**Rock-paper-scissors-lizard-Spock** is an expansion of the classic selection method game [rock-paper-scissors](http://en.wikipedia.org/wiki/Rock-paper-scissors). It operates on the same basic principle, but includes two additional weapons: the [lizard](http://en.wikipedia.org/wiki/Lizard) (formed by the hand as a sock-puppet-like mouth) and [Spock](http://en.wikipedia.org/wiki/Spock)[[1]](http://en.wikipedia.org/wiki/Rock-paper-scissors-lizard-Spock" \l "cite_note-1) (formed by the [*Star Trek*](http://en.wikipedia.org/wiki/Star_Trek) [Vulcan salute](http://en.wikipedia.org/wiki/Vulcan_salute)). This reduces the chances of a round ending in a tie (from 1/3 to 1/5). The game was invented by Sam Kass with Karen Bryla, as "Rock Paper Scissors Spock Lizard".[[2]](http://en.wikipedia.org/wiki/Rock-paper-scissors-lizard-Spock" \l "cite_note-kass-2)[*[non-primary source needed](http://en.wikipedia.org/wiki/Wikipedia:No_original_research" \l "Primary.2C_secondary_and_tertiary_sources)*]

The game was mentioned in four episodes of [*The Big Bang Theory*](http://en.wikipedia.org/wiki/The_Big_Bang_Theory). According to an interview with Kass, the series producers did not ask for permission to use the game, but he was later referenced in the episode "[The Rothman Disintegration](http://en.wikipedia.org/wiki/The_Rothman_Disintegration)" from the [fifth season](http://en.wikipedia.org/wiki/The_Big_Bang_Theory_(season_5)), for which he thanked them on his website.[[3]](http://en.wikipedia.org/wiki/Rock-paper-scissors-lizard-Spock" \l "cite_note-3)[*[self-published source?](http://en.wikipedia.org/wiki/Wikipedia:V" \l "SELF)*][[2]](http://en.wikipedia.org/wiki/Rock-paper-scissors-lizard-Spock" \l "cite_note-kass-2)

## Rules

Each player picks a variable and reveals it at the same time. The winner is the one who defeats the others. The rules of rock-paper-scissors-lizard-Spock are:

* Scissors cut Paper
* Paper covers Rock
* Rock crushes Lizard
* Lizard poisons Spock
* Spock smashes Scissors
* Scissors decapitate Lizard
* Lizard eats Paper
* Paper disproves Spock
* Spock vaporizes Rock
* Rock crushes Scissors

There are fifteen possible pairings of the five gestures. Each gesture beats two of the other gestures and is beaten by the remaining two. In a tie, the process is repeated until a winner is found. The original rules (rock beats scissors, scissors beats paper, paper beats rock) remain the same.