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Objective:

To deplete opponent’s 100 health before they deplete yours

Instructions: You and an opponent will go back and forth, taking turns, simulating a duel. For each turn, you will be able to attack, reload, and block. Attacking does 25 damage but are vulnerable while doing so and you can only attack when you are reloaded. You can spend your turn on reloading, where you’re once again vulnerable to an attack, but it allows you to attack once more. You can store a maximum of one bullet at a time, so you must reload after every attack in order to shoot again, but you cannot reload when you already have a full clip. Blocking protects you from any oncoming attack.

Logic:

When two players attack one another, both are vulnerable and thus they both take 25 damage. When player 1 attacks player 2 while player 2 reloads, player 2 takes 25 damage.

When player 1 attacks player 2 while player 2 blocks, no damage is dealt.

If player 1 and player 2 both block or reload, no damage is dealt.

Strategies:

Knowing when your opponent is reloaded is important, so you can anticipate an attack. When you’re reloaded, your goal is to attack when your opponent is reloading, damaging them. When you’re not reloaded, your goal is to reload when opponent isn’t reloading. Use blocks to fill up your other turns, as they provide a net of safety from attacks.