Me and my neighbor had tested the Theft, Trap, Gold version for couple times, we found that the game is actually more entertaining than before. However, the rule did not address that if the user both had Trap or Theft.

Base on the TTG version, we made a few changes and improvements on the rules and the game itself. Instead of Theft, Trap and Gold, we changed them to Shoot, Dodge and Grenade. Dodge beats Shoot, Shoot beats Grenade and Grenade beats Dodge. In this version, the person who won gets one point until the first play hits 10 points to become the winner. If both player had Shoot or Grenade in a round, they should play another round, in this round if one beats another, the person immediately win two points. If both person had Dodge, nothing happens. The winner can pick punishments such as pick a drink for the loser or ask him to do Truth or Dare. These rules are very simple and easy for the players to remember, and it is more entertaining than before.