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Subject: Re: Ready, Aim, Fire

Posted by [R3N3G1DE](#) on Wed, 11 Jul 2007 18:25:14 GMT

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R3N3G1DE wrote on Wed, 11 July 2007 19:33 Ready, Aim, Fire

Each round, the players will PM or IM the GM their targets. You can either shoot yourself, shoot another player, or shoot nothing.

Once all targets have been recieved, the Game Master will determine who died and who survived. The GM will then post who died and who survived, and the next round will commence.

If everybody dies in a single round, then the round is nullified (nobody dies), and new targets are chosen.

Here's how targeting works:

Player A shoots Player B: B dies, unless B targeted himself. If B did target himself, then A dies.

Player A shoots himself: If anybody targeted A, that player dies. Otherwise, A shoots himself and dies.

Player A shoots nothing: If anybody targeted A, then A dies.

Here's a sample game. Alan, Betty, and Carl are playing.

Round 1: Alan targtes Betty. Betty targets Carl. Carl targets Alan. All three players would die, so the round is nullified. Everybody survives.

Round 2: Alan shoots himself. Betty shoots Alan. Carl shoots nothing. Betty dies, since she tried to shoot Alan (who targeted himself). Alan and Carl survive.

Round 3: Alan shoots himself. Carl shoots himself. Both players would die, so the round is nullified. Both players survive.

Round 4: Alan shoots nothing. Carl shoots Alan. Alan dies, and Carl wins.

Any suggestions are appreciated

\*Update\*

<Would you like 3 targets>

<Three Protective Guard> (Can handle 3 shots)

(And record keeps)

Example: First, second, and third places...

(Two players)

Player A shoots player B, shoots player B and shoots player B.

Results of player B : Player B survives, Player B survives, Player B is dead.

Player A shoots player B, shoots player B, and suicides.

Results of player B : Player B survives, Player B survives, Player B survives.

Results of player A : He is now dead. (Suicides)

(Three Players)

Player A shoots player B, shoots player B, shoots player C.

Results of player B and C : Player B survives, player B survives, player C survives.  
Record : Player B has 1 Protective Guard, player C has 2 Protective Guard.

Player A shoots player B, shoots player C, shoots player C.  
Results of player B and C : Player B survives, player C survives, player C survives.  
Record : Player B has 2 Protective Guard, and player C has 1 Protective Guard.

Quote: Each round, the players will PM or IM the GM their targets. You can either shoot yourself, shoot another player, or shoot nothing.  
Once all targets have been received, the Game Master will determine who died and who survived. The GM will then post who died and who survived, and the next round will commence.  
If everybody dies in a single round, then the round is nullified (nobody dies), and new targets are chosen.

Cross out.

(Official Game Rules) (Listed Below)

IMPORTANT: Send me targets in PM.

Player B doesn't shoot Examples

Player A shoots player B, shoots player B and shoots player B.  
Results of player B : Player B survives (2 Protective Guard), player B survives (1 Protective Guard), player B is dead.

Player A shoots player B, shoots player B and shoots nothing.  
Results of player B : Player B survives (2 Protective Guard), player B survives (1 Protective Guard), player B survives (1 Protective Guard)

Player A shoots player B, shoots nothing and shoots nothing.  
Results of player B : Player B survives (2 Protective Guard), player B survives (2 Protective Guard), player B survives (2 Protective Guard)

Player A shoots nothing, shoots Nothing and shoots nothing.  
Results of player B : Player B survives (3 Protective Guard), player B survives (3 Protective Guard), player B survives (3 Protective Guard).

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Player A shoots player B, shoots player B and shoots player B.  
Player B shoots player A, shoots player A and shoots player A.  
Results of player A : Player A has now (2 Protective Guard), player A has now (1 Protective Guard), is now dead.  
Results of player B : Player B has now (2 Protective Guard), player B survives (1 Protective Guard), player B is dead.

Player A shoots player B, shoots player B and shoots player B.

Player B shoots player A, shoots player A and suicides.

Results of player A : Player A has now (2 Protective Guard), player A has now (1 Protective Guard), is now dead.

Results of player B : Player B has now (2 Protective Guard), player B survives (1 Protective Guard), player B survives.

Player A shoots player B, shoots player B and shoots player B.

Player B shoots player A, suicides and suicides.

Results of player A : Player A has now (2 Protective Guard), player A has now (1 Protective Guard), is now dead.

Results of player B : Player B has now (2 Protective Guard), player B survives and player B survives.

Player A shoots player B, shoots player B and shoots player B.

Player B suicides, suicides and suicides.

Results of player A : Player A has now (2 Protective Guard), player A has now (1 Protective Guard), is now dead.

Results of player B : Player B survives, player B survives and player B survives.