

「剪刀、石頭、布」的概念

李御寧

韓國文化首長

當今的世界文明發展趨勢正從金字塔形轉變成圓形。線性的結構無論多長，都會有抵達最後終點的時候。然而，圓形的結構無論多小，都不會有盡頭。只有旋轉的動作無止盡地持續下去，一如日夜四季的輪替。

今日，除了「剪刀、石頭、布」以外，我們玩的現代遊戲和運動最初多半是從西方引進的。「剪刀、石頭、布」的遊戲據說是起源於亞洲，後來才傳到西方。有些人可能會對「剪刀、石頭、布」抱著嘲諷的態度，認為這種小孩遊戲根本無法代表文明的狀況。我想請這些人再次看看他們的手。人類的手確實是使他有別於其他動物的身體象徵。據說所有的人類文化都是從人的手開始的，而人類的手也被視為是第二個腦，或是外部的腦。手使「製造者人類」(拉丁文homo faber)一詞成為可能，指頭的計數後來更成就了我們今日的電腦。「數位」(digital)一字的字源便來自於「手指」(digit)，正是這些指頭創造了石斧。

「剪刀、石頭、布」以手創造了意義，而手的遊戲往往比其他任何工具更能清楚地表現人類精神的創造力。「剪刀、石頭、布」的遊戲是循環的，意即遊戲輸贏的規則在於循環的關係，這點和其他的文化是相反的，因為其他文明中任何層面的焦點都集中在決定輸贏。在「剪刀、石頭、布」中，石頭敲碎剪刀、剪刀剪布、布又可包蓋住石頭。和階級化的金字塔形關係不同，「剪刀、石頭、布」是種循環關係，其中每個份子都有輸有贏。沒有絕對的贏家。每當決定輸家或贏家時，「剪刀、石頭、布」的結構並不會區分出強者與弱者。

自然的生態與結構也和「剪刀、石頭、布」這種力量的循環關係有關。因此，力量最大的強者並未存活在這個叫做地球的行星上。人類會死於微小的病毒，食物鏈中層層向下的生物階級最後也回歸到塵土，因此完成了圓形的循環。

「剪刀、石頭、布」的遊戲據說源自於道家哲學。中國古典著作《關尹子》中記載：「螭蛆食蛇，蛇食蛙，蛙食螭蛆，互相食也。」類似這樣的道家哲學是東亞文化的根源，存在於這個地區的每個角落。在道家哲學中，虎無論多麼凶猛，另一種叫做黑貂的動物總會捕食強壯的老虎。世界不斷循環，沒有絕對的贏家。在世界的循環中甚至沒有一絲人為成分。

Concept of "Rock Paper Scissors"

The current of the world is shifting from a pyramid shape to a round circle. The linear structure reaches the final destination, however long the line is. But a circular structure has no end, however small it may be. There is only perpetual motion rotating endlessly, like day and night and the four seasons.

Most of the modern games and sports we play today were originally introduced from the West, except Rock Paper Scissors. The game of Rock Paper Scissors is said to originate in Asia and was later introduced to the West. There may be those who are cynical about Rock Paper Scissors, claiming that civilization can hardly be represented by such a child's game. I ask those people to look at their hands once again. A man's hand is indeed a physical symbol that distinguishes humans from animals. All human cultures are said to have started with the hands of man, and the hands of man are said to be a second brain or a brain brought to outside. These hands made possible homofaber (Man the Toolmaker), and calculation with the fingers of these hands gave birth to the computers we have today. The etymology of the word "digital" refers to fingers, with which a stone ax was made.

'Rock Paper Scissors' creates meanings by hands, and playing a game with them (hands) shows the creativity of the human spirit more clearly than any other tools. It is because the game of Rock Paper Scissors is circular, which means the rule of winning and losing the game is in the relationship that is circulating, in contrast to all other aspects of culture and civilizations, which are focused on determining a winner or loser. With Rock Paper Scissors, rock smashes scissors, scissors cut paper, and paper covers rock. Unlike a stratified pyramid type relationship, Rock Paper Scissors is of a circular relationship, in which each member winning or losing over another. There is no ultimate winner. While a loser or winner is determined at any one time, neither the strong nor the weak can be found in the structure of Rock Paper Scissors.

The ecology or structure of nature also involves circular relationships of power like that of Rock Paper Scissors. Thus, the strong with the greatest power does not exist on this planet called earth. Man dies because of a tiny virus, and the food chain, the hierarchy of living beings in which each one entity feeds on the one below, returns to dirt at the end, thereby closing the circle.

The game of Rock Paper Scissors is said to have originated from Taoist philosophy. Classical Chinese writings by Guangyinzi states that a snake preys on frogs, a frog preys on slugs, and a slug preys on snakes. Taoist philosophy like this is the origin of Northeast Asian culture, which can be found throughout the region. According to Taoist philosophy, however strong a tiger is, another animal called a sable preys on strong tigers. The world goes round and round without an ultimate winner. The world moves round even without any artificial revolution.

Lee, O-Young

The First Minister of Culture,
Korea