

## **t|r: A Rock, Paper and Scissors Mechanic**

Version One – Outline, 7 November, 2003

t|r is a Mechanic using the Rock, Paper, Scissors (RPS) game as its randomizer. The t stands for initial throws, and the r stands for rethrows. Each iteration of RPS is called a throw, similar to rolling a die. A rethrow in this case is if the player gets a win outcome (rock breaks scissors), and they are allowed to make a rethrow, they may make another throw. (the character between the t and the r is called “pipe” and is typed by hitting shift-backslash)

Throw Outcomes:

Win - Paper covers rock, rock breaks scissors, paper covers rock

Tie - Paper ties with paper, etc.

Lose - Scissors cuts paper, etc.

1. Determine Number of throws (t)
2. Determine Number of rethrows (r), if any
3. Set Difficulty – The minimum number of Win outcomes to avoid failure
4. Make Initial Throws – Player and GM make RSP throws counting the Win and Lose outcomes.
5. Botch Check – If after the Initial Throws there are no Wins and one or more Lose Outcomes, the effort is Botched, or suffers some critical sort of failure (as system indicates). Roll is complete.
6. If there are no Lose and no Win Outcomes (only Ties), the Roll has Failed. Roll is complete.
7. Rethrows
  8. If r is zero, there are no rethrows for this roll. Roll is complete
  9. r is the maximum number of rethrows available, for each Win in the initial throws (step 4), make one more throw. For rethrows, only wins are counted and added to the final result.
10. Add the Wins from the initial throws to the rethrows (if any), subtract the difficulty, the game system will interpret the result. Roll is complete.

It would be possible to leave out the r component if desired, and the difficulty could always be 0. A typical system might say Wins – Difficulty = Degree of Success.

Notation – A roll would be noted as t|r-d, where d is difficulty. In effect the difficulty is subtracted from the number of Wins. So 3|2-2 would be 3 initial throws, 2 rethrows and a difficulty of 2.