Rock Paper Divisor

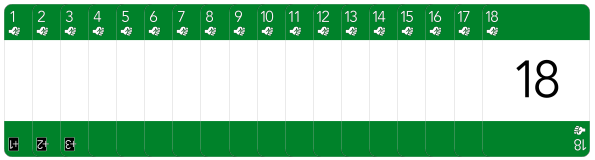
Conquer or divide with Rock Paper Scissors.

2-5 players. 20 minutes. Age 10 and up.

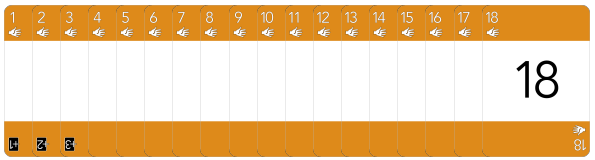
Components

54 cards numbered 1 to 18 in three colours/suits:

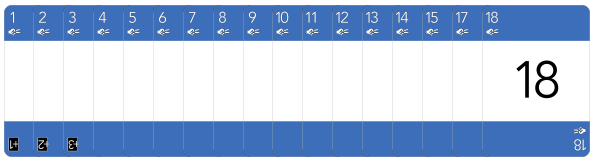
18 Rocks (Green)



18 Paper (Orange)



18 Scissors (Blue)



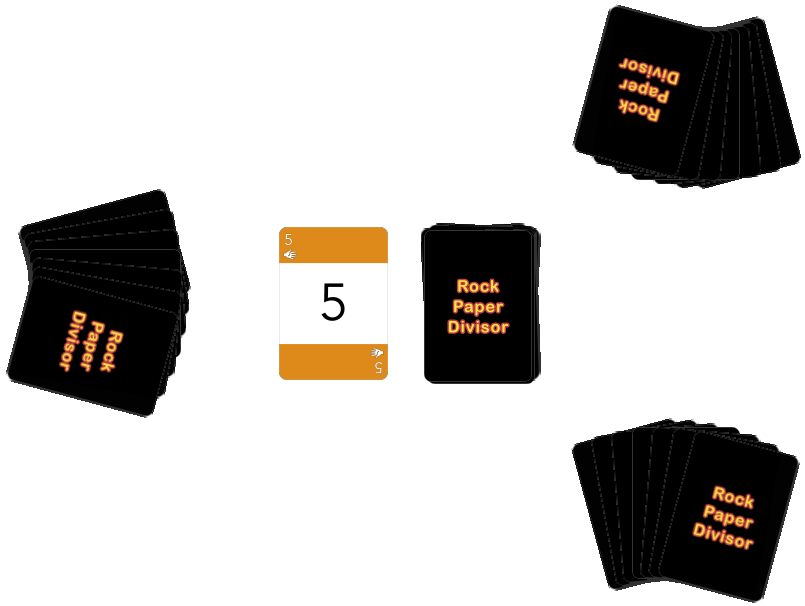
Objective

The winner of the game is the player who first plays all their cards from their hand.

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Setup

Shuffle the cards and deal seven cards to each player. Reveal the top card and place it in the middle of the table. This is the start of the **play pile**. Place the rest of the cards as a draw pile next to it. The player to the left of the dealer begins.



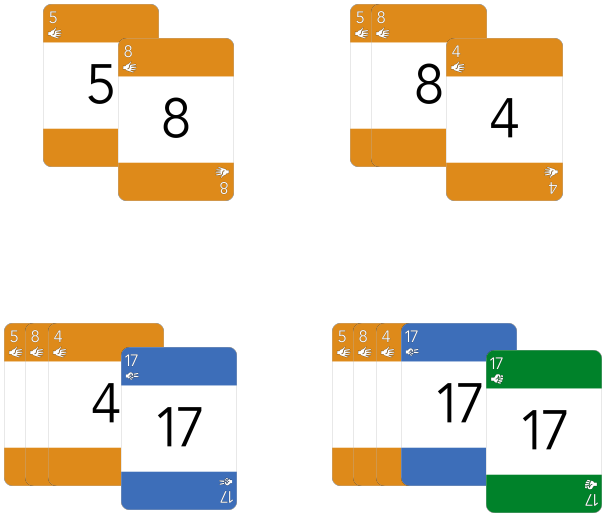
On your turn

On your turn you must play one or more cards or draw one card.

Play a card

To play a card from your hand to the top of the play pile, the card you play must fulfil both of these:

- The **colour** on the card you play must be the **same colour** or the **stronger colour** as the card on top of the discard pile (Rock beats Scissors, Scissors beat Paper, Paper beats Rock)
- The **number** on the card you play must be **higher than** or **divide** the number on the card on top of the discard pile.



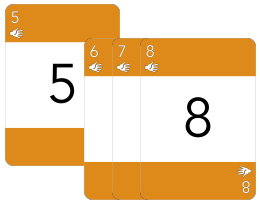
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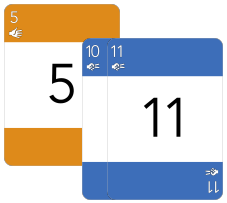
Play more than one card

You may play more than one card from your hand if the first card you play fulfils the rule above and you play sequential cards in the same colour or two or three cards with the same number.

Play sequential cards in the same colour

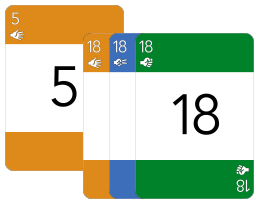
You may play sequential cards in the **same colour**, each one higher than the previous. Say Paper 6, Paper 7, Paper 8 or Scissors 10, Scissors 11. Numbers do not wrap around; you may not play a 1 on an 18.

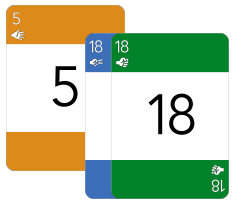




Play two or three cards with the same number

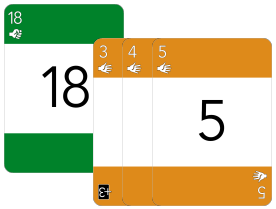
To play two or three cards with the same number, you must play the cards in the order such that the next card is the stronger suit. For example, you may play Rock 18 on Scissors 18 but not Scissors 18 on Rock 18.

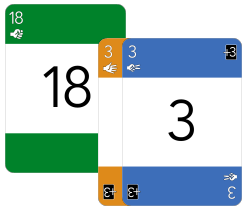




When you play a 1, 2 or 3

If you play a 1, 2, or a 3, the person to **your right** must draw that number of cards. If you play a sequence or two or three cards with the same number, the cards drawn stack.





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Draw one card

If you cannot play or decide to not play, draw one card from the draw pile. If you can now play a card, you may.

If the draw pile **runs out**, take all but the top card from the discard pile, shuffle and form a new draw pile.

Playing on your own card

If the card on top of the play pile is **one you played** on your last turn (no other player played a card on top), you may draw one card and play any card from your hand, ignoring the colour and number of the top card.

Game end

The game ends when one player has no cards left on their hand.

Credits

Game design and layout by Frederik Jensen

Rock, Paper and Scissors icons by John Redman

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