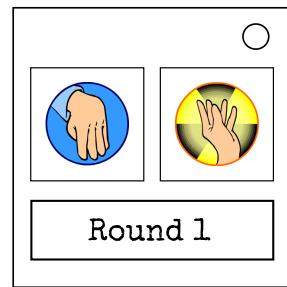


On the Subject of RPS Judging

Deciding everytime when they fight.

You are a scorer on the complex game named RPS 101. Two teams battle each other to decide which team will win and go first in their game (not this one).



Every time a module is solved, they will perform a round of RPS 101. Decide which team wins on the round given. If a tie occurs, no team gets a point.

If all modules have been solved, or if the round will go over 999999999999, the referee will blow the whistle and stop the game. The referee will provide an additional 5 seconds after whistling before going to the scoring board.

The Scoring Board

In this scenario, you must provide the scores of each team. Provide the score of the blue team, then the red team. However, there are restrictions on how you can submit the scores. These are the following rules:

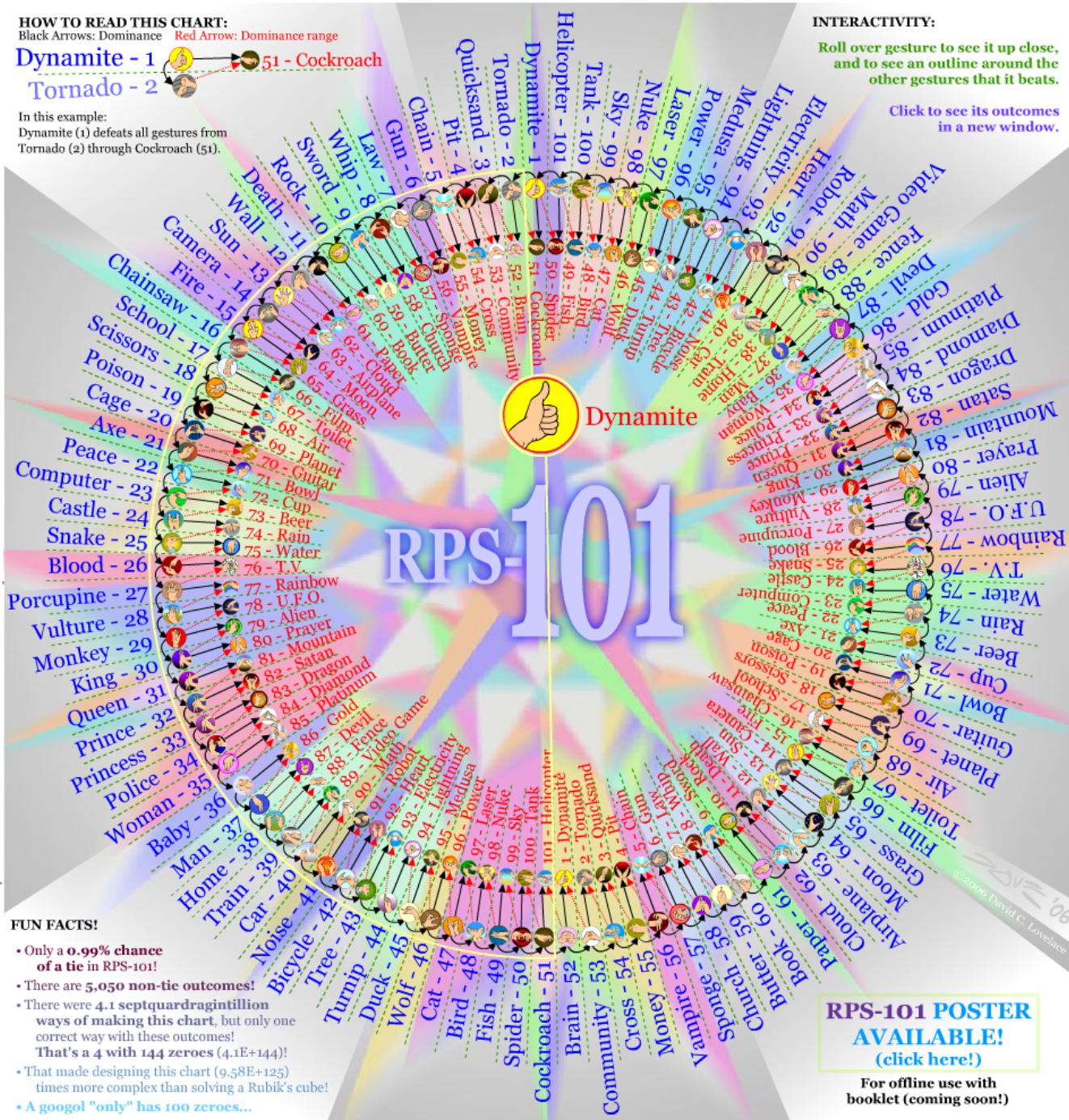
- You must provide the correct score. This is a pretty obvious rule.
- You must not give a blank score on any of the scoring board.
- If the score is not one digit long, you must not start with a zero.

