

# Rock, Paper, Scissors

## A Board Game for Two or Three Players

### **The Two Player Game**

Players take turns to place any of their pieces (one at a time) on any of their own coloured spaces. When each player has eight pieces in place, turns continue, with players moving one of their pieces in a straight line, any distance, without jumping another piece.

Pieces are taken by landing on them, but with the restriction that rock may only take scissors, scissors may only take paper, and paper may only take rock.

A player loses when they cannot take their opponent's pieces (eg, if green has three "paper" pieces left, but yellow has only a single "scissors", then yellow wins).

### **The Three Player Game**

Players choose whether to be rock, paper or scissors, and place six of their counters onto the marked spaces on the board (ignore the colours for the three-player game).

Starting with the rock player, and moving anti-clockwise around the board, players take it in turns to move one piece at a time, as far as they like in a straight line, without jumping any other pieces.

In the three-player game, pieces are taken by landing on the other piece, as for the two-player game, but, as soon as a player takes a piece, they may immediately move that same piece again, in any direction, as far as they like, and if that extra move also results in a capture, they may carry on moving, until they can capture no more pieces.

Beware of this rule, it could result in a very fast loss for an unwary player.

When one player has lost all their pieces, the method of capture switches - any piece can be captured by any other piece.

Play then continues until only one player has any pieces remaining, or until the two remaining players agree upon a draw by stalemate.

The playing pieces: cut out and stick onto heavy card or small coins

