



the **BIG BANG THEORY**™

ROCK! PAPER! SCISSORS! LIZARD! SPOCK! dice game

Ages 10+

For 2-8 Players

Object:

Be the last player left in the game who owns a chip or chips.

Components:

•1 Black RPSLS die •3 Red RPSLS dice •24 Chips

Getting Started:

1. Each player starts with 3 chips. Put any extra chips out of play.
2. The six sides of the Black RPSLS die are Rock, Paper, Scissors, Lizard, Spock and Roll Again.



ROCK



PAPER



SCISSORS



LIZARD



SPOCK



ROLL AGAIN

3. To start the game, any player rolls the Black RPSLS die and places it in the center of the table. The symbol rolled on this Black die is the one all players will be competing against. If the Roll Again side is tossed, just roll the die again now.

How to Play:

1. The youngest player goes first and rolls the 3 Red RPSLS dice. The 6 sides of each Red die are marked Rock, Paper, Scissors, Lizard, Spock and Pass Left.



ROCK



PAPER



SCISSORS



LIZARD



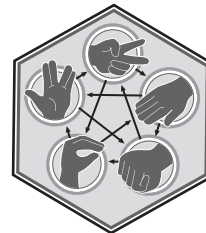
SPOCK



PASS LEFT

2. **WHAT BEATS WHAT?** The first player then compares his or her Red dice roll to the center Black die to determine which symbols win. See below for a list and image of what symbols are more powerful than other symbols and how they interact to beat one another.

- scissors cut paper
- scissors decapitate lizard
- paper covers rock
- lizard eats paper
- rock crushes lizard
- paper disproves Spock
- lizard poisons Spock
- Spock vaporizes rock
- Spock smashes scissors
- rock crushes scissors



3. **CHIP DISTRIBUTION:** The first player then keeps or loses chips according to how successful or unsuccessful her dice rolls were. Here are the rules:

- Lose one chip for any roll defeated by the center Black die. Place the lost chips in the center playing area. This is an unsuccessful roll.
- No chip is lost for any roll that defeats the center Black die, This is a successful roll.
- For any roll that matches the symbol on the center Black die, pass one chip to the player on your right.
- For any roll that says "PASS LEFT", pass one chip to the player on your left.

4. Play now moves to the left. This player rolls the Red dice and then compares dice rolls as above, either keeping or losing chips.

IMPORTANT: the amount of chips you own determines how many Red dice you may roll on your turn. If you own 3 or more chips, roll 3 Red dice; if you own 2 chips, roll 2 Red dice; if you own 1 chip, roll 1 Red die.

5. When all players have taken a turn rolling the Red dice, Round 1 is over. Roll the Black RPSLS die again and continue to play rounds. As the game progresses, if a player has NO chips at the start of her turn, she cannot roll any red dice.
6. Keep on playing rounds until only one player has one or more chips left.

The Winner:

The last player in the game owning a chip or chips wins.



WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 years.



www.cardinalgames.com
Manufactured by:
CARDINAL INDUSTRIES, INC.
LIC, NY 11101 Made in China.

THE BIG BANG THEORY and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc. (s13)

Special thanks to Sam Kass and Karen Bryla for the use of RPSSL