

# **Paradox Paradise**

by Pau Garcia and J. Fernando Almendro

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## **1. Designs and Components**

Paradox Paradise Logo Design:



## Regulations:

**Player Turns**

When choosing against which player to draw, there's two options. Doing improvised turns, or following the official Paradox Paradise turn sheet.

**1) Improvised Turns**

Improvised turns aren't really recommended for very big groups. With improvised turns, players choose with who they want to draw before each round.

**2) Official Turn Sheet**

Using the Official Paradox Paradise Turn Sheet, the players will follow the recommended turn order created specifically so that each player plays against each other at least once.

To follow this turn order, each player must assign a number to themselves. After the numbers have been assigned, the players will follow one of the following orders depending on the size of the group playing.

**3-4 Players**

<b>Round 1</b>	<b>Round 2</b>	<b>Round 3</b>
1 vs 2 3 vs 4	1 vs 4 2 vs 3	1 vs 3 2 vs 4

...and repeat

**5-6 Players**

<b>Round 1</b>	<b>Round 2</b>	<b>Round 3</b>
1 vs 6 2 vs 4 3 vs 5	1 vs 5 2 vs 6 3 vs 4	1 vs 2 3 vs 6 4 vs 5

<b>Round 4</b>	<b>Round 5</b>
1 vs 3 2 vs 5 4 vs 6	1 vs 4 2 vs 3 5 vs 6

...and repeat

**7-8 Players**

<b>Round 1</b>	<b>Round 2</b>	<b>Round 3</b>
1 vs 2 3 vs 4 5 vs 6 7 vs 8	1 vs 4 2 vs 7 3 vs 6 5 vs 8	1 vs 6 2 vs 5 3 vs 8 4 vs 7

<b>Round 4</b>	<b>Round 5</b>	<b>Round 6</b>
1 vs 8 2 vs 3 4 vs 5 6 vs 7	1 vs 3 2 vs 4 5 vs 7 6 vs 8	1 vs 7 2 vs 8 3 vs 5 4 vs 6

<b>Round 7</b>
1 vs 5 2 vs 6 3 vs 7 4 vs 8

...and repeat

## Game Rules



"TRAVEL IN TIME, DRAW AND KILL HITLER!"

HOW MANY PARADOXES CAN YOU CREATE?

**3-8**

**Game Rules**

**Content**

- 1 Racing Board
- 8 Whiteboards (with markers and erasers included)
- 96 Characters Statement Cards
- 96 Time Statement Cards
- 96 Characters Answer Cards
- 96 Time Answer Cards
- 1 Baby Hitler Cradle Piece
- 8 Time Machine Player Pieces
- 1 Paradox Dispute Dice

**Game Preparation**

Place the Racing Board on the centre of your playing area. Place the Time Machine Pieces which correspond to each player on the starting tiles. Place Hitler in the gray rectangle.

Place the Time Statement Card pile on its spot on the board (blue square with orange speech bubbles), and the Time Answer Card pile next to it. Do the same with the Character Cards on the other side.

The dice should only be present if the amount of players is even.

**Game Objective**

Arriving to the cradle by winning one-on-one drawing contests against other players.

**Development**

**1) Choose Cards**

The players choose if they prefer Characters or Time Statement Cards, and once they've decided, they draw one and read it out loud.

To complete a full sentence, an Answer Card will be chosen (Time Statement Cards go with Time Answer Cards and so on). Using the internet to see who/what to draw is allowed.

If a Statement Card has 2 blank spots, 2 Answer Cards will be taken.

**Statement Cards**

.....last Sun	_____
What you'd be doing if you lived during _____	_____

**Answer Cards**

Napoleon	_____
The Roman Empire	_____

**2) Drawing**

Once every couple of players have the full statements, the players will have 1 min to draw what they interpreted from the statement in the cards.

Once the time runs out, or if everyone has finished drawing, they will show their drawings to the other players.

**3) Voting**

The players who weren't drawing will vote which drawing better fit the description of the cards (this can come down to which one is most faithful to the original meaning, which one is funnier, or simply which one is better drawn, it's down to the players).

If a player has more votes than their opponent, they'll have won the round against the opponent.

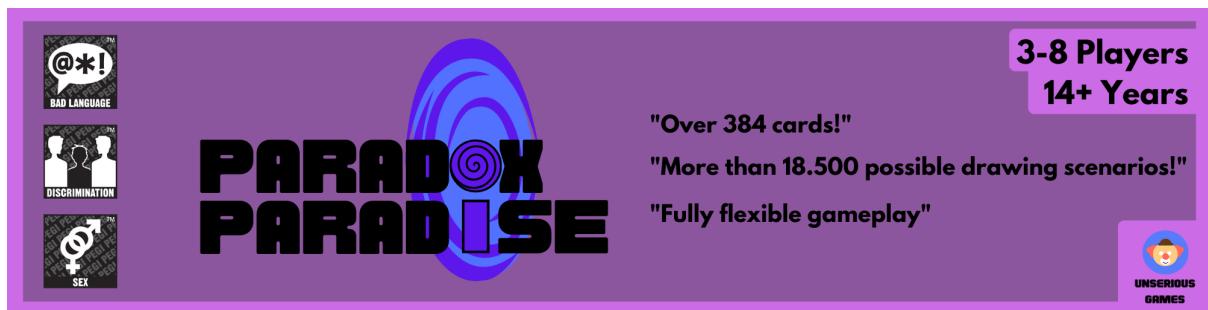
For instance, in a game of 4, there will be 2 couples of players, with each couple having one set of Statement/Answer Cards. Each of these couple will have their drawings based on these cards. When the drawings are done, the players from one couple will vote the best drawing out of the two drawings from the other couple.

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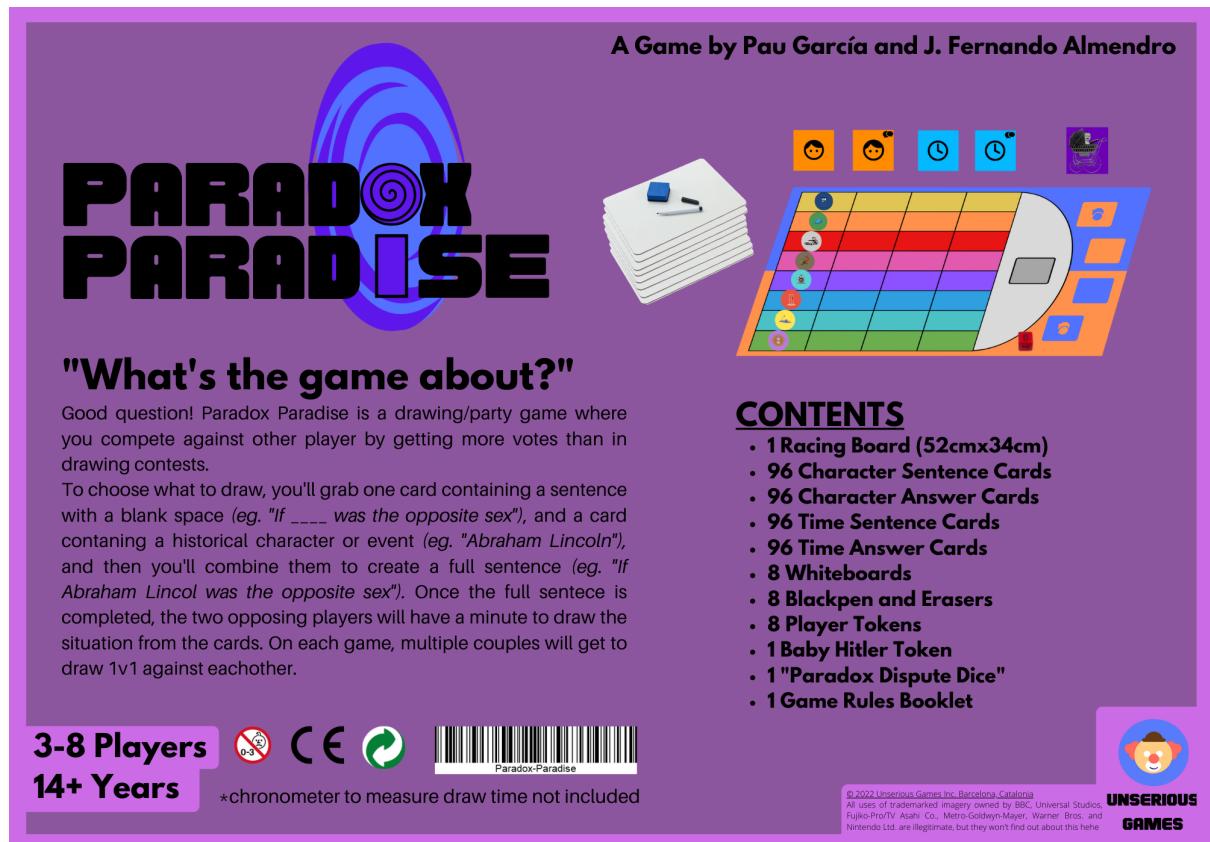
Packaging/Box Design:



Box Front (31.5 cm x 23cm)



Box Side (31.5 cm x 8 cm)

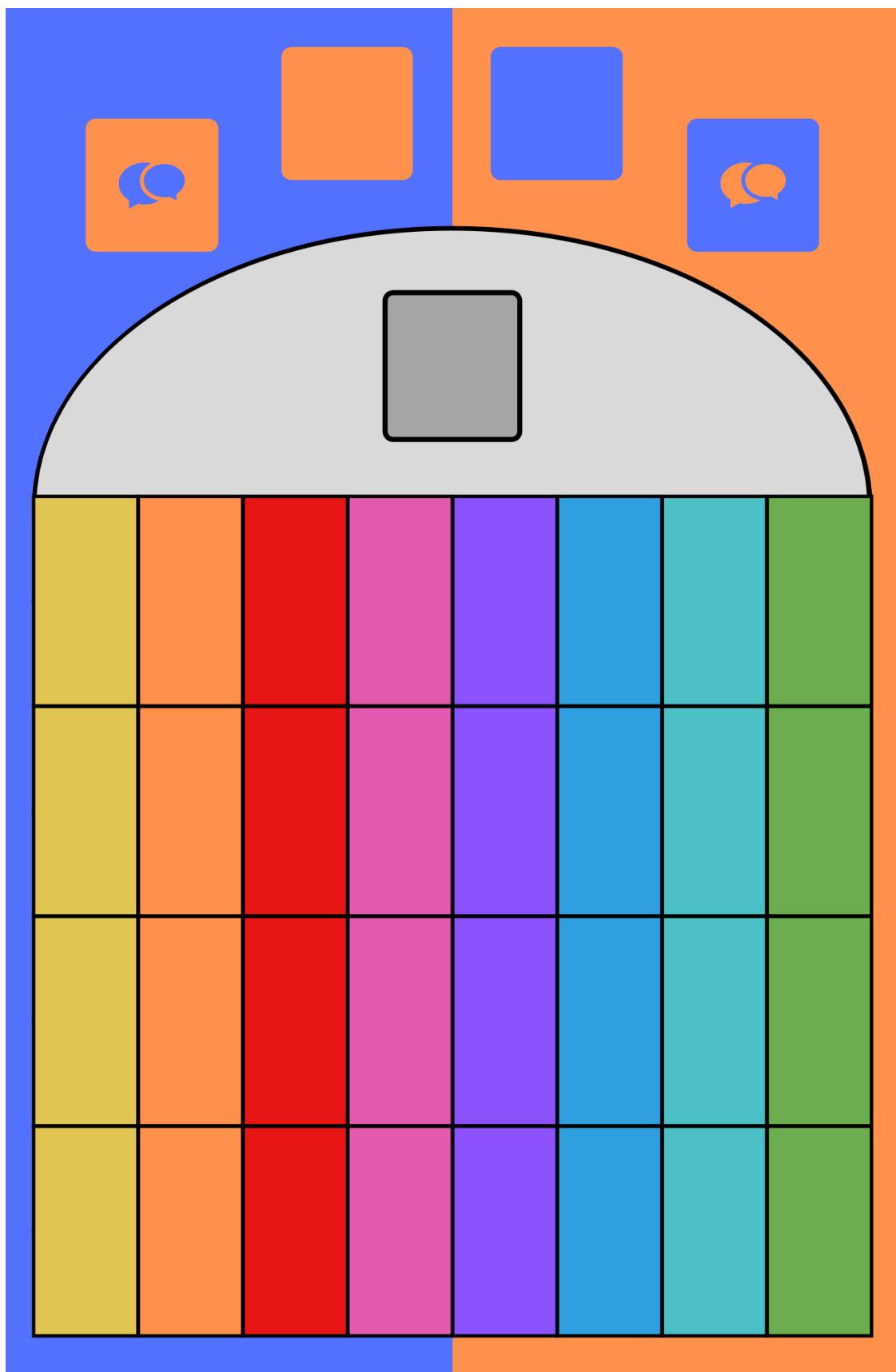


Box Back (31.2 cm x 21,8 cm)



Box Side (23 cm x 8 cm)

## Game Board Design:



## **2. Supportive and Promotional Material**

**Gameplay Video:** <https://youtu.be/vbuHzIz9wlg>

In this gameplay video, 6 rounds of Paradox Paradise are shown being played by a group of 6 players.

