

Rock, Paper, Scissors – Game Instruction

Title: Rock, Paper, Scissors

Category: Indoor

Subcategory: Kids

Players: 2

Time Required: 1–5 Minutes 🖐️

Description

Rock, Paper, Scissors is a fast and simple hand game often used to make decisions or settle ties. Each player simultaneously forms one of three shapes with an outstretched hand. It's a quick, exciting way to teach decision-making and prediction skills.

Materials Needed

None — just two players and their hands!

How to Play

Setup:

Both players face each other with one hand ready.

Objective:

To outsmart your opponent using one of three hand symbols.

Rules:

- Both players count “Rock, Paper, Scissors... shoot!” and reveal one hand sign on “shoot.”
- Rock beats Scissors
- Scissors beats Paper
- Paper beats Rock
- If both choose the same sign, it's a tie and they play again.

Winning:

Decide on a single round or play best out of 3, 5, or more. The player with the most round wins is the winner.

Tips & Variations

- **Use dramatic gestures to make it more exciting**
- **Add advanced versions like “Rock, Paper, Scissors, Lizard, Spock”**
- **Play mini-tournaments with multiple players**
- **Use as a tiebreaker during board games or team activities**