the ability of any  card that is faceup in any village.

10**THE COUNT****10**

One at a time, take 10 cards from the deck and place them faceup on the discard pile.

If there are 10 or fewer cards in the deck when this ability is activated, the game ends immediately when the last card from the deck is placed in the discard pile.

You may count the number of cards remaining in the deck before activating this ability.

11**TROUBLEMAKER****11**

Take a card from any village (including your own) and swap it with a card from any other village. Keep facedown cards facedown and faceup cards faceup. Do not look at any facedown cards.

12**GREMLIN****12**

Add the Gremlin faceup to the end of any player's village (including your own). The player that receives this card does not discard a card in return for receiving it; this adds a card to their village. There is no limit to the number of cards that may be in a player's village.

13

COPYCAT

13

At scoring, the Copycat is worth the value of the lowest card in your village. If this is your only card at scoring, you score 13 points.

COMBINING DECKS

You can combine Silver decks to customize your games. Replace all of the cards of one number from one deck with all of the cards of that same number from another deck. You can combine any combination of numbers, and any number of decks this way!

Just make sure you always have two 0s, two 13s, and four each of cards 1–12.

A fun way to combine decks is to let the losers of the last game each replace a number of their choice before the next game.

OTHER SILVER GAMES

Silver and *Silver Coin* are currently available at beziergames.com or anyplace that sells quality boardgames.



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