

## RULES

*Nonsense* is an **improvisation** game. The objective is to **tell a 1 minute story** about a **given situation** and to **slip in a secret word**. Obviously, the other players must not be able to guess this word.

### SECRET WORDS

#### 1st round (green cards)

**Choose a word** (a, b, c, d, or e) which you will have to use in your story. **Based on the situation selected for you by the other player**, you have **30 seconds to invent a story which includes the secret word** that you have chosen. You then have **1 minute to tell your story** to the other player. Your goal is that they DO NOT guess the secret word. The funnier and the more original your story is, the better your chances of winning are! At the end of your story, listen to the word which the other player thinks is the secret word and **reveal your word. If they didn't guess your word, you score 2 points. If they guessed correctly, the other player scores 1 point.** Whoever has the most points at the end of the game wins!

#### 2<sup>nd</sup> round (yellow cards)

Same procedure, but choose **2 secret words** to include in your story.

#### 3rd round (orange cards)

Same procedure, but you must include **3 words**, and you have **1 minute to invent the story and 2 minutes to tell it.**

#### 4th round (red cards)

Same procedure, but you must include **4 words**, and you have **1 minute to invent the story and 2 minutes to tell it.**

### SITUATION

#### 1st and 2<sup>nd</sup> round (green and yellow cards)

**Choose a situation** among the propositions which you will give to the other player so that he or she invents a story which includes the secret word(s). **The other player has 30 seconds to invent their story**, then **1 minute to tell it to you (time them using a watch or a smartphone)**. While he or she is telling the story, **write down all the words** which sound suspicious to you and which could be the secret word(s) that they have chosen (**use the “my score and my notes” sheet**). At the end of the story, **say the word(s) which you think is/are the secret word(s)**. **If you guessed correctly, you score 1 point per word. If you didn't, the other player scores 2 points for each word you didn't guess.** Whoever has the most points at the end of the game wins!

#### 3rd and 4th rounds (orange and red cards)

Same procedure but the other player has **1 minute to invent their story**, then **2 minutes to tell it to you (time them)**.

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