The “Rock, Paper, Scissors, Lizard, Spock” extended rules are as follows:

• scissors cuts paper
• scissors decapitates 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

Many answers in this game may be subject to scrutiny. If there is any dispute between the “question reader” and the “answer giver”, the two parties will immediately play a round of “Rock, Paper, Scissors, Lizard, Spock” to decide the outcome. You must obey this outcome!

The hand symbols are located on the center of the gameboard, just in case you need a refresher.

Winning The Game:

If you are the first player to collect a complete set of all 5 different character cards you win! Let the bragging begin.

How to Play:

1.) The youngest player goes first. Play continues to the left.
2.) On your turn roll the Die, then move your playing piece that many spaces in any direction along the path. Follow the directions for the space you land on. Almost all spaces require you to draw a card.

About the Board:

a.) Fact or Fiction Card Spaces - when you land on a “Fact” or “Fiction” space on the gameboard the player to your left draws a card from the appropriately named deck and reads the question aloud.

b.) Rock, Paper, Scissors, Lizard, Spock spaces - when you land here choose another player to play a round of “Rock, Paper, Scissors, Lizard, Spock” (Sheldon’s alternative to rock-paper-scissors) with. The winner gets to take any of his opponent’s character cards.