The Decision Flags

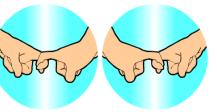
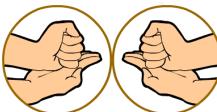
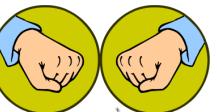
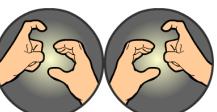
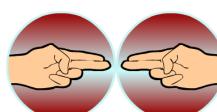
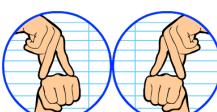
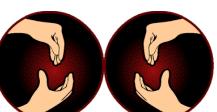
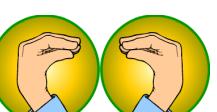
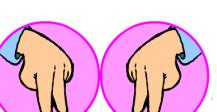
In this scenario, you must dictate the winner of the game to your referee. Determine which team has the highest score. Use the flags to determine the winning team. The color determines the corresponding team. If a tie occurs, select the gray flags instead of the colored flags.

After you dictate the supposed winner to the referee, all info will be verified by a computer. If even one piece of info provided is incorrect, the referee will tell you that a mistake has occurred. You will be sent back to review the rounds of the game, and a strike will be given. When reviewing, you may use the gesture displays to cycle through each round, and the round display to go back to the scoring board and provide brand-new info. If all info given is correct, the referee will announce the result and the module will be solved.

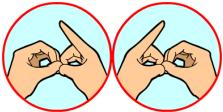
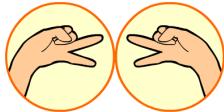
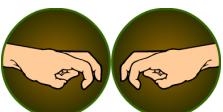
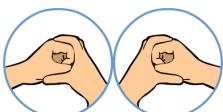
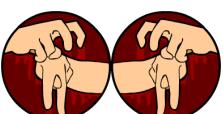
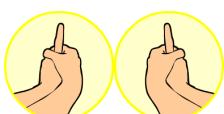
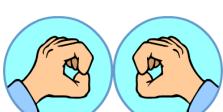
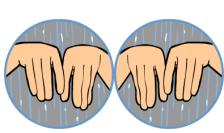
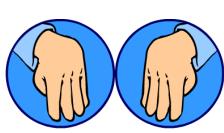
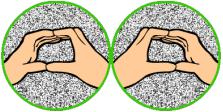
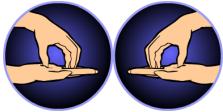
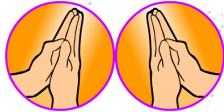
Image Guide



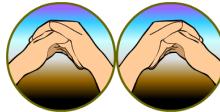
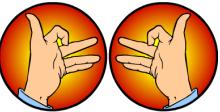
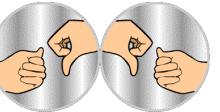
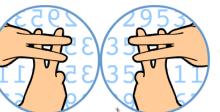
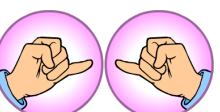
Gesture Guide

(1) Dynamite 	(2) Tornado 	(3) Quicksand 	(4) Pit 	(5) Chain 
(6) Gun 	(7) Law 	(8) Whip 	(9) Sword 	(10) Rock 
(11) Death 	(12) Wall 	(13) Sun 	(14) Camera 	(15) Fire 
(16) Chainsaw 	(17) School 	(18) Scissors 	(19) Poison 	(20) Cage 
(21) Axe 	(22) Peace 	(23) Computer 	(24) Castle 	(25) Snake 
(26) Blood 	(27) Porcupine 	(28) Vulture 	(29) Monkey 	(30) King 
(31) Queen 	(32) Prince 	(33) Princess 	(34) Police 	(35) Woman 
(36) Baby 	(37) Man 	(38) Home 	(39) Train 	(40) Car 

Gesture Guide

(41) Noise 	(42) Bicycle 	(43) Tree 	(44) Turnip 	(45) Duck 
(46) Wolf 	(47) Cat 	(48) Bird 	(49) Fish 	(50) Spider 
(51) Cockroach 	(52) Brain 	(53) Community 	(54) Cross 	(55) Money 
(56) Vampire 	(57) Sponge 	(58) Church 	(59) Butter 	(60) Book 
(61) Paper 	(62) Cloud 	(63) Airplane 	(64) Moon 	(65) Grass 
(66) Film 	(67) Toilet 	(68) Air 	(69) Planet 	(70) Guitar 
(71) Bowl 	(72) Cup 	(73) Beer 	(74) Rain 	(75) Water 
(76) TV 	(77) Rainbow 	(78) UFO 	(79) Alien 	(80) Prayer 

Gesture Guide

(81) Mountain 	(82) Satan 	(83) Dragon 	(84) Diamond 	(85) Platinum 
(86) Gold 	(87) Devil 	(88) Fence 	(89) Video Game 	(90) Math 
(91) Robot 	(92) Heart 	(93) Electricity 	(94) Lightning 	(95) Medusa 
(96) Power 	(97) Laser 	(98) Nuke 	(99) Sky 	(100) Tank 
(101) Helicopter 				