**Tutorial Video:** [https://youtu.be/y\\_t\\_lSOj\\_Y](https://youtu.be/y_t_lSOj_Y)

In this tutorial video, a very special guest will teach you how to play Paradox Paradise.

## **2 Minute Pitch:**

Paradox Paradise is a 1v1 drawing party game which includes an innovative mix of mechanics never seen in this kind of party games. In the game, you'll have to draw historical figures or events in crazy and hilarious ways. You have to compete against your friends' drawings by picking from a combination of two cards: one with a statement with a blank space, and one with a character or event to fill in the blank. Other players will vote one of the two drawings, and the one with more votes wins. Our game prides itself in being purely chaotic, with the objective of the game being to get to Baby Hitler to kill him (or to do whatever you want with him, really).

A great aspect of Paradox Paradise is the replayability. There's 384 cards in the base game, and you can get more than 18.450 different scenarios by combining them. Aside from this, our game is also very flexible with its ruleset, as we believe that players will have extra fun finding new ways to play PP.

Paradox Paradise is also a great fit for expansion packs. Since the main focus of the game is history, different card packs could be sold from different locations, time periods and maybe even fictional worlds.

## Sell Sheet:



AN EXCITING NEW TAKE ON  
PARTY/DRAWING GAMES!

15-30 MINUTES  
3-8 PLAYERS  
AGES 14+

# PARADOK PARADISE

UNSERIOUS GAMES

COMBINE CARDS,  
CREATE SENTENCES,  
DRAW SCENARIOS,  
LAUGH!

card samples

GET READY TO KILL BABY HITLER!

Create paradoxes to get closer to Baby Hitler. Win 1v1 drawing contests against fellow time travellers to move one step closer to your objective. Try to get your friends to vote for your drawings by making the most ridiculous scenarios possible!

384 CARDS IN TOTAL  
8 ICONIC PLAYER PIECES  
8.192+ CARD COMBINATIONS  
FUN AND CHAOTIC GAMEPLAY

384 CARDS  
8 PLAYER PIECES + 1 HITLER PIECE  
RACING BOARD  
1 DICE  
8 WHITEBOARDS WITH BLACKPEN

CONTACT INFORMATION:  
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TWITTER: @UnseriousGames  
INSTAGRAM: @UnseriousGames  
FACEBOOK: [facebook.com/UnSerGames](https://facebook.com/UnSerGames)

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### **3. Development Diary**

25<sup>th</sup> of November, 2021

Tomorrow will be the first playtesting day.

With this playtesting I want to see how the turns will play out in a regular game of Paradox Paradise, since right now we're just hoping players will be smart enough to end up playing at least once with each other per game. If this doesn't happen we'll probably have to create a turn guide or sheet that helps the players play a turn with a different person.

Aside from this, I'm not sure how long a game of Paradox Paradise will take. Right now we assumed that a round with 3 players would take approximately 15-20 minutes, and with more players, the time would slightly increase (even though they all draw at the same time). We'll have to see if time is a problem or not.

26<sup>th</sup> of November, 2021

The playtests were kind of a mixed bag, although mostly positive.

The first thing that really impressed me was the overall reception of the concept itself. Most players said that the concept was really cool, and that they could see themselves playing a game like this one if it really existed.

We had time to do 2 different games of PP, one of them with 3 players, and another one with 4 players. There were some limitations to this playtesting session, though. We didn't have individual whiteboards, so the players resorted to drawing in a big whiteboard on opposite sides. There was only space for 2 players on the whiteboard, so I wasn't able to properly test out how turns were going to work with more than 3 people, although I think I've gathered enough info about how the turns would work thanks to the actions of the players.

Thanks to this playtesting we've determined that the time it takes to complete a game was grossly underestimated. Instead of taking 15-20 minutes to finish a game with 3 people, it took around 40 minutes to get to the middle of the board. Of course, this could be due to the unusual situation we had to test the game in. Basically we didn't have the portable whiteboards, so we had to get up and go to the class whiteboard to draw; this as well as the fact that we lost a bit of time talking about the drawings themselves. We didn't finish the second game either, but even though we were drawing 2 persons at a time instead of 4 at a time, it felt like we were going faster for some reason; probably because by that time people were accustomed to the rules and to drawing on the whiteboard.

Now, even though the game with 4 people didn't have all the players drawing at once, and thus, the turns couldn't be tested properly, I've got a general idea of how that will turn out. Even though 2 people were drawing and 2 were doing nothing, it was pretty difficult to follow an order of who will go against who. For this reason, I've decided to make the turn sheet. I still have to figure out how I make a "turn sheet", and how to make it understandable and most importantly, how to stop it from scaring players away. A turn sheet can be pretty intimidating, especially for a game that doesn't take itself very seriously like this one.

To end this (very long) entry in the dev diary, I got some feedback from a player. This player suggested making every player draw the same stuff, that way there wouldn't be a lot of lost time picking cards and choosing who to go against. I've thought about this, but I believe this change would fundamentally change what Paradox Paradise is about. Having a lot of different combinations of cards in a single round is a big part of what makes PP interesting, and taking away this, alongside the "1v1" aspect of the game, would probably change some core aspects of the game. This could be applied to a "special" round after a few turns however, so I'll look into it to see if having some rounds be an "all against all", but I'm not confident about having all rounds be the same for all players.

### 5<sup>th</sup> of December, 2021

It's time to implement the feedback received from the previous playtesting session.

First, the most obvious thing to start fixing is the time it takes to finish a game. Instead of doing this now, we'll wait until the next playtesting sessions, and if it still takes too long to reach the end, even with all of the players drawing at the same time, we'll slice the amount of tiles in the board by half. I'm a bit hesitant to do this, because with larger groups maybe not all players can play with each other at least once, which would be the optimal outcome of a game of PP.

The other thing to do are the turns. We've started work on a turn-sheet to help the players follow an order in which they all play with each other at least once per game. In this turn-sheet, there's 4 different turns, one for 3-4 players, one for 5, one for 6, and one for 7-8 players. In the 6 players turn order there's one round where three players compete against each other instead of 2, but this is something necessary to make all players play with everyone at least once. The order in question is the one in this link:

[https://drive.google.com/file/d/1Ww6z\\_G8bbmnmmJ3-tQKeGexw3CnGhxrU/view?usp=sharing](https://drive.google.com/file/d/1Ww6z_G8bbmnmmJ3-tQKeGexw3CnGhxrU/view?usp=sharing)

To access the link, you'll need to enter with a UPC mail. In this .txt file, the number(s) on the left are the number of players in the game, the R with a number are the round that this turn order would play in (so R1 is round 1, R2 round 2, etc.). Next to the R, there's numbers in brackets. Each number inside the brackets is a player, so if the document says {1-2, 3-4}, that means that player 1 will draw against player 2, and player 3 will draw against player 4. I apologize if this document is confusing, it's mainly just something I've made to expand and clear upon later with an official turn-sheet on the regulations.

I have concerns about this turn-sheet. I'm not sure if players will understand it, or if it will be easy or intuitive enough to follow. We'll need to do some playtesting to check if it's a good idea to implement it. I think the best option right now would be to make this turn-sheet optional, and see how players play with and without it.

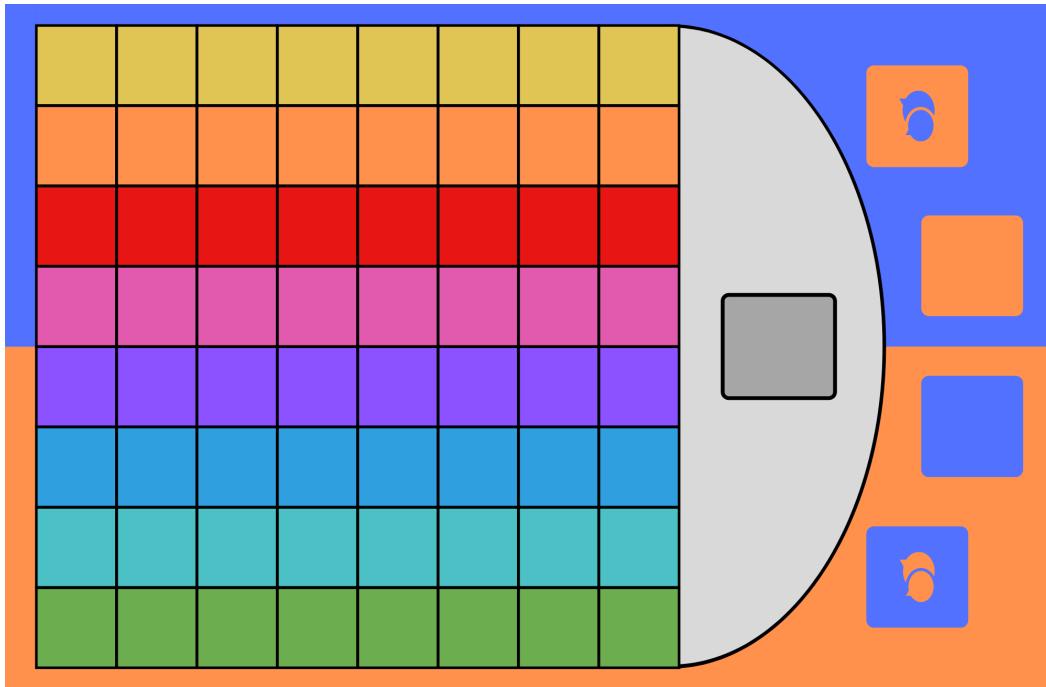
### 15<sup>th</sup> of December, 2021

This will be a very short entry, but I feel it's important to note this. I've realized there was a mistake on the turn-sheet, and there's a way to unify the 5 and 6 player turn order. Here's a link to the updated order:

[https://drive.google.com/file/d/1uB9wtqPUDIX3lqzBv0\\_7KfzP2HCK-aAx/view?usp=sharing](https://drive.google.com/file/d/1uB9wtqPUDIX3lqzBv0_7KfzP2HCK-aAx/view?usp=sharing)

18<sup>th</sup> of January, 2021

Today I designed the aesthetics of our board to playtest tomorrow:



19<sup>th</sup> of January, 2021

Today is the first day we can playtest with our own whiteboards. We played 3 games of Paradox Paradise. In each session I aimed to get different results, and I think today was the most successful playsessios we've had in terms of feedback.

**Session 1:** The objective of this game was to see how players would develop by not using the turn-sheet. At the start, this session was a disaster, but that's because some players had to leave near the start. We started with 5 players, after two rounds there were 4, and after that 3. Ignoring this though, the game gave me the results that I expected.

