

## Extreme Rock, Paper, Scissors

Battle it out to see who is the rock, paper, scissors champion of the group — as the losers of each mini-round cheer the remaining winners on!

This game works best for ages 12+. It's recommended for large groups of 15+ people.

### ***How to play Extreme Rock, Paper, Scissors***

1. Have each member of the group pair up for the first round of rock, paper, scissors. If there is an odd number, add the odd person out to another pair and have them do a quick knock-out match to form a pair. Alternatively, you can ask for a volunteer to participate as a referee with you.
2. Everyone should be in pairs. Ask them to play 3 games, and the best 2 out of 3 will be the winner. You should act as a referee during this time in case there are any disputes or confusions.
3. Instruct the losers of the first match to start cheering the name of the person who beat them and following that person around to their next game.
4. Have all the winners pair up and face off against each other while the ones they beat are cheering for them. When one winner beats the other, all the people behind the losing player should start cheering for the winning player.
5. Repeat this process in elimination, tournament style, until there are only two players left. Each should have a large group of people cheering them on from their previous wins. Let them play the final match. The game is over after one player wins the final match.
6. (Optional): If you have an odd number of people and you want to reset the game and play again, have the winner of the last game stand aside as a referee with you to give another player the chance to win instead.

### **Winning the game:**

The last person standing in this tournament is the winner. They must not lose against any player from the beginning to the end of the game. At the end, the winning player should have all the other players cheering for them. A small prize can be awarded to the winner if you choose, otherwise you can reset the game and play again.

## Human Rock, Paper, Scissors

This is a fun, quick ice-breaker that can be used for a medium-sized group of people. This game is a play on “Rock, Paper, Scissors” that requires people to get on their feet, move, and act as a team, rather than an individual. It is very fun, high-energy, and requires no pre-activity prep.

This ice-breaker is especially fun because it can be tailored to many different themes and variations.

### Setup for Human Rock Paper Scissors

As a large group, decide a full-body pose that will signify each element (e.g. Rock – each person of one group will bend down and hug their knees and curl into a ball so they look like a rock, Scissors – each person of one group will stand with legs shoulder-width apart and both arms up and hands behind the head so they look like a scissor).

### Playing Human Rock Paper Scissors

After the poses are decided, break participants into two groups. For each round, each group will need to do one of the poses (everyone in each group will need to do the same pose). Each group will have 5 minutes to strategize. Once all of the groups have their poses ready, a facilitator will have the two groups face each other and count down from three (e.g. three....two...one....SHOOT). On “SHOOT” each group will need to strike one of the three poses. Rock beats Scissors, Scissors beat Paper, and Paper beats Rock. You can play however times you’d like. Best out of 5 rounds is a good number for a medium sized group.

### Change it up with new themes!

- Lord of the Rings – Hobbit, Elf, Orc (Orc beats Hobbit, Elf beats Orc, Hobbit beats Elf)
- Schools – Stanford, Cal, USC (Stanford beats USC, Cal beats Stanford, USC beats Cal)
- Super Heroes – Batman, Spiderman, Green Lantern (Spiderman beats Batman, Batman beats Green Lantern, Green Lantern beats Spiderman)
- Disney Villains – Maleficent, Ursula, Jafar (Maleficent beats Ursula, Ursula beats Jafar, Jafar beats Maleficent)