**Rules for version 1.3**

Rules:

- *Phase 1: Power*
    - The player *taps* and a *bar* appears.
    - The bar is *filling up* and *lowering* repeatedly.
    - The more the bar is filled up, *the more force the penguin is hit with.*
    - If the *player taps again* when the bar is *full all the way*, they get a *bonus to power.*
    - The player can *buy shotguns* that have and use *more power meters.*
    - When the player is using this type of *shotgun*, a *power meter* will appear as regular. However, after they lock in the *first* power meter, a *second power meter will appear for them to lock in.*
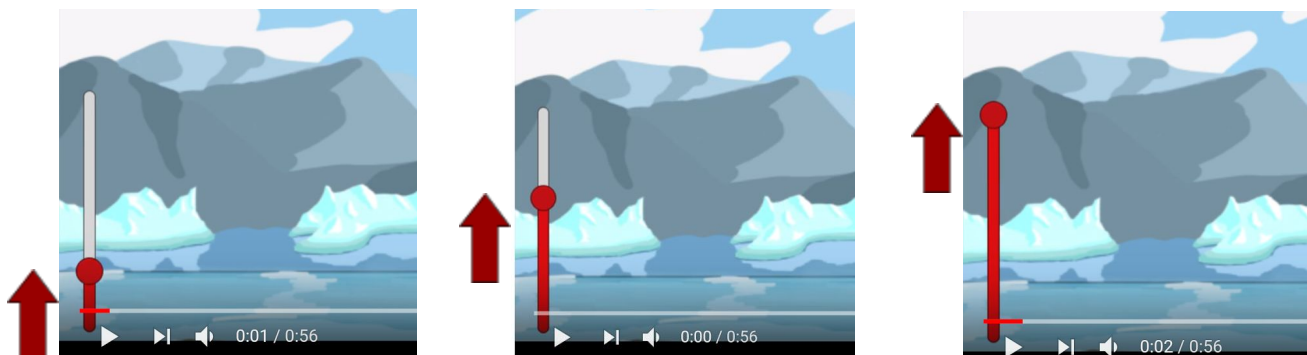
- *Phase 2: Swing*
    - A *Penguin* is *tossed* towards the player.
    - The *player taps*, and the *swing starts.*
    - The *penguin* flies in the *direction* that it *bounces off the shotgun*.
    - If the player got the *bonus power,* then the penguin gets *extra force* added to its velocity so it will fly further.

- *Phase 3: Flying/Shooting*
    - Every *shotgun* has a *number* of *shells* it can hold.
      Every time the player *shoots*, they *spend* a *shell*.
      If the *penguin* is in the air or *sliding* after it was hit, the player can *shoot* it to *boost* it *forward* and *up*.
      If the player is *out of shells, they cannot shoot*.
    - There are different objects in the level that can either boost or stop the penguin.

- The penguin *will slide* for a bit on the ground *when it lands*.
- When its *velocity equals 0 for 3sec*, the camera goes back to the player.
- *Money is added up.*

- ***Phase 4: Buying***
  - *The further the penguin goes, the more money you make.*
  - This *money* can be *spent* on *better*, *more powerful*, *shotguns with more power/shells*.
  - Once the player gets ~5,000$~ they can *buy* a *ticket* to the *world series*.

- ***Phase 5: Winning***
  - The player takes control of a baseball player with the same controls, only this time, there are 3 power bars.
  - The penguin is replaced with an actual ball.