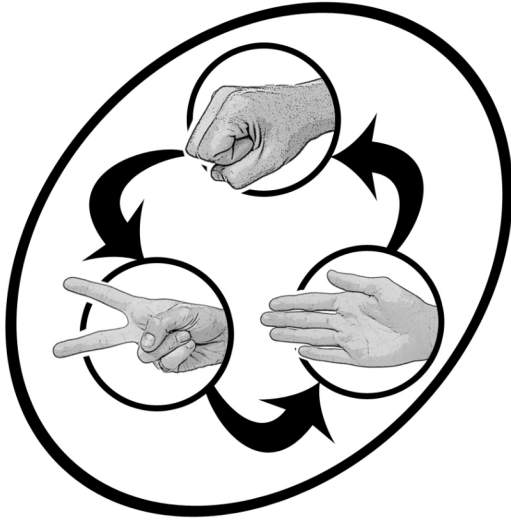


# Robert's Rules of Order Rock - Paper - Scissors



**Podcasting's Rich Sigfrit**

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## INTRODUCTION

Jan-ken-pon, or Rochambeau is a game that has its beginnings in the mountains of Japan during the late 17th century. The ancient monks, besieged by violence and infighting within their communes, needed a non-violent way to end their arguments. Aware of the necessary elements of luck and strategy that exist during war in its natural environment, they decided upon the simulated violence found in Jan-ken-pon, or Rock-Paper-Scissors (henceforth referred to as RPS). With this usherance into a more civilized lifestyle, they found that the overpopulation, once dealt with via the bloodshed of disagreements, led to a lack of fruit, which led to disease, which in turn developed into an epidemic that killed all of

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## INTRODUCTION

(CONT.)

these now peaceful men. The secrets of this game were thought to be lost.

It wasn't until the mid eighteenth century, when explorer Ronald Paul Sorenson stumbled across an as-yet un-translated text describing this game, that it would enter into the minds of modern man. As war was once again raging, Sorenson felt that the world was in dire need of a non-lethal way of solving problems. After coming across this find, he knew that he had a way to win the Nobel Prize that he so desperately desired. You see, his father, his grandfather, and his great-grandfather were all Nobel Laureates. After finding the lost Jan-ken-pon scrolls,

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## INTRODUCTION

(CONT.)

he knew that he would finally have his ticket into his family's legacy.

He then presented the scrolls to the Group of 13 (the predecessors to the League of Nations) in Geneva, where the Group labored for months to find a way to not only integrate these new conflict resolution process into the world, but also to make sure that there was a regulation of the order of conduct. They updated the weapons from snake, frog, and slug to the more familiar rock, paper, and scissors. They also eliminated the knife move that existed in the original form. A knife was not simulated with the hand, it was an actual knife that was

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## INTRODUCTION

(CONT.)

used to "shiv" or "shank" the opponent, after no less than fifteen ties had been thrown.

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## ABOUT THE AUTHOR

Podcasting's Rich Sigfrit.

My credits include mentions in high school and collegiate papers, newspapers, Podcasting for Dummies, and Advanced Podcasting Tricks. I have been called an innovator, having created the first fan podcast (RotO), the first podcast for an Independent Wrestling Federation (Halo: Hardwired), and also having distributed the first comicbook made available via podcast feed (Podcast 9). I was the force behind the official Troma Podcast and a former host/editor of the 501stCast. I co-wrote, with Davey Beauchamp, the Amazing Pulp Adventures Radio Show starring Mister Adventure Script book. Davey and I have also been doing Mister Adventure via podcast and live on stage for the past 5 years. Additionally, I have done commercial voice work as the voice of CRASH and SWE Wrestling, Volaris phone systems, Howards RV and puppetry for Fit for Family. I have MC'd numerous events and host twice weekly Trivia events for Wise Entertainment.

In my spare time, I sleep.

## COUNT-DOWN

The standard of "1," followed by a "2," which is then succeeded by a "3" are the standard terms used to Count Down before the combatants "Throw" their weapons of choice.

## COMMANDS

"Shoot" is the command given when it is time for the participants to "Throw" their weapons. If one member "Throws" early, they are disqualified for that round. It is possible to look upon the Judge for mercy, and the Judge may choose to show it. The Judge may then choose to play a game of RPS with the plaintiff, thereby making the other player from the original game the Judge for this decision-making round. This is at the Judge's discretion.

## SCORING

Games may be played with merely one round, best of three, best of five, or best of one hundred seventy-three. This must be decided by the combatants; however, final decision rests in the Judge.

The winner is allowed to mime the actions his/her weapon of choice would take to destroy his/her opponent's weapons. This shows good sportsmanship and honor to the Masters that have Passed.

## USES

RPS can be used for any number of decisions as long as there are only two choices. Solutions can range from a simple yes, to a decision about where to eat your next meal. Below are some possible questions that RPS can help decide:

- What to watch on Television
- Which Restaurant to have a meal at
- What to order at a Restaurant
- What movie to watch
- Name of a child
- Which religion to choose
- Whether or not to kill a vagrant
- Whether to get an iPod Nano or Shuffle
- Whether or not to create a race of super zombies or super wolf-men
- Attending or not attending your niece's Bat Mitzvah
- Whether or not to go to War with another nation (see George W. Bush)

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## ADDITIONAL WEAPONS

### APOCRYPHAL

With an odd number of choices, each weapon chosen must best at least one other weapon, but must also be bested by another weapon. An even number of weapons can never lead to a balanced, easily decided challenge. If you feel the need to add any of these weapons, take any necessary steps to ensure that the game play remains sheer elegance in its simplicity.

