

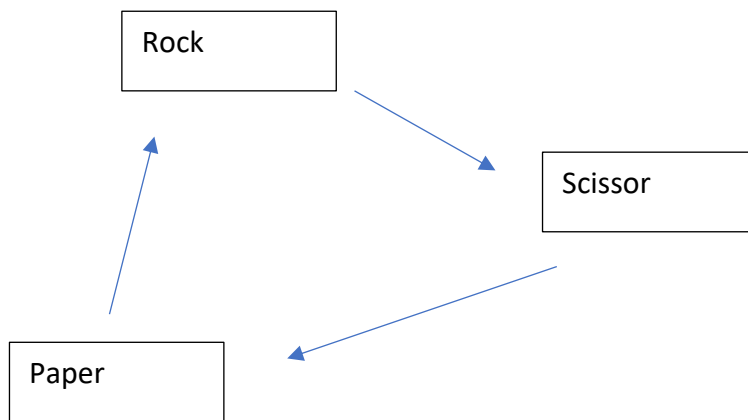
## Modified Strategic Rock Scissor Paper

This game is a childhood game for many. However, there are some vivid issues associated with it. There are nine different states which could happen during the game. The states are as follows:

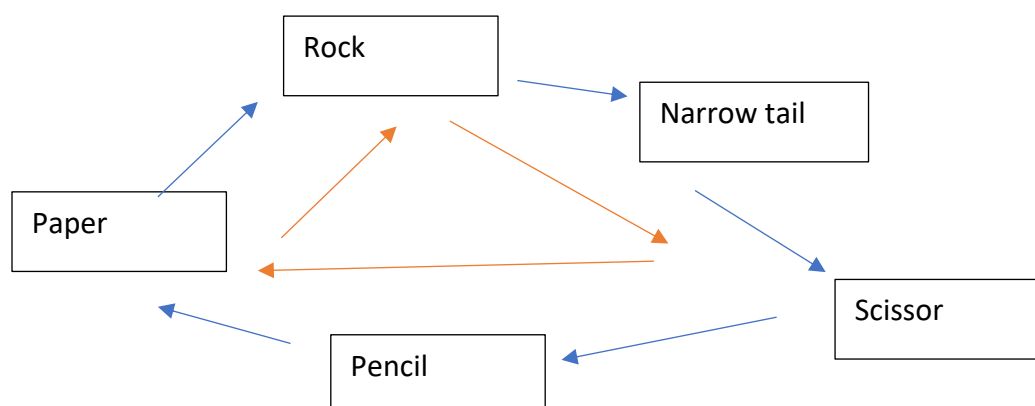
Player1	Player2
Rock	Rock
Rock	Scissor
Rock	Paper
Scissor	Rock
Scissor	Scissor
Scissor	Paper
Paper	Rock
Paper	Scissor
Paper	Paper

As a result of it, the game becomes repetitive after a short while. To solve the issue, more tools should be brought more tools to it.

Before defining the new tools, there is the following relationship between rock scissors and stone.



The new tool, which will be added to the game, is Narrow tail and Pencil; the relationship between the new tools of the game goes to be as follows.



So far, two new tools have been added to the game. The classic rock, scissor, and stone game relationship are still valid. Also, there is a new relationship between tools. In this way, each of the old tools has two scenarios for defeat and is the reason for defeating two other tools.

The game mechanic is still the same, but instead of one hand, each player must play with his/her two hands, each representing a different tool. The priority is with the right hand; if their right hands do not define the winner of the round, they should refer to the tools in their left hand. If neither their right nor left-hand defines the winner of the round, the round ends in a tie.

### **Strategic:**

This new game must be played for 9 or 11 rounds.

There is also a dice and a pile of 10 cards available; cards must be from 1 to 13 (Soldier, Queen, and King). Each player should pick 3 of the 13 cards and not show them to his rival. The players can decide when to play with their cards and dice.

At each round, the winner may want to maximize their point by 3. For doing so, the player could play one of his cards face down and use the dice to multiply it or devise the point of the cards (which ranges from 1 to 13). If the player's choice is to multiply the point of the card, then the other player must play one of his/her cards face down, and then they should roll. The point of the card multiplies by the number on the dice, and the winner of the round is the player with the higher multiplication result. Vice-versa, the player can choose to go for devising; in this scenario, the winner of the round is the player with a lesser amount of multiplication. The winner of the game is the player who has the most point.

The only thing to mention is rock paper scissor words, which are said to synch players. These words should not be changed as they are unimportant in the game mechanic.

The symbols for the new tools are:

**Narrow Tail:** 🙌

**Pencil:** 🙏