



Ages 7+



2-8 players



1 min



126 cards

Watch How to Play



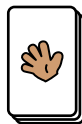
Hate reading instructions?
Scan the QR code to watch
our video on how to play!

Game Contents (126 cards)

The deck is divided into six color sets.
Each color set contains an equal number
of **Rock**, **Paper**, and **Scissors** cards.



Rock Cards
42 cards

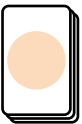
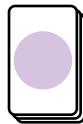


Paper Cards
42 cards



Scissors Cards
42 cards

Color Sets
21 cards
per set



Game Setup

1

Prepare the deck.

For 2 to 5 players: Use one color set per player and remove all other color sets from the game. (Example: 4 players = 4 sets).



For 6 or 7 players: Use the entire deck (all 6 color sets).

For 8 players: Remove just 2 Rock, 2 Paper, and 2 Scissors cards (from any color) so the deck has 120 cards (15 per player).

Players should ignore all card colors when playing the game.

2

Deal the first round.

Choose a dealer to shuffle all the cards and deal them evenly. Players gather their cards into face-down Draw piles. The dealer draws 3 cards from their pile. All other players draw 4 cards.



Watch
How to
Play



How to Play

If you're reading this, **STOP**. Reading the rules is a tough way to learn a game. Scan the QR code below to watch our How to Play video.

The object of the game is to be the first player to get rid of all your cards.

You can only hold four cards in your hand at any time.

There are no turns in this game. Players should throw cards whenever possible.

Remember: Rock beats Scissors, Paper beats Rock, and Scissors beats Paper!



To start the game, the dealer flips the top card from their Draw pile onto the table (without looking at it).



Players keep throwing down cards as quickly as they can, refilling their hand from their Draw pile as needed.



Any player can now throw down one card that beats the symbol on that first card, while shouting its symbol.



If no one can throw a card, everyone draws 1 extra card at the same time repeatedly until someone can play.



Multiple players can throw down a card if they are in rhythm. If you miss a symbol, try to throw the next one!



The first player to get rid of all their cards wins the game! Now shuffle the cards and play another round!