People still talk a lot about the drawings, but I've come to realize that that's actually a good thing. Players talking a lot about each other's drawings means they're positively engaging with the game, and they're having fun. Aside from this, I also noticed that when the number of players was 5, they found it really difficult to choose a player with whom to play, and this became more and more difficult as rounds went on. The only situation where the players seemed to be agile with turns without needing to use the turnsheet was with 3 players, but that's also to be expected. This game lasted 20 minutes, and the first player on the board was halfway through.

Something new that popped up during this playtesting session is that some players didn't recognise a lot of the events or people that the cards displayed. To solve this I devised a solution on the spot, I told them that using google was allowed before a round starts. I thought that this would make the overall time of the rounds longer, but the difference between rounds without google wasn't big enough to consider, so googling characters you don't know is now allowed. Aside from this, I didn't observe anything new that wasn't already present in the last playtesting session: the rounds with 3 players are very long. The next playtesting session was focused on this issue.

**Session 2:** This game was focused on seeing how much time difference there is between a game with 3 players, and one with 4. There were 4 players during this whole game. We didn't finish it because we still needed to have the final session after this one, which was the most important one. In this playtesting session we also did what we couldn't do in the first one: we all drew at the same time.

This game proved what I thought was going to happen: with 4 players, the rounds move much faster than with 3. This is because with 4 players, 2 players move one tile per round, but with 3 only 1 player moves. We stopped when one of the players reached the middle of the board (after 5 rounds), and we did so in 12 minutes, the best time we've ever had. This being said, though... One player reaching the middle in 12 minutes isn't really the time we had in mind when we designed the game, this means that even at the fastest we've ever played, there's too many rounds.

**Session 3:** The objective of this final game is to reach the end of the board, but if we take 40 minutes or more, we'll stop the playtesting session and go home. Before starting, I told the players to go at a relatively fast pace, and told them to avoid talking too much during rounds (this way we could see how long it would take to finish the game while doing a pseudo-speedrun). During this game, 3 people will play.

The most important point of the playtesting sessions of today was made even clearer thanks to this session: the game is too long. In this game of 3 players, it took 20 minutes for the first person to reach the end. We stopped the game after 41 minutes of gameplay, and we still didn't reach the end. One player was one tile away from the end, while the two other players were 2 and 3 tiles away respectively. This game sealed the deal completely, the game board will be redesigned to have 4 tiles instead of 8. While this was the main thing I wanted to check with this specific session, I also gathered some extra feedback:

During one of the rounds, a couple of players took a time sentence card and a character answer card by mistake, creating a sentence that made sense and was funny. This is of course, something that happened by luck, since the chances of a time sentence card making sense when paired with a character card is pretty slim, but this is noteworthy because maybe it could be interesting to make both types of cards compatible. This way the amount of combinations would increase, and thus, the replayability would increase. Although it's interesting to think about, I don't think the workload of changing all 192 sentence cards is worth it for the end result. For the game we have now, our current system works, and I'm not sure a change as significant as this one could be made in the time that we have to create the prototype.

And that's all of what I've gathered from today's playtesting sessions. What I'd like to do now is analyze in-depth how our round system currently works to find out the best way to change the game board.

21<sup>st</sup> of January, 2021

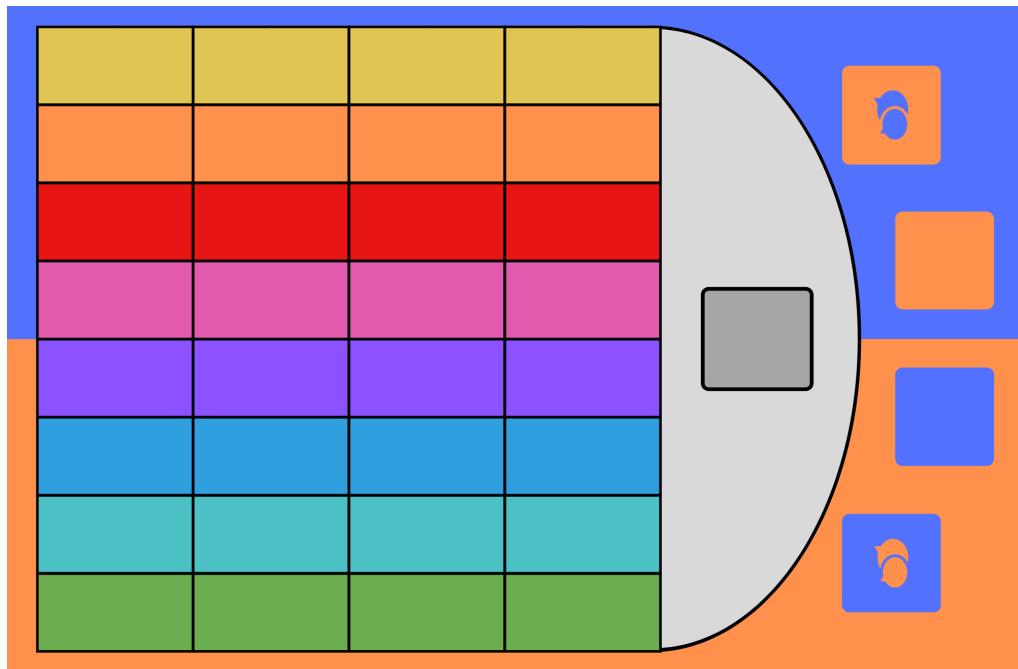
Today I've implemented some changes based on the feedback I gathered from the previous playtesting sessions.

Firstly I made a table calculating the maximum and minimum rounds it would take to win depending on the amount of players and the number of tiles. These numbers were made assuming that the players follow the turn-sheet. The table goes as follows:

Nº	8 TILES ON BOARD		4 TILES ON BOARD		
	PLAYERS	MIN ROUNDS	MAX ROUNDS	MIN ROUNDS	MAX ROUNDS
3		11	24	5	12
4		8	16	4	8
5		9	18	5	10
6		8	16	4	8
7		9	18	4	8
8		8	16	4	8

Thanks to this table, I could calculate more or less what rounds would last. Being generous and assuming that each round lasts 2 minutes, the absolute minimum time a round could last with 8 tiles was 16 minutes, and the maximum was 48 minutes. Meanwhile, with 4 tiles on the board, the minimum time would be 8 min, while the maximum would be 24 min. With this new info on hand. With this, now I can design the final version of the board. Of course, we'll need to playtest it, but we've still got plenty of time to do that.

Here's what the finalized board looks like:



25<sup>th</sup> of January, 2021

Today was the (possibly) last playtest session before the physical prototype playtesting we have on the 28<sup>th</sup>. I believe this playtesting session was an absolute success! For this session, we brought the regulations, and we asked the players to read them and play following them.

We only had time for one game, and for it there were 6 players. With the updated board, the rounds flowed much faster. My concerns for the players being confused by the turn-sheet were proved wrong by this playtest, which showed how with 6 players the rhythm for changing turns was fast enough to not be a chore for the players. The game lasted around 30 minutes with 6 rounds being played in total, which means that the rounds were approximately 5 minutes each. Even though the time might not be as low as I expected it to be, I'm not worried about it. I've some players that previously played the 8-tiled version of the game what they thought about this new version, and they said that it felt much faster. Plus, from what I could tell, most of the players were engaged and having fun during rounds, so it's safe to say that the time problem is solved.

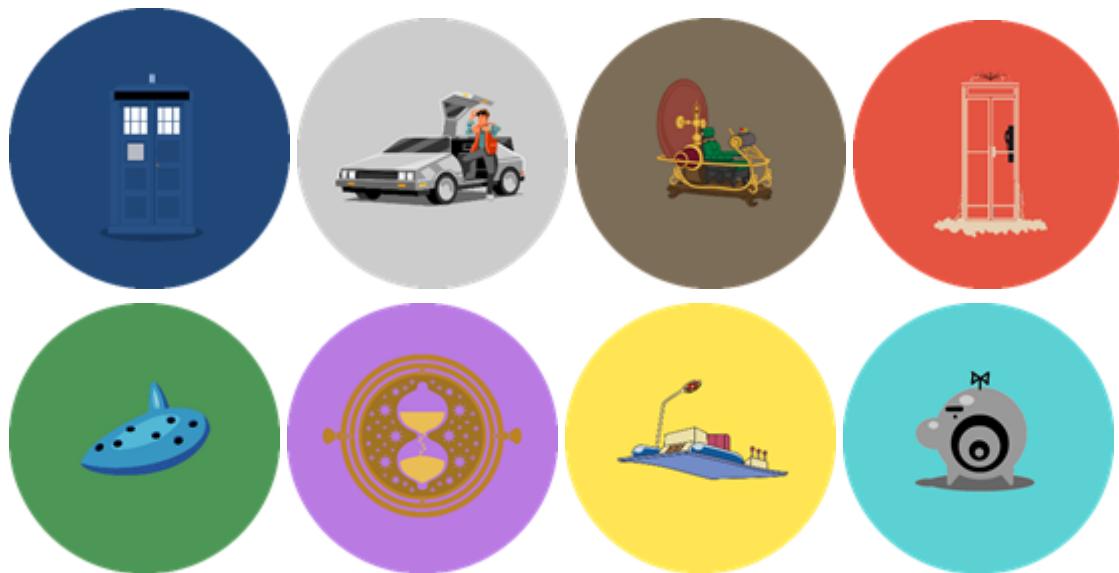
After this playtesting session I'm confident that the game is good enough for the prototype presentation. Unless a very big issue happens during the physical prototype playtesting, I'll consider that this is the final version of the game.

### **3. Print and Play**

#### **Baby Hitler Figure:**



#### **Player Figures:**

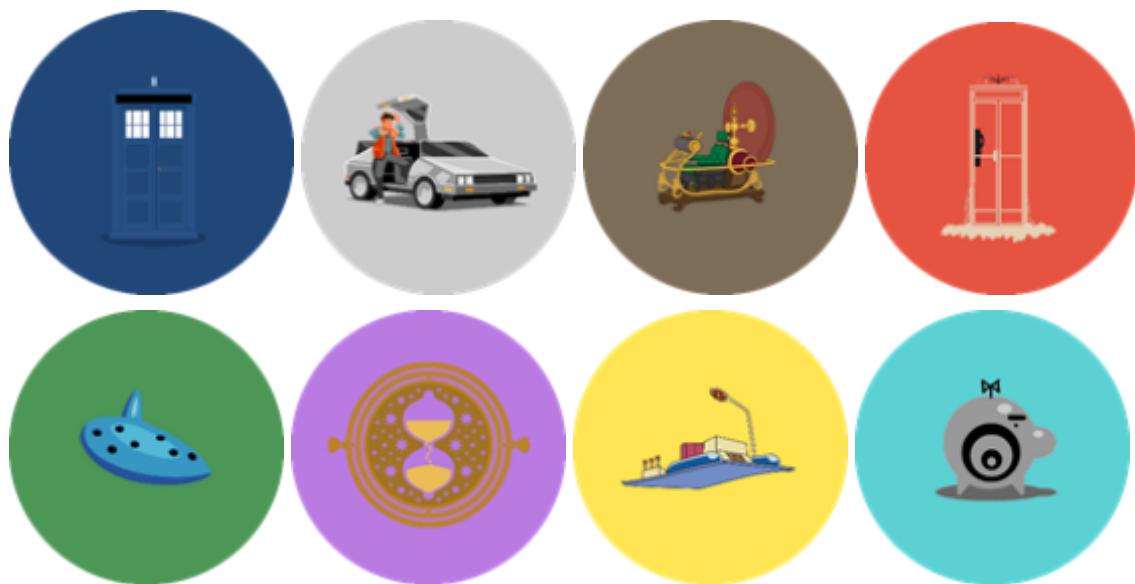


# Paradox Paradise Print and Play

## Baby Hitler Figure:



## Player Figures:



Jesus

Napoleon

William Shakespeare

Abraham Lincoln

Geroge Washington

Adolf Hitler

Aristotile

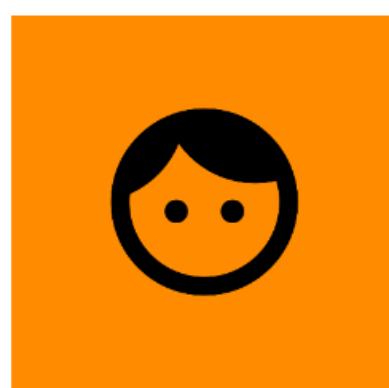
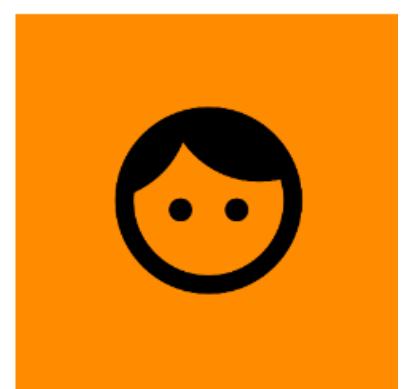
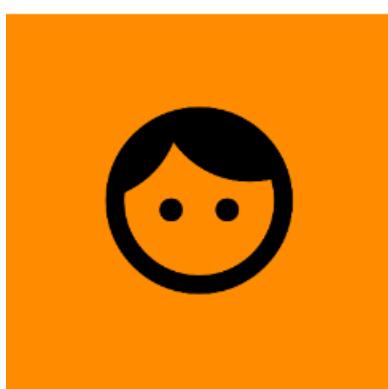
Alexander the Great

