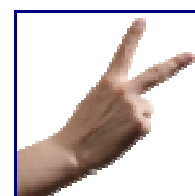


Rock, Paper, Scissors!!



Rock-paper-scissors is a hand game played by two or more people.

Each of the three basic hand-signs (from left to right: rock, paper, and scissors) beats one of the other two, and loses to the other.



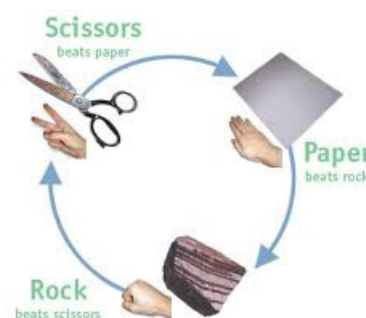
The players count aloud to three, or speak the name of the game (e.g. "Rock! Paper! Scissors!" or "Piedra, papel o tijera!"), each time raising one hand in a fist and swinging it down on the count. On the third count (saying, "Scissors!" or "Tijeras!"), the players change their hands into one of three gestures, which they then "throw" by extending it towards their opponent.

The gestures are:

- **Rock**, represented by a clenched fist.
- **Scissors**, represented by the index and middle fingers extended and separated (or in South Korea, by the thumb and index finger extended).
- **Paper**, represented by an open hand, with the fingers connected (horizontal).

The objective is to select a gesture which defeats that of the opponent. Gestures are resolved as follows:

- Rock blunts or breaks scissors: that is, rock defeats scissors
- Scissors cut paper: scissors defeats paper
- Paper covers, sands or captures rock: paper defeats rock



If both players choose the same gesture, the game is tied and the players throw again.

Variations include a version where players use a fourth count — "Shoot!" — before throwing their gesture, or a version where they only shake their hands twice before "throwing."

Rock-paper-scissors is also used for choosing who will be the "chaser" or "it" for playing things such as "hide and sike" and "tag"