
Subject: Ready, Aim, Fire

Posted by [R3N3G1DE](#) on Wed, 11 Jul 2007 17:33:29 GMT

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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.

Players Pending...

Players:

1# (Space)

2# (Space)

3# (Space)

4# (Space)

5# (Space)

6# (Space)

7# (Space)

Subject: Re: Ready, Aim, Fire
Posted by [Xylaquin](#) on Wed, 11 Jul 2007 18:10:52 GMT
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How would you do this on a forum without cheating by reading others' posts?

Subject: Re: Ready, Aim, Fire
Posted by [sadukar09](#) on Wed, 11 Jul 2007 18:20:33 GMT
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wtf is this?

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 19:33Ready, Aim, Fire

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

Any suggestions are appreciated

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<Would you like 3 targets>

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(And record keeps)

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

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

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

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(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).

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.

Subject: Re: Ready, Aim, Fire

Posted by [AoBfrost](#) on Wed, 11 Jul 2007 19:03:24 GMT

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G3T OFF MY INTERNETS!!!

Subject: Re: Ready, Aim, Fire

Posted by [Starbuzz](#) on Wed, 11 Jul 2007 21:07:04 GMT

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sadukar09 wrote on Wed, 11 July 2007 13:20wtf is this?

Shit.

Subject: Re: Ready, Aim, Fire

Posted by [trooprm02](#) on Fri, 13 Jul 2007 00:54:56 GMT

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another example of kids on crack in canada:(

Subject: Re: Ready, Aim, Fire

Posted by [puddle_splasher](#) on Fri, 13 Jul 2007 18:20:46 GMT

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Is he drunk or high?

Subject: Re: Ready, Aim, Fire

Posted by [R3N3G1DE](#) on Fri, 13 Jul 2007 18:23:00 GMT

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None,

Is there too much information?

Give it a try guys, it's an interesting game.

Subject: Re: Ready, Aim, Fire
Posted by [Try_lee](#) on Sat, 14 Jul 2007 11:00:27 GMT
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I don't think I get it...

You choose three people, need to go find them ingame and kill them?

Subject: Re: Ready, Aim, Fire
Posted by [R3N3G1DE](#) on Sat, 14 Jul 2007 11:45:34 GMT
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Choose three targets (People), send me those three targets in PM, and when I get everyones (probably time limit) then the results come out with the remaining Protective Guards.

Subject: Re: Ready, Aim, Fire
Posted by [danpaul88](#) on Sat, 14 Jul 2007 11:57:56 GMT
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Or I could open Renegade and go and shoot lots of people, and it would be much quicker and a lot more fun than trying to decipher some cryptic and pointless forum game.

Subject: Re: Ready, Aim, Fire
Posted by [R3N3G1DE](#) on Sat, 14 Jul 2007 12:07:53 GMT
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Yeah but then you would have to take all three screen shots and how would you know who to shoot when there ain't anyone registered?

Subject: Re: Ready, Aim, Fire
Posted by [puddle_splasher](#) on Sat, 14 Jul 2007 13:22:01 GMT
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Then you will be team hampering as you chase your chosen enemy around the map instead of

fighting the enemy.

Only alternatives are 1)Do it in an empty server. 2) Do not bother at all and just play Renegade.