Thomas Jefferson

Charles Darwin

The Queen of England

Karl Marx



Julius Caesar

Martin Luther

Joseph Stalin

Albert Einstein

Christopher Columbus

Isaac Newton

Charlemagne

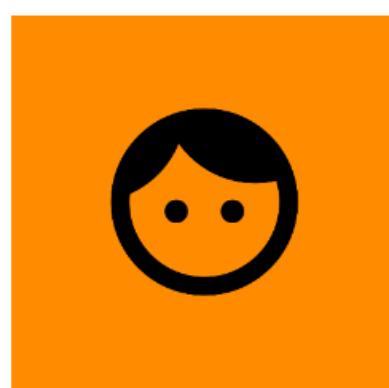
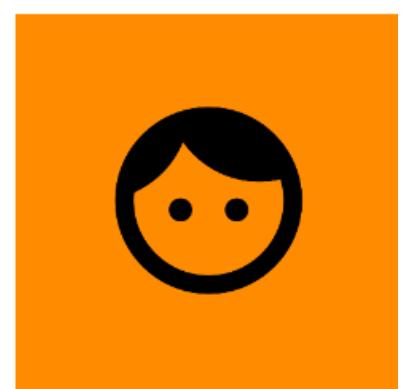
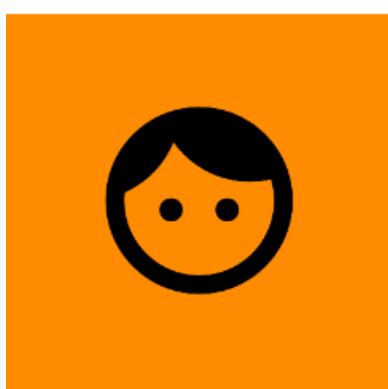
Theodore Roosevelt

Amadeus Mozart

Plato

Ludwig van Beethoven

Leonardo da Vinci



Augustus

Ronald Reagan

Charles Dickens

Apostle Paul

Benjamin Franklin

George W. Bush

Winston Churchill

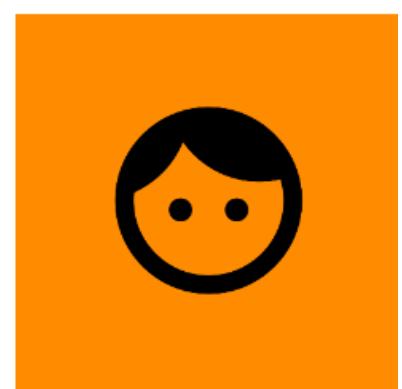
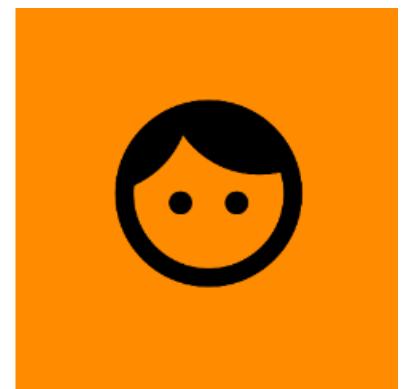
Genghis Khan