Dynamite - Trump. Expressed as the extended index finger or thumb, defeats rock. It is defeated by scissors (cutting the fuse). The paper/dynamite relationship is disputed however; as although paper is easily shredded by an explosion or burned in the subsequent flame, it is thought to also snuff out the fuse, robbing it of its needed oxygen. Because of this dispute, it is not used in tournament play.

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## ADDITIONAL WEAPONS

### APOCRYPHAL (CONT.)

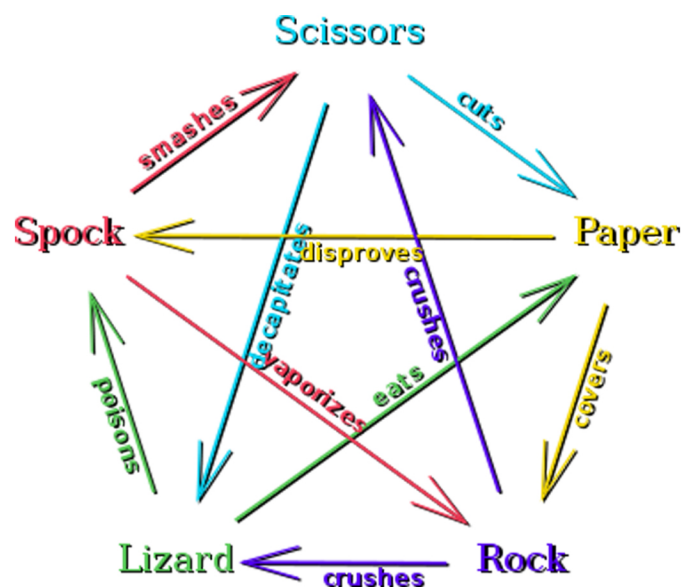
Kick to the Nuts - Trump. Popularized by an episode of South Park, the aggressive act of kicking someone in the testicles is not good sportsmanship; therefore, it is not officially acknowledged by the WRPSS (World Rock Paper Scissors Society).

Lizard-Spock Expansion (see Figure 1) - Difficult to remember when playing because of the natural tension built into the flow of the game. Scissors cut paper and decapitates Lizard. Paper covers Rock and disproves Spock. Rock crushes Scissors and Lizard. Lizard eats Paper and poisons Spock. Spock smashes Scissors and vaporizes Rock. the WRPSS also recognizes you as a huge nerd if you play this variant.

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## ADDITIONAL WEAPONS

### APOCRYPHAL (CONT.)



(Figure 4 - Lizard-Spock Expansion)

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## BATTLE

Play consists of two people standing four to five feet from each other. The left hand is extended in front of both combatants, with the palm facing the heavens in tribute to those Masters who have passed. The right hand is the Weapon Hand, and is closed in a fist for the first part of each round. Tournament play includes a Judge, who will issue the Count Down, Commands, and Scoring. If no Judge is present, then both players may give the Count Down and Commands, but they must also keep track of the score.

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## BATTLE

### Weapons

Rock - Formed from years of pressure, the Rock is one of the sturdiest forms created in nature. It can be used to build, or destroy. Although it may crush Scissors, it is easily defeated by Paper.

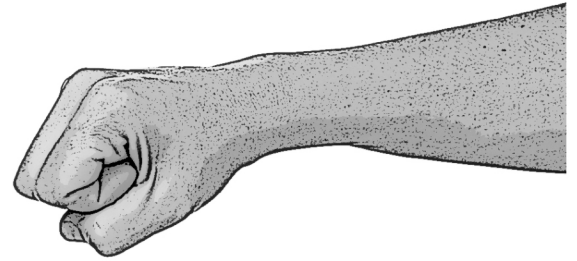


Figure 1. - Rock

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## BATTLE

### Weapons

Paper - Crafted from trees, it is the canvas for the pen, which we all know is mightier than the sword. Sadly, paper does not have the same toughness as its inky counterpart, as it is all too easily halved by Scissors.

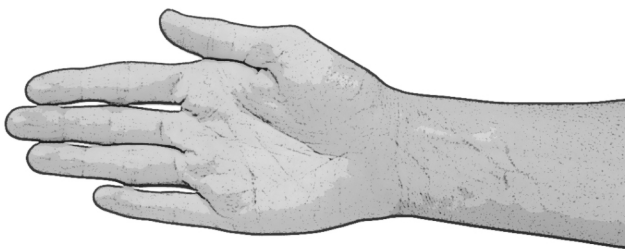


Figure 2. - Paper

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## BATTLE

### Weapons

Scissors - Two blades affixed at a single point that slice through Paper with ease, yet it is crushed with little effort by the Rock.

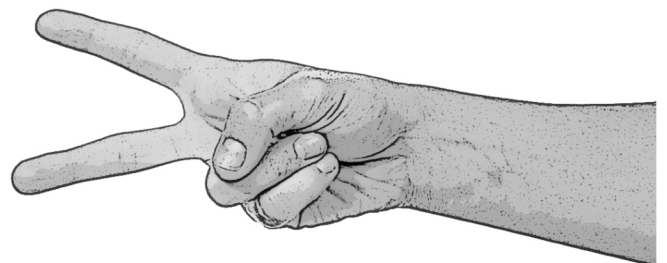


Figure 3. - Scissors

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