ELF - YOU	ROCK (0)	PAPER (1)	SCISSORS (2)
ROCK (0)			
PAPER (1)			
SCISSORS (2)			

ELF - YOU	ROCK (0)	PAPER (1)	SCISSORS (2)
ROCK (0)	0	-1	-2
PAPER (1)	1	0	-1
SCISSORS (2)	2	1	0

ELF - YOU	ROCK (0)	PAPER (1)	SCISSORS (2)
ROCK (0)	0	-1	-2
PAPER (1)	1	0	-1
SCISSORS (2)	2	1	0

ELF - YOU	ROCK (0)	PAPER (1)	SCISSORS (2)
ROCK (0)	0	-1	-2
PAPER (1)	1	0	-1
SCISSORS (2)	2	1	0

ELF == YOU -> DRAW   (3 CASES)

ELF - YOU == -1 -> WIN (2 CASES)

ELF - YOU == 2 -> WIN   (1 CASE)

ALL THE REST -> LOSS   (3 CASES)