Thomas Edison

Friedrich Niegzstche

Sigmund Freud

Alexander Hamilton



Galileo Galilei

Gautama Buddha

Mark Twain

Edgar Allan Poe

Adam Smith

David, King of Israel

Immanuel Kant

Voltaire

Saint Peter

Constantine the Great

Socrates

Elvis Presley



William the Conqueror

John F. Kennedy

Vincent van Gogh

Nicolaus Copernicus

Vladimir Lenin

Oscar Wilde

Jean-Jacques Rousseau

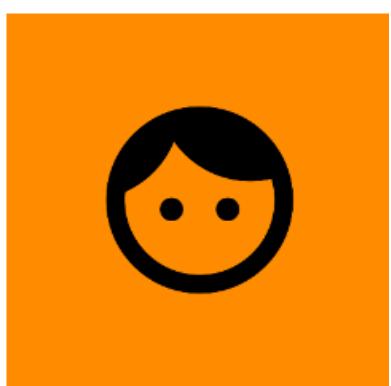
Richard Nixon

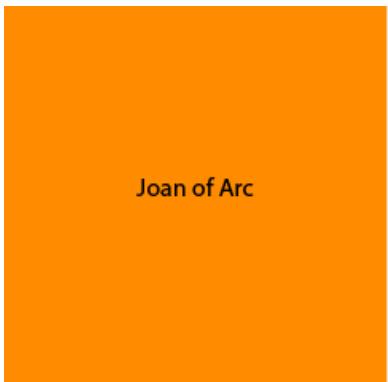
King Arthur

Michelangelo

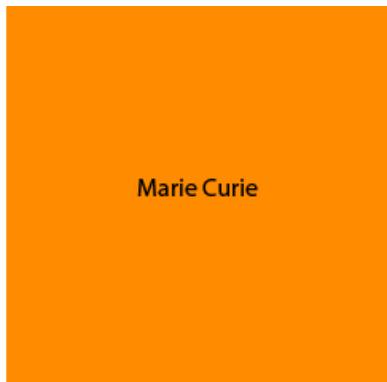
René Descartes

Nikola Tesla

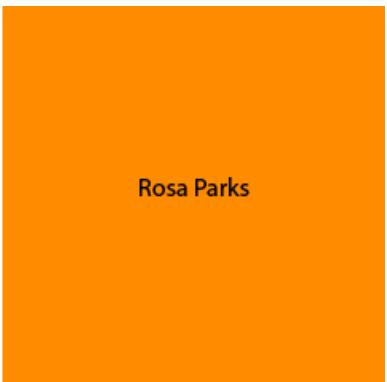




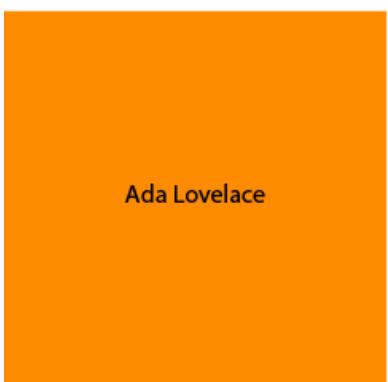
Joan of Arc



Marie Curie



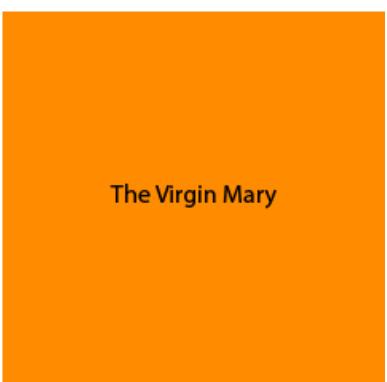
Rosa Parks



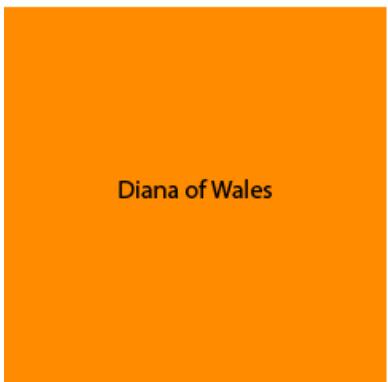
Ada Lovelace



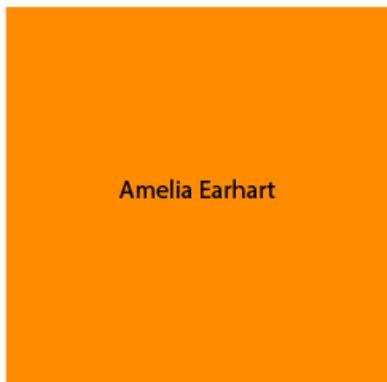
Margaret Thatcher



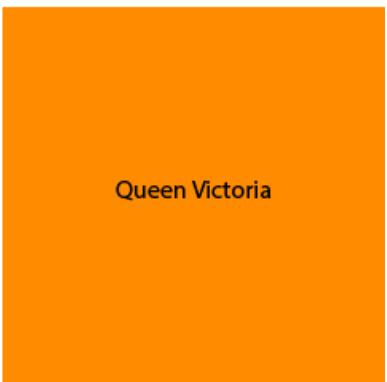
The Virgin Mary



Diana of Wales



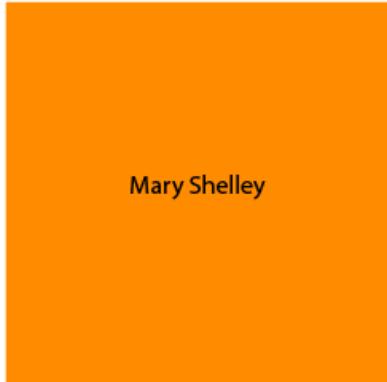
Amelia Earhart



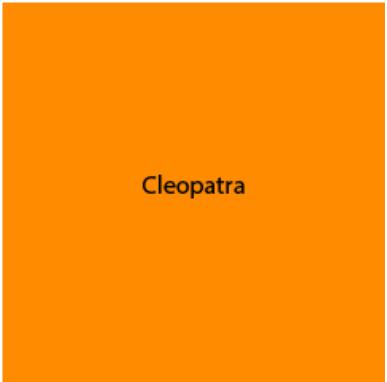
Queen Victoria



Mother Teresa



Mary Shelley

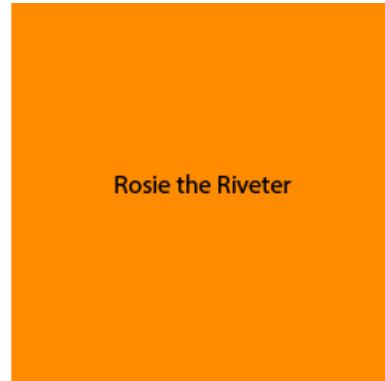


Cleopatra





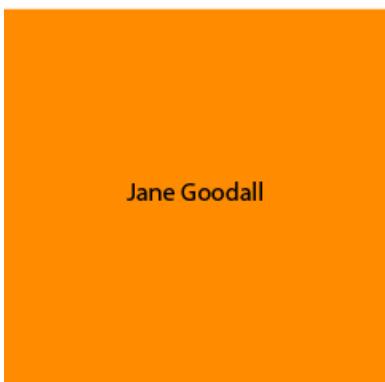
**Marie Antoniette**



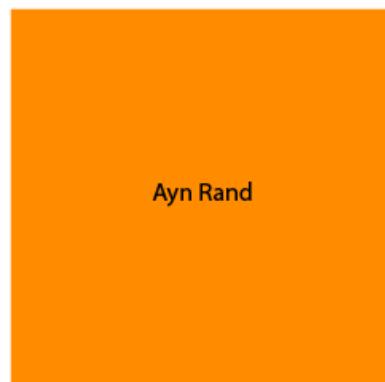
**Rosie the Riveter**



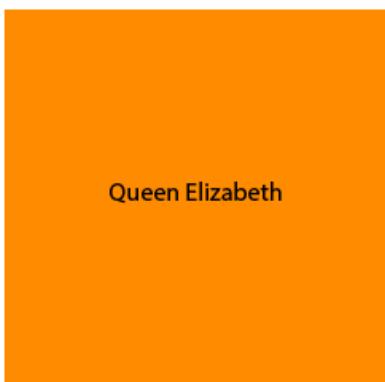
**Lady Godiva**



**Jane Goodall**



**Ayn Rand**



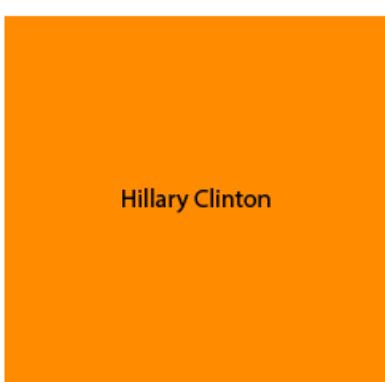
**Queen Elizabeth**



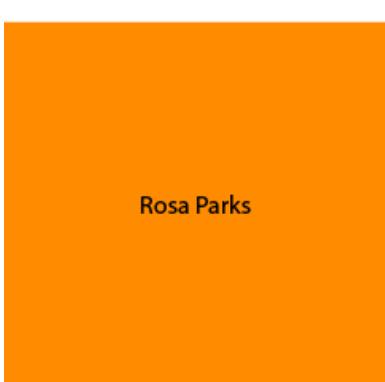
**Pocahontas**



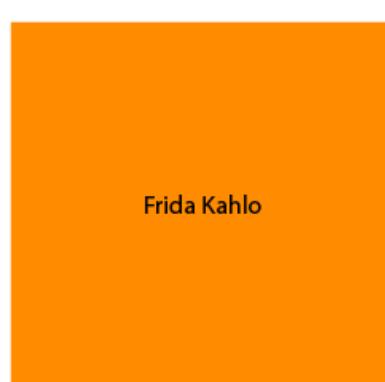
**Shirley Temple**



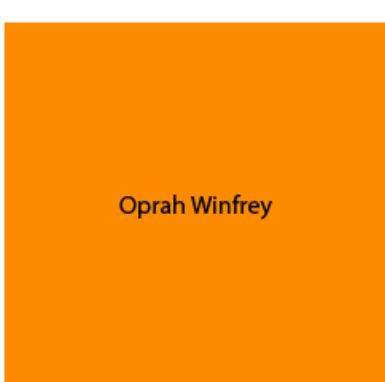
**Hillary Clinton**



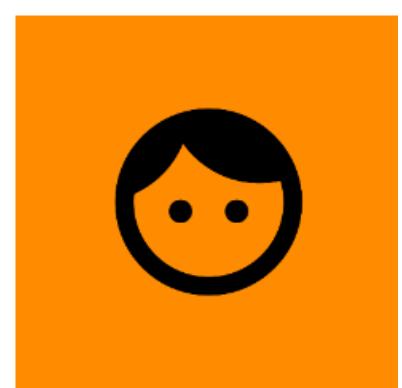
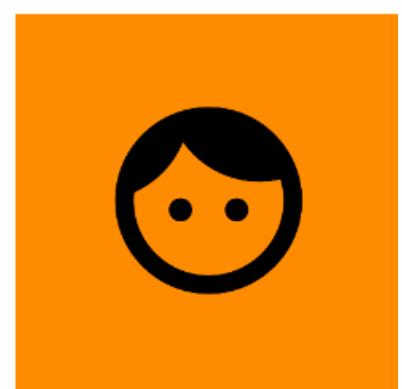
**Rosa Parks**

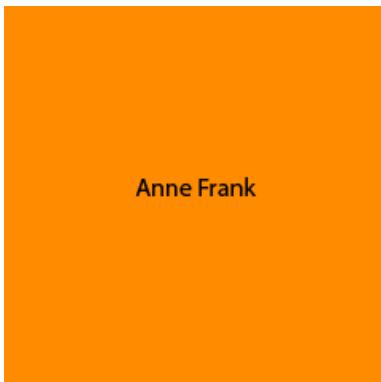


**Frida Kahlo**

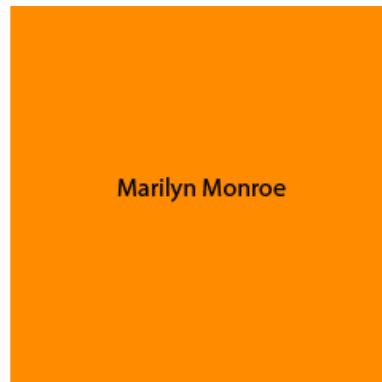


**Oprah Winfrey**





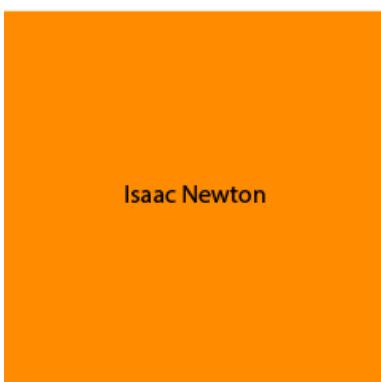
Anne Frank



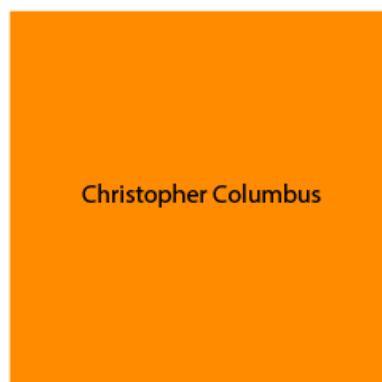
Marilyn Monroe



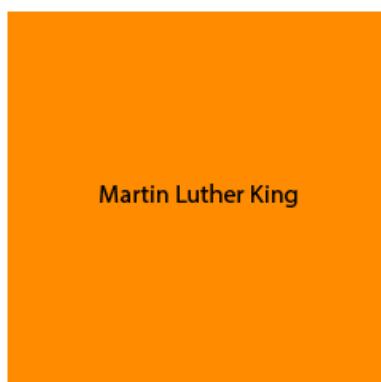
Madonna



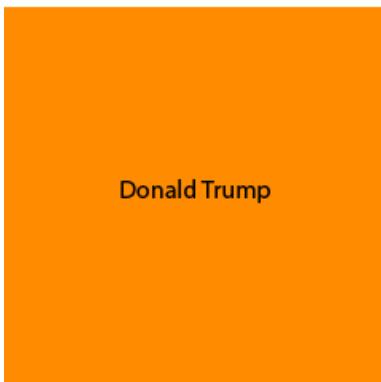
Isaac Newton



Christopher Columbus



Martin Luther King



Donald Trump



Homer (Greek Poet)



Bin Laden



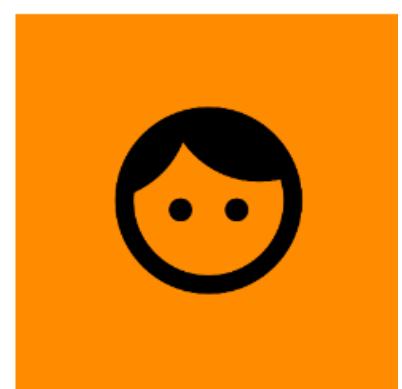
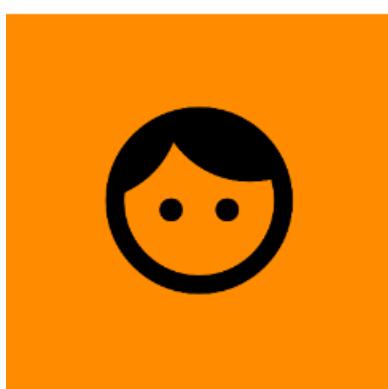
Kim Jong-un



