

How to win at rock-paper-scissors

most of the time



"A truly random game of rock-paper-scissors would result in a statistical tie with each player winning, tying and losing one-third of the time. However, people are not truly random and thus can be studied and analysed".

The New York Times

R-P-S is a game of observation, intelligence and strategy. Here are a few suggestions on how to win.

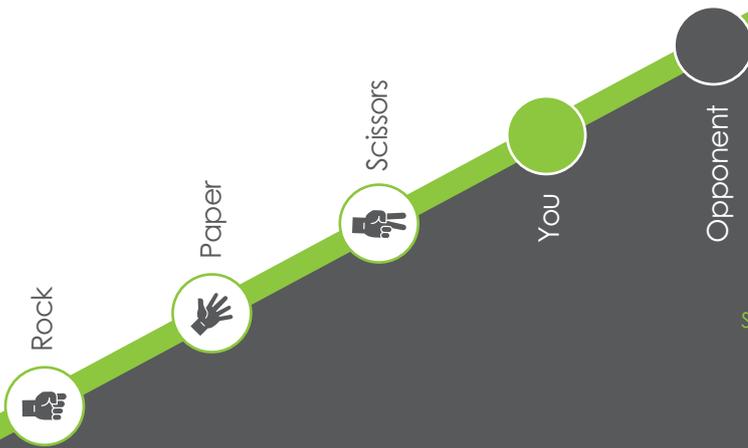
History

The earliest form of RPS was seen in 18th century Japan, called Yan-ken-poi.

A global game

is played all over the world and is called...

- Janji in Thailand
- Rochambeau in France
- Schnik Schnak Schnuk in Germany
- Kai Bai Bo in Korea
- Sax och påse sten in Sweden
- Shitou jianzi bu in China
- Rock-papir-saks in Denmark
- Pedra, papel e tesoura in Portugal
- Ching Chong Cha in South Africa
- Piedra, papel, tijera in Spain



1. Rock it: males have the tendency to produce rock on their first show. If you are playing against one try using paper.



2. Twisted scissor: Experienced R-P-S throwers will play on your naivety and throw paper, hoping you throw rock. Counter with scissors.



3. Copycat: Inexperienced (or flustered) RPS players will often subconsciously deliver the form that beat their last throw. Counter with the opposite.



4. Double on the rocks: When you see a two-rock run, you know your opponent's next move will be scissors or paper. People hate being predictable and a firm indication of predictability is to come out with the same throw three times in a row. Counter with rock.



5. Finger findings: As your opponent prepares to throw, watch his fingers carefully. Fingers will move or tense depending on the form they are about to throw.



All fingers are tense All fingers are loose Only the top 2 fingers are loose

6. Paper please: Paper is thrown the least in a match. Use it as an unexpected option. Throwing statistics below...



7. Prep work: Watch your future opponent play others. Do they have a favourite form? Do they maintain a consistent throwing pattern? Counter accordingly.



8. Spock & roll: When in doubt and all seems lost, go for the Spock. It's unexpected and impossible to counter!

