

Resistance

Theme by *Shadecession*

- Resistance is a simple theme that takes the regular roll battles we know and love and requires players to beat their opponents by a certain amount or more.
- After the host has collected the PL, they will do a roll out of 50, and the result will be the resistance number for that round. See Example 1.

Example 1

Shadecession: PL: Player 1, Player 2, Player 3, Player 4

Shadecession: !roll 50

Random number (1 - 50): 25

Shadecession: The resistance number is 25 for this round. You will need to beat your opponent by 25 or more to eliminate them!

- Let's continue with the examples and assume that Example 1's resistance number carries over. There is no AI in this game, so the attacker runs the risk of getting eliminated during an attack.
- Keep in mind that in order for a player to be eliminated, they must lose the roll battle by an amount greater than or equal to the resistance number. So if the resistance number is 25, and a player loses a battle 100 to 75, they are eliminated, just as they would be if they rolled anything less than 75.
- Though the resistance number makes it easier for players to not be eliminated, it also makes it more difficult to eliminate others when attacking. Players will PM the host their attacks in this game. See Example 2, Example 3, and Example 4.

Example 2

Shadecession: Player 2 attacks Player 3!

Shadecession: For Player 2!

Shadecession: !roll 100

Random number (1 - 100): 57

Shadecession: For Player 3!

Shadecession: !roll 100

Random number (1 - 100): 71

Shadecession: No elimination as 14 does not match 25 or more!

Example 3

Shadecession: Player 4 attacks Player 2!

Shadecession: For Player 4!

Shadecession: !roll 100

Random number (1 - 100): 95

Shadecession: For Player 2!

Shadecession: !roll 100

Random number (1 - 100): 67

Shadecession: Player 2 lost by 25 or more and is eliminated! Good game Player 2!

Example 4

Shadecession: Player 1 attacks Player 3!

Shadecession: For Player 1!

Shadecession: !roll 100

Random number (1 - 100): 15

Shadecession: For Player 3!

Shadecession: !roll 100

Random number (1 - 100): 40

Shadecession: Player 1 lost by 25 or more and is eliminated! Good game Player 1!

- After each round (set of attacks) the host will reroll for the resistance number. The lowest the resistance number can be is 1, which would mean whoever loses the roll battle is eliminated no matter what. The largest the resistance number can be is 50, giving players a decent chance to survive with that high of a resistance number.
- For the Finals, the host rolls one resistance number and rolls the attacks for the final two players until someone loses. The resistance number is only rolled once here and is used until the end of the game.

Current Variations

Spotlight: Attacks are made through spotlight.

Long Run: The first resistance number rolled by the host is the number that is used the entire game.

Level: Each individual player is given their own resistance number (only for small PLs)