Mao Zedong



Vlad "The Impaler" Tepes



The Big Bang

The Birth of The Earth

Year -500.000.000

The Triassic

The Jurassic

The Creataceous

Pangea

The Age of the Australopithecus

The Age of Homo Erectus

The Age of Homo Habilis

Human Prehistory

The Invention of Farming



The Age of Neanderthals

The Ice Age

The Stone Age

Mesopotamia

The Bronze Age

Ancient Egypt

Ancient China

The Indus River Valley Civilization

Norte Chico

Babylon

Ancient Greece

The Iron Age



The Olmec Civilization

Ancient Carthage

The Persian Empire

Classical Greece

The Mauryan Empire

Imperial China

The Parthian Empire

The Roman Empire

Jesus' Birth

Jesus' Crucifixion

The Sassanid Empire

The Ghana Empire



Constantinople

The Byzantine Empire

The Mayan Civilization

The Rashidun Caliphate

Early Anglo/Saxon Kingdoms

The Visigoth

Lombard

The Brittonic Kingdoms

Samo's Kingdom

The Islamic Golden Age

Tibet

The Frank Empire



The Viking Age

The Holy Roman Empire

The Age of Crusades

The Mississipian Civilization

Cambodia

The Shogunate

The Mongol Kingdom

The Reconquista

The Spanish Inquisition

The Black Death

The Renaissance

The Ottoman Empire



The Protestant Reformation

The Portuguese Empire

The Seven Years War

The American Revolutionary War

America's Independence

Pre-Revolutionary France

The French Revolution

Haitian Revolution

Napoleon's France

The Latin American  
Independence Wars

The Industrial Revolution

The Indian Revolt



The American Civil War

The Spanish-American War

Wold War 1

The Russian Revolution

The Soviet Union

The Arab Revolt

The 1920's

The Great Depression

Imperial Japan

Nazi Germany

The Partition of India

The Palestinian-Israeli Conflict



Mao Zedong's China

The Moon Landing

The Vietnam War

American Desegregation

The Apartheid

Chernobyl's Explosion

The Collapse of the USSR

The 1980s

The 1990s

The Covid-19 Pandemic

Space Colonization

The Heat Death of the Universe



\_\_\_\_'s Lost Brother

\_\_\_\_'s Lost Son

\_\_\_\_'s Mother

\_\_\_\_ Breakdancing

\_\_\_\_ Having Very Exciting Sex

\_\_\_\_ Having a Good Time

Evil \_\_\_\_

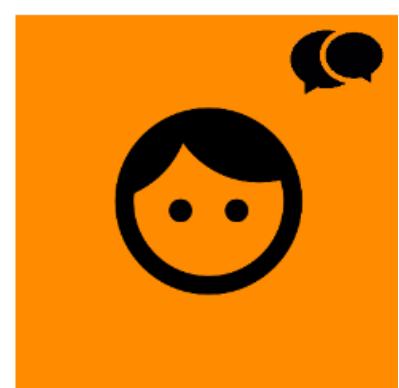
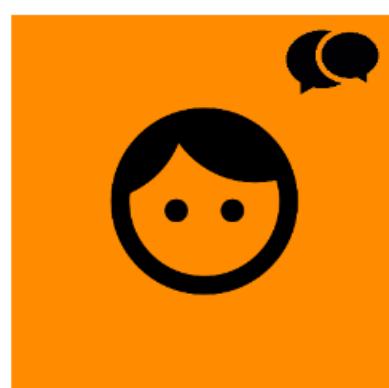
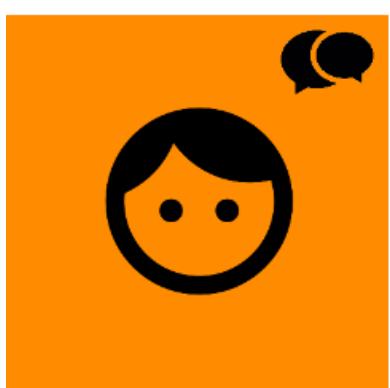
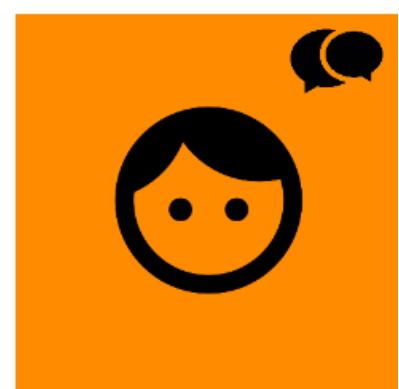
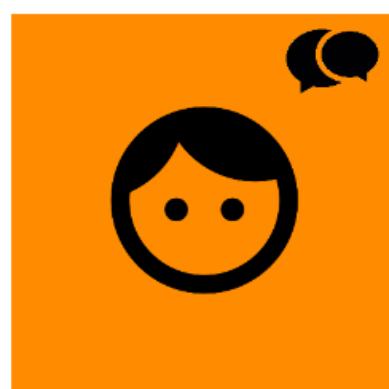
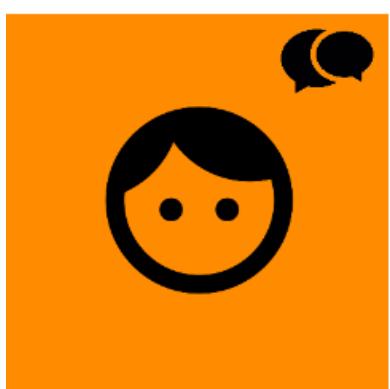
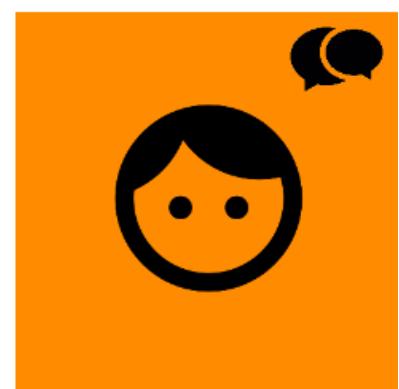
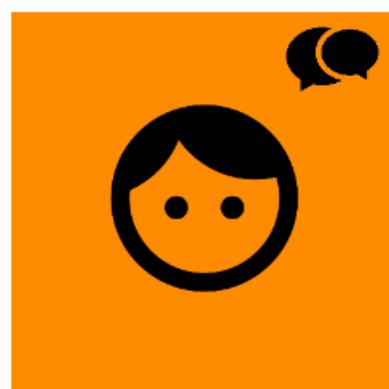
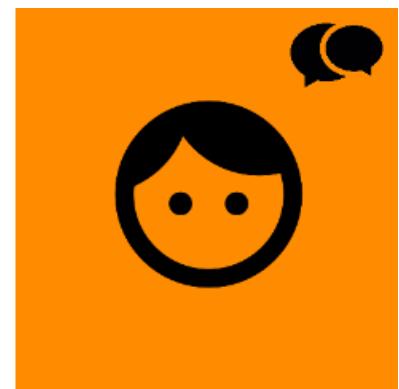
\_\_\_\_ Having a Bad Time

\_\_\_\_ After Eating a Kebab

\_\_\_\_ Committing War Crimes

If \_\_\_\_ was a  
Spongebob Character

If \_\_\_\_ was a  
Simpsons Character



\_\_\_\_ Meeting \_\_\_\_

A very fat version of \_\_\_\_

Racist \_\_\_\_

Baby Hitler meets \_\_\_\_

If \_\_\_\_ was born today

Very Hairy \_\_\_\_

\_\_\_\_ Skateboarding

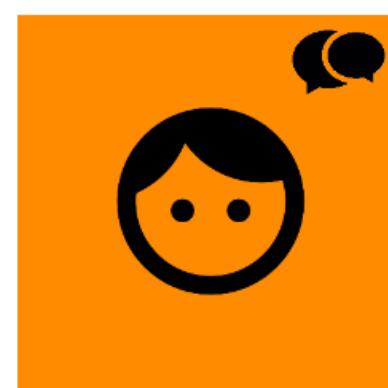
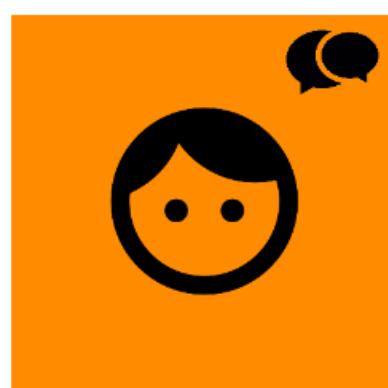
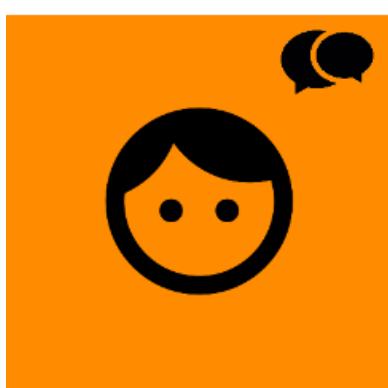
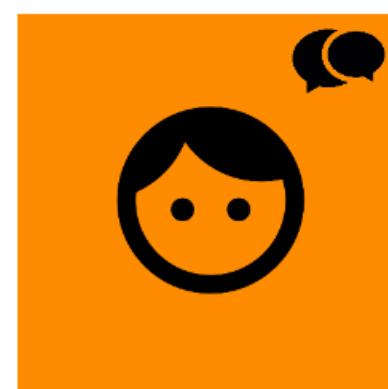
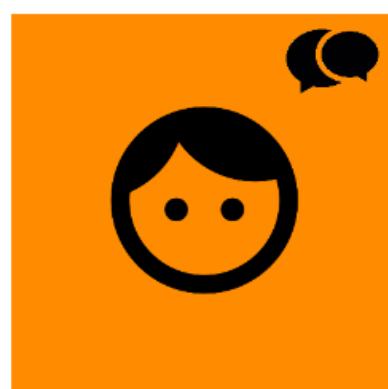
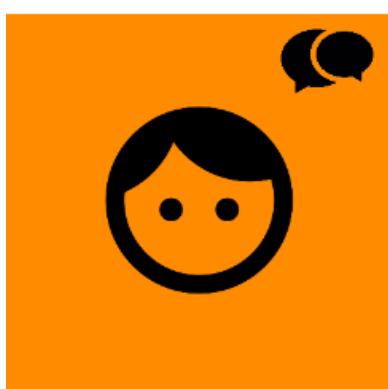
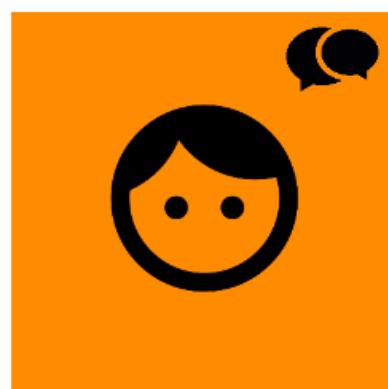
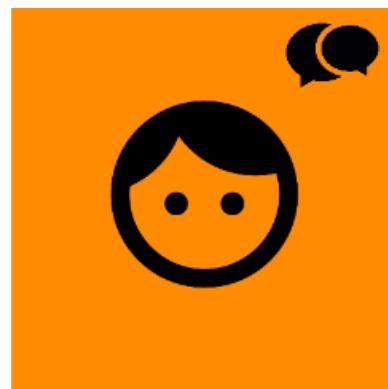
\_\_\_\_ Shitting on a Burger King  
bathroom after eating a whopper

\_\_\_\_'s Minecraft World

What if \_\_\_\_ was a dog?

What if \_\_\_\_ was a furry?

\_\_\_\_ losing all their money playing  
a gacha phone game



What if \_\_\_\_ was actually your mum in disguise?

A very boring statue of \_\_\_\_

Draw something that would make \_\_\_\_ vomit

\_\_\_\_'s fetish

\_\_\_\_'s favourite childhood toy

The Death of \_\_\_\_

Draw yourself as \_\_\_\_

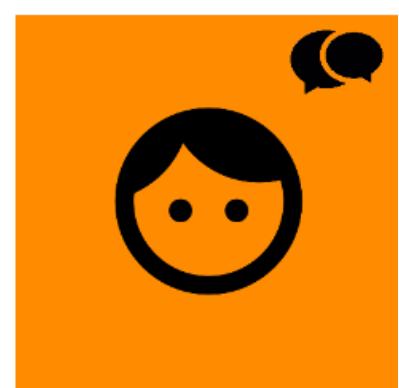
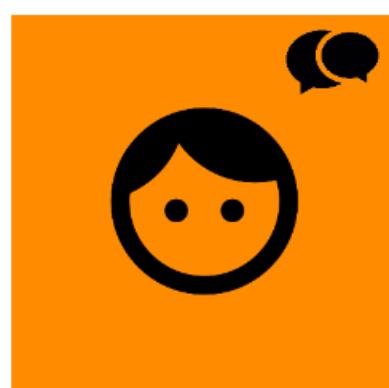
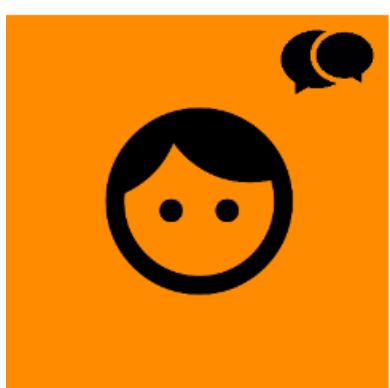
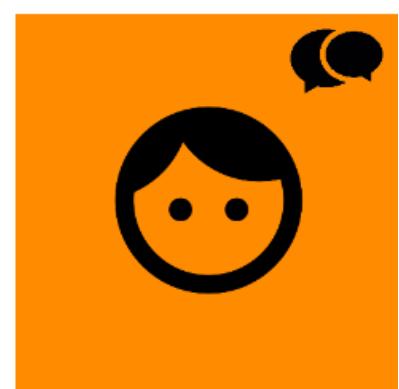
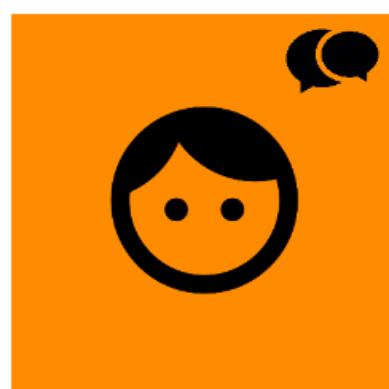
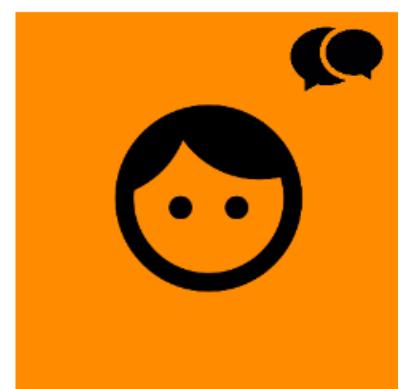
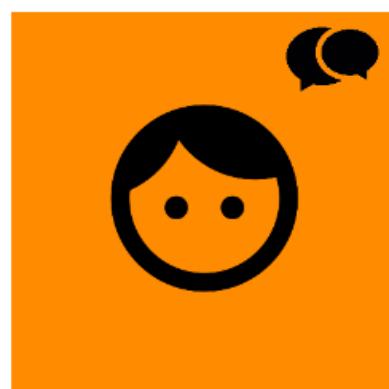
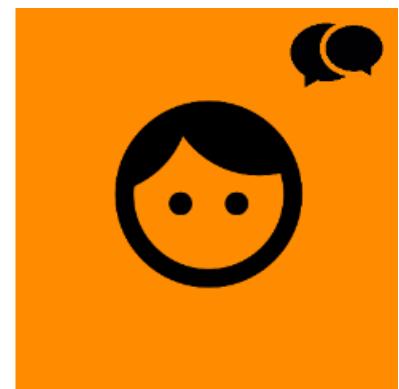
\_\_\_\_ kissing \_\_\_\_ in the mouth

\_\_\_\_ as a little guy :)

The worst thing that could happen to \_\_\_\_

What if \_\_\_\_ was the opposite gender?

