



Saw

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Game Play

Game Play

Starting a Game

- Users can begin a game by typing `/saw play`

Leaving a Game

- Users can leave a game by typing `/saw quit`.
- Once they quit, they are automatically teleported to the return point & the next game of saw automatically begins

Setting a Checkpoint

- Currently, checkpoints must be set using the command `/saw cp`. I hope to later change it so checkpoints are automatic
- I use the plugin ServerSigns to execute the command `/saw cp` so users can easily set checkpoints

Return to Checkpoint

- The number of times a user can teleport back to their last checkpoint is limited, and displayed in game.
- To return to their last checkpoint, the user can type `/saw checkpoint`

Time

- Time is limited in Saw, and is displayed in the scoreboard for the user to see.
- Time is displayed in minutes
- If a users time runs out before they reach the win point, their game is ended and they are teleported to the return point. If other users are waiting, their game will automatically begin

Death & Lives

- When a user dies, they are automatically teleported back to their last checkpoint. If no checkpoint is available, they are teleported to the start point of the game
- Lives are limited, and are displayed in the scoreboard for the user. Lives **do not** count against a users checkpoint teleports
- If a user uses all of their lives, they are automatically teleported to the return point, their game ended, and the next game (if users waiting) will begin automatically

Winning

- If a user reaches the win point before their time runs out and with at least 1 life - they will be automatically teleported to the return point, their game ended & their winnings automatically placed in their inventory. The next game of saw, if anyone is in line, will then begin automatically

History

Source

Table of contents

- Game Play
 - Starting a Game
 - Leaving a Game
 - Setting a Checkpoint
 - Return to Checkpoint
 - Time
 - Death & Lives
 - Winning

Facts

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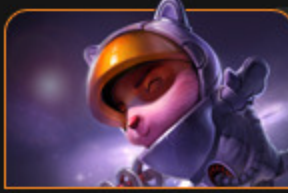
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