

Russian Roulette

1 Player

I. Spinning the Chamber

After selecting either **1 PLAYER A** or **1 PLAYER B**, you will be taken to the next screen, displaying **Round 1** with a revolver and a bullet. The chamber spins on its own after the bullet is inserted (this process repeats for each round. *The period of time the chamber spins is random.* Once the chamber is closed, a value between 1 through 6 is selected, representing the active chamber. In the PC version, *3 means the active chamber is loaded with the bullet.*



II. Who Goes First?

The revolver will now be icon-sized! It will spin to determine who goes first. There are a possibility of 8 different directions it will stop on: left, left/up, left/down means player 1 goes first while right, right/up, right/down means player 2 (or the cpu) goes first. If the revolver ends up facing completely up or down, it spins again. The chances of the revolver stopping while facing up or down is made slim as to prevent the game from constantly having to trigger a respin.

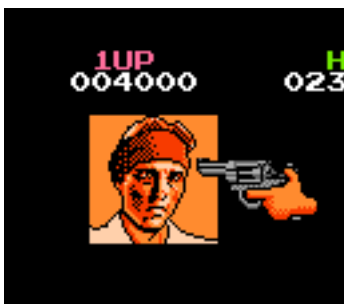


III. Pulling the Trigger

Pressing and holding down the **A button** will simulate a single action pull (the trigger will slowly be pulled until the hammer strikes). Pressing the **B button** beforehand will cock the hammer back. Now pressing the **A button** will release the hammer without delay. This feature will come in handy for later rounds. See section **V. Strikes**.

After successfully pulling the trigger on an empty chamber, either the CPU will go next (depending on whose turn it was first, or the round will end.

After pulling the trigger with a live round, the game will end.



IV. Making Faces

Pressing any direction on the d-pad will alter the expression of the player character. While a completely useless feature, it makes a fun diversion while waiting for the CPU to finish its turn or to mock the second player (in the PC version, the player can only do this while on their turn).

i. Buttons:

Up / Down - changes the eyes

Left / Right - changes the mouth



V. Strikes

With the exception of Round 1, waiting too long will trigger either a **“Mao!” yell DPCM** or a **slap sequence**. The amount of time before this happens and whether the “Mao!” yell or the slap sequence is triggered is dependent upon the round number. Getting slapped results in a **strike**. Getting a strike immediately takes the player to the next round. However, three strikes will result in a **Game Over**.

The higher the round, the less time it takes for these events to be triggered. While Round 2 will take over a minute, Round 30 may take less than a few seconds.

Also, the higher the round, the higher the chances that a slap is triggered rather than a “Mao!” yell:

- From **Rounds 2 through 9**, the player must be yelled at at least **3 times** before a slap event can be triggered.
- From **Rounds 10-17**, the player must be yelled at **2 times** before a slap can be triggered.
- From Rounds 18 to above, the player must be yelled at 1 time before a slap can be triggered.



i Strategy:

In later rounds, the player may get slapped before having a chance to pull the trigger. Pressing down B beforehand to cock the hammer back may be a quicker solution.

If the player feels their luck may have run out and doesn't want to take another chance, waiting to get slapped and receive a strike is one way to avoid having to pull the trigger.



VI. Score

The default high score for every game mode is **12,000** (although this is really **120** because the first two digits never change). On Mode A (1 or 2 players) every time the player pulls the trigger on an empty chamber, 2,000 points (20) are awarded. 500 points (5) are awarded when the opposing character pulls the trigger on a loaded chamber. On Mode B (1 or 2 players) the points are doubled.

2 Players

The same rules apply in 1-player mode, however, when either player pulls the trigger on a loaded chamber, the game is over.