\_\_\_\_ as the singer of a Korean Pop band



\_\_\_\_'s worst nightmare

\_\_\_\_'s pet

\_\_\_\_ dancing the macarena

\_\_\_\_ as a Sonic the Hedgehog original character

\_\_\_\_ as an ugly NFT

\_\_\_\_ just sitting there :)

\_\_\_\_ as the lead singer of a forgotten 80s rock band

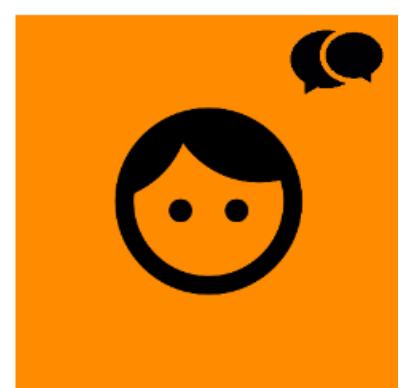
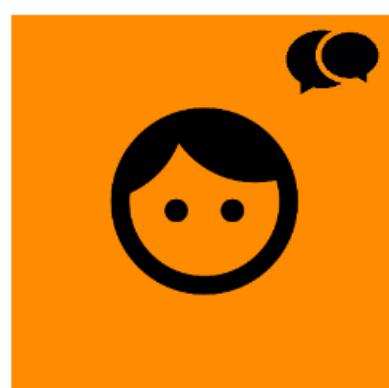
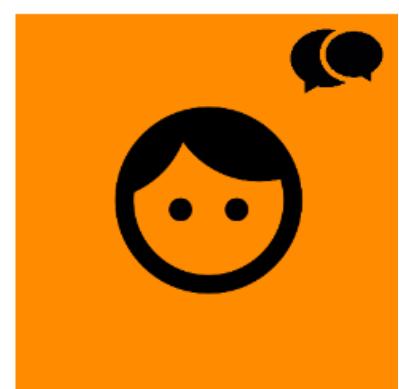
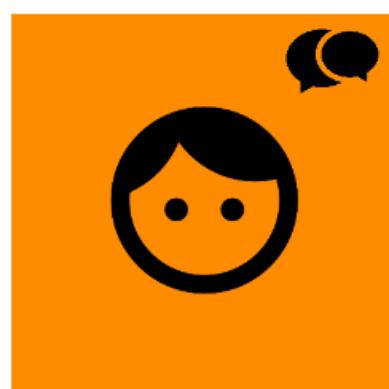
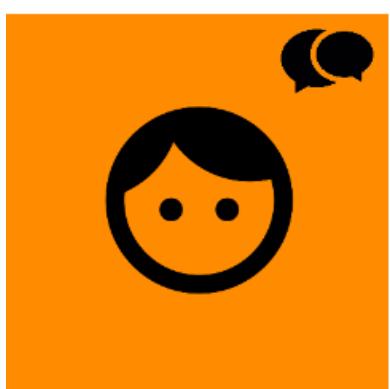
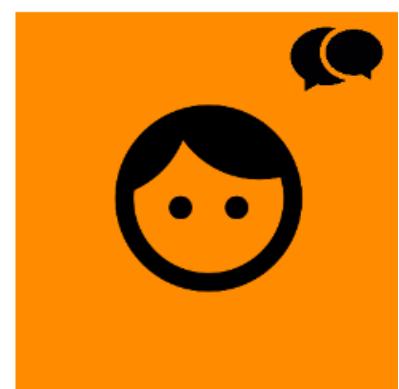
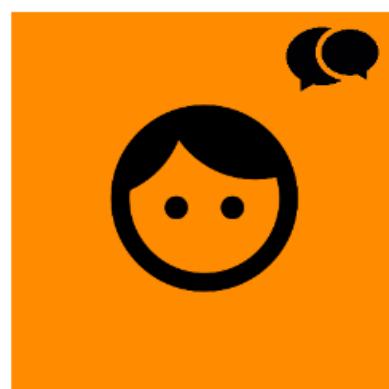
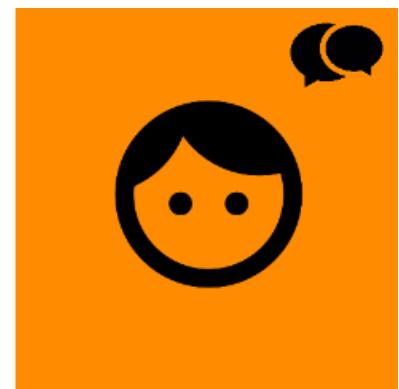
\_\_\_\_ meeting the worst person you know

\_\_\_\_ meeting your mother

\_\_\_\_ living under your bed

\_\_\_\_ loudly chewing a bag of chips

If \_\_\_\_ was an anime character



\_\_\_\_\_ in prison

\_\_\_\_\_ doing tax evasion

\_\_\_\_\_’s superpower

\_\_\_\_\_ as a superhero

\_\_\_\_\_’s weird looking cat

a world where \_\_\_\_\_ never existed

a world where \_\_\_\_\_ is the ruler of the world

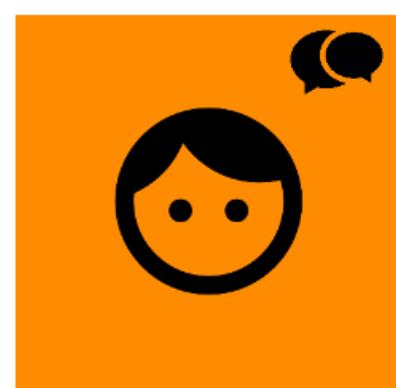
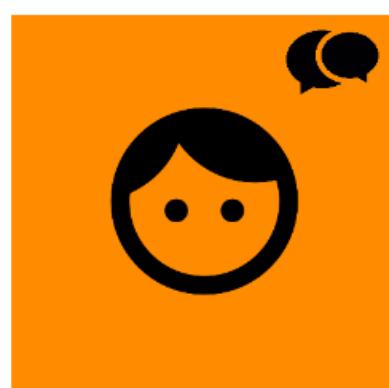
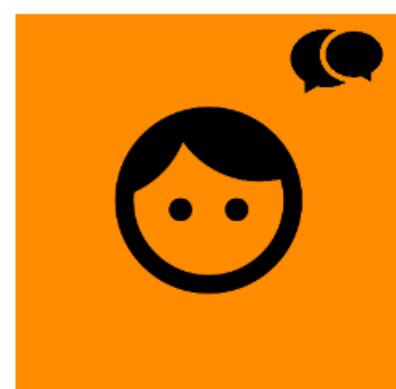
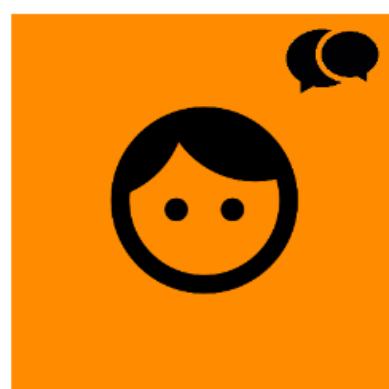
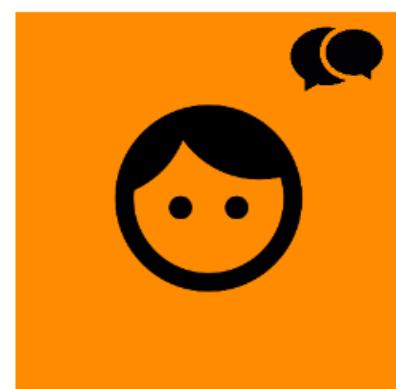
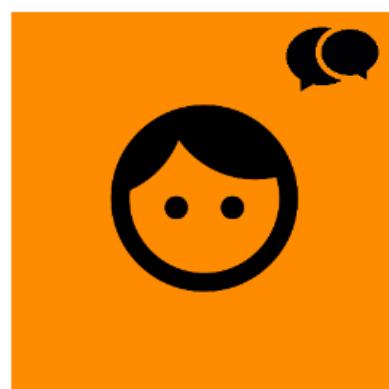
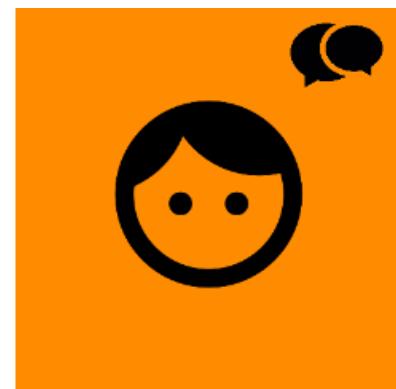
\_\_\_\_\_ dancing bachata

\_\_\_\_\_ smelling \_\_\_\_\_’s farts

The Black Death

The Renaissance

The Ottoman Empire



**WATCH OUT, \_\_\_\_ IS BEHIND YOU**

**\_\_\_\_'s father**

**How \_\_\_\_ uses chopsticks**

**\_\_\_\_ watching \_\_\_\_ sleep**

**\_\_\_\_ starting a revolution**

**\_\_\_\_ can't sleep**

**\_\_\_\_ drawing a picture of  
themselves**

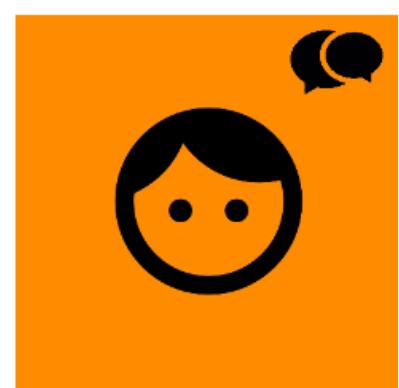
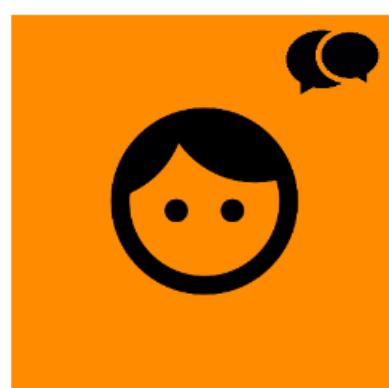
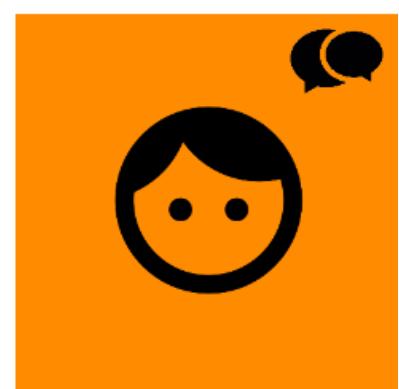
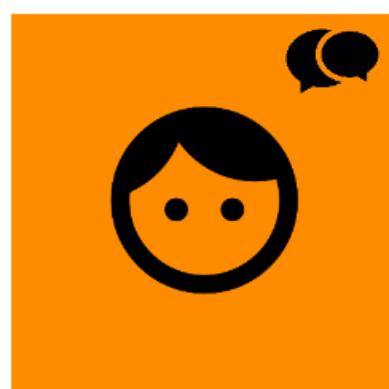
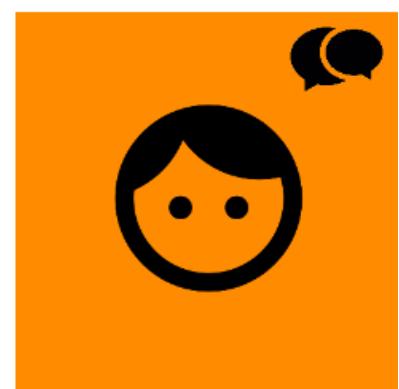
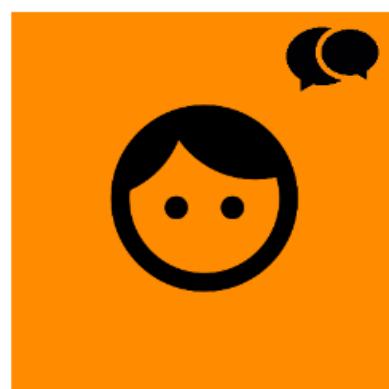
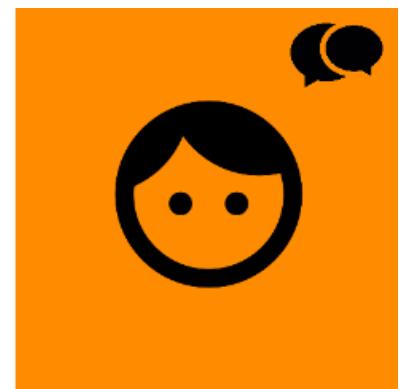
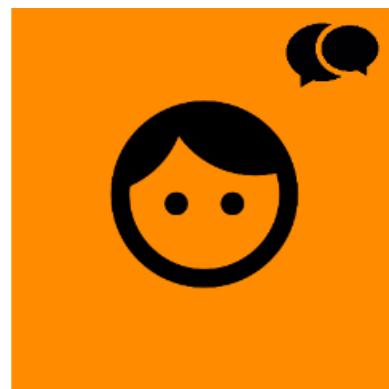
**\_\_\_\_ on the pride parade**

