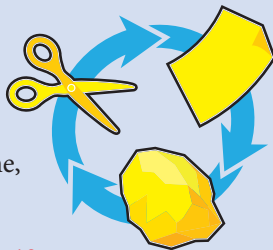


OBJECTIVE

The object is to win duels by making the correct hand gestures for the cards in play.

The game is based on the popular playground pastime *Rock-Paper-Scissors*. Scissors beats Paper, Paper beats Rock/Stone, and Rock/Stone beats Scissors.



GESTURES

The gestures for the traditional game *Rock-Paper-Scissors* are:



Rock/Stone
roll your hand
into a fist



Scissors
form a 'V' with
your index and
middle finger

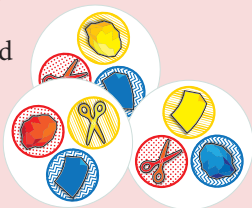
1



Paper
spread your
hand flat

SET UP

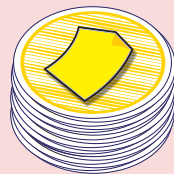
The **front** of each card has all three symbols – Scissors, Paper, and Stone (each in a different color – red, yellow, or blue).



The **back** of each card has one symbol – Scissors or Paper or Stone (either in red, yellow, or blue).



Shuffle the cards and place the stack with the back side face up (the side with one symbol) in the center of the table.



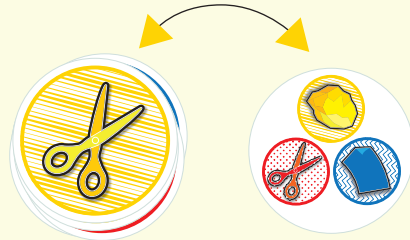
2

PLAYING THE GAME

The oldest player starts by flipping the top card and placing it next to the stack, where all players can see it. (*To ensure that everyone sees the card front at the same time, the flipper should turn over the card away from him or herself.*)

When a card is flipped, it reveals its three symbols in the three different colors. At the same time, the back of the next card on the stack is revealed (which will have just one symbol in one color).

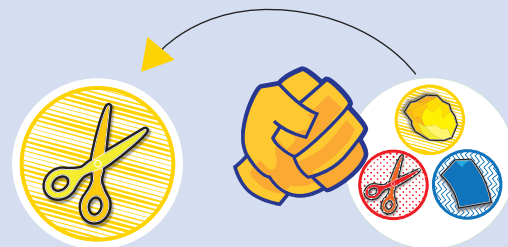
Players race to spot which two symbols are the same color.



3

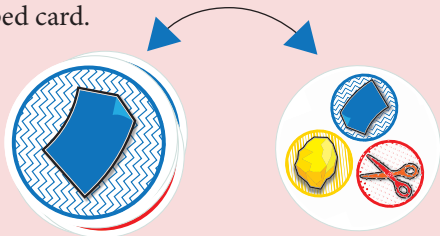
They must then determine which symbol beats the other. Once the winning symbol is determined, players slam their hand on the flipped card using the winning gesture – either Scissors, Paper, or Stone. The first to do so correctly wins the card.

For example, if the first card flipped has red Scissors, blue Paper and a yellow Stone, and the symbol revealed on the stack is yellow Scissors, the first player to slam their hand on the flipped card with a Stone gesture wins. That player keeps the flipped card, placing it in a pile for their final score counting.



4

If there is a snap (two same-colored symbols that match), the first player to clap their hands wins the flipped card.



The player who wins the card performs the next flip.

If a player makes a mistake – by performing an incorrect gesture or clapping their hands when they should not – they have to return two of their won cards (if they have any).

Place the cards at bottom of the card stack, making sure that they are facing back-side up.

Note: with younger children, you can make the gestures next to the flipped card to avoid any clashing hands.

WINNING THE GAME

The game ends when only one card is left in the stack. Each player then counts their cards and the player with the highest number is the winner!

In the event of a tie, play a game of *Rock-Paper-Scissors* with hand gestures to decide the winner.



ALTERNATIVE GAME PLAY

This version is played using the same basic rules. When a card is flipped, all players race to be the first to show the correct hand gesture. The last player to make the correct hand gesture takes the flipped card. The player that gains the card performs the next flip.

If a player makes a mistake, they immediately get the flipped card. If more than one player makes a mistake, they break the tie with a game of *Rock-Paper-Scissors* using hand gestures.

The game ends when only one card is left in the stack. The player who has collected the fewest cards wins.



Game design: TREO Game Designers
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