**\_\_\_\_ as a Disney princess**

**The Latin American  
Independence Wars**

**The Industrial Revolution**

**The Indian Revolt**



\_\_\_\_ with a JoJo stand

\_\_\_\_ fused with \_\_\_\_

\_\_\_\_'s youtube channel

\_\_\_\_ shitting bricks

\_\_\_\_ is sad because their Club Penguin igloo is gone

\_\_\_\_ conversion to Islam

\_\_\_\_ as the supreme being

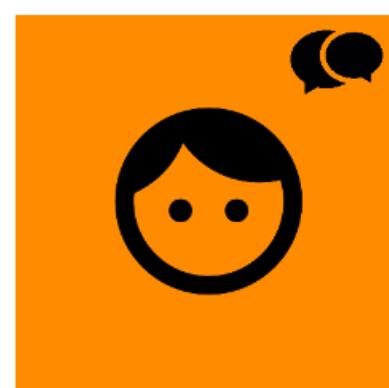
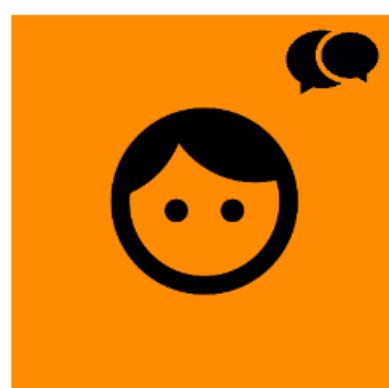
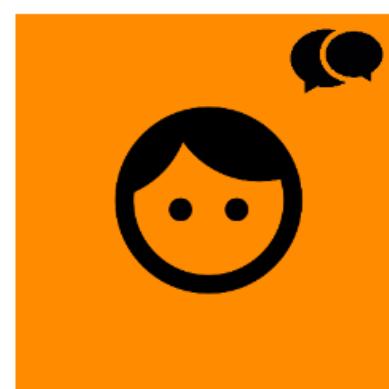
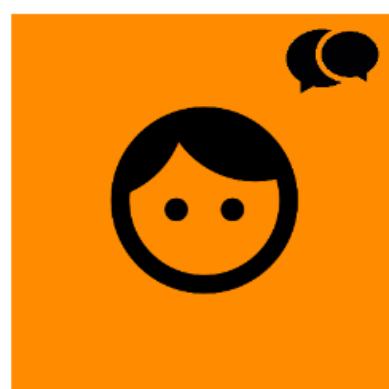
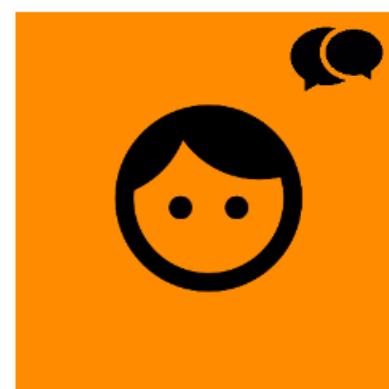
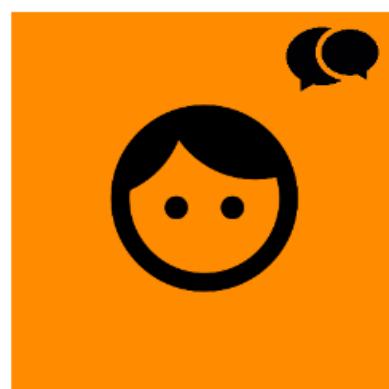
\_\_\_\_ as the current US President

\_\_\_\_ as a samurai

Nazi Germany

The Partition of India

The Palestinian-Israeli Conflict



\_\_\_\_ becoming what they hated the most

\_\_\_\_'s darkest secret

\_\_\_\_'s worst kept secret

\_\_\_\_ as a transformer

\_\_\_\_ as a Pokemon

\_\_\_\_ being supportive of their son

What \_\_\_\_ would be probably doing during 9/11

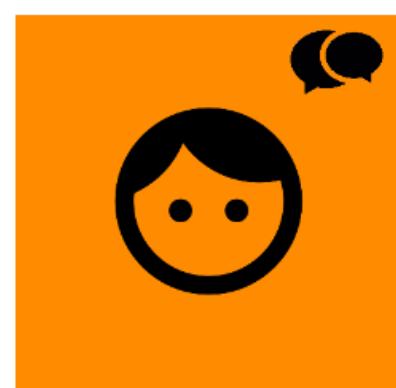
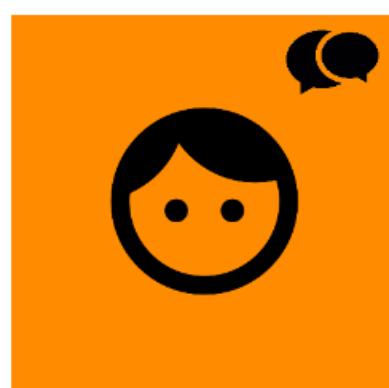
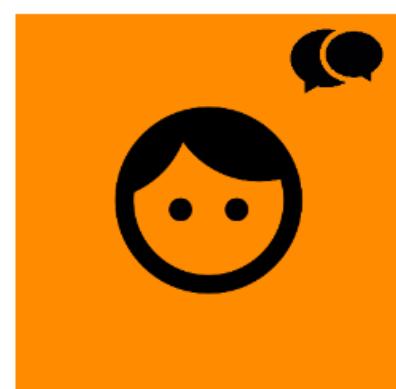
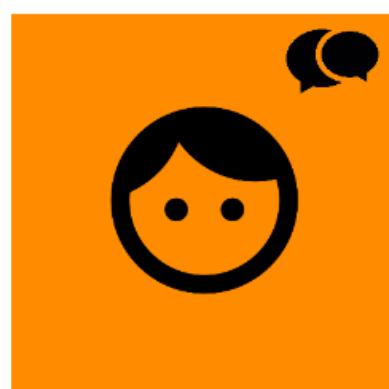
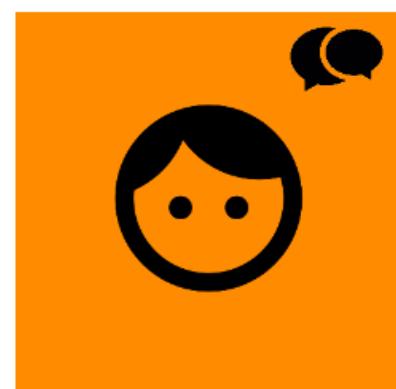
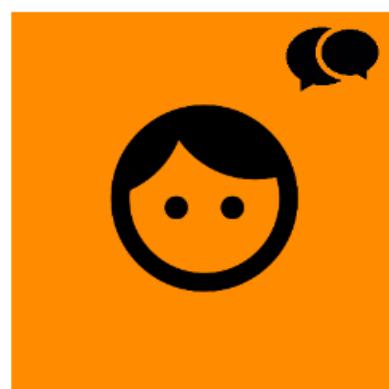
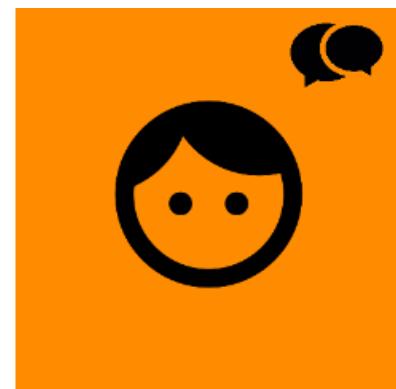
\_\_\_\_ trying and failing to seduce you

\_\_\_\_ taking a very unsexy bath with \_\_\_\_

\_\_\_\_'s last saved image

\_\_\_\_'s ideal date

\_\_\_\_ as a very horny ghost



The Craziest Party of \_\_\_\_

The Worst Party of \_\_\_\_

The Best Food of \_\_\_\_

The worst food of \_\_\_\_

A lost habit from \_\_\_\_  
we should start doing

How Toilets Work in \_\_\_\_

The best place to have sex  
in \_\_\_\_

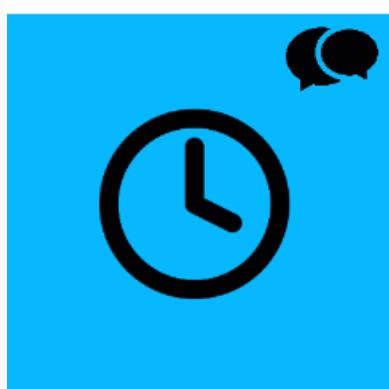
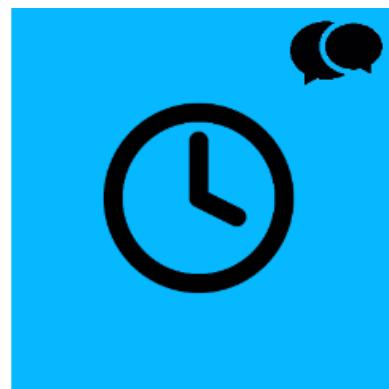
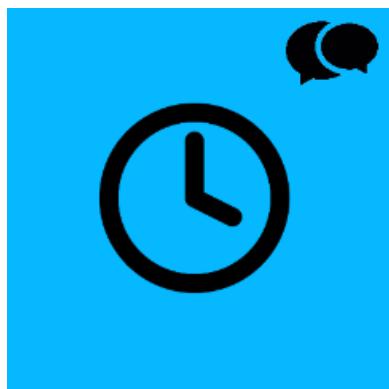
A person from \_\_\_\_ meeting a  
person from\_\_\_\_

What would happen if a person  
from \_\_\_\_ came to the present

The worst person from \_\_\_\_

How you would look like  
in \_\_\_\_

If \_\_\_\_ was 90% more horny



A shitty punk rock concert  
in \_\_\_\_

Racism in \_\_\_\_

The absolute worst thing  
to do in \_\_\_\_

How to be accepted in \_\_\_\_

The most inappropriate thing  
to say to someone in \_\_\_\_

What if everyone in \_\_\_\_  
was a furry?

The most useless weapon  
from \_\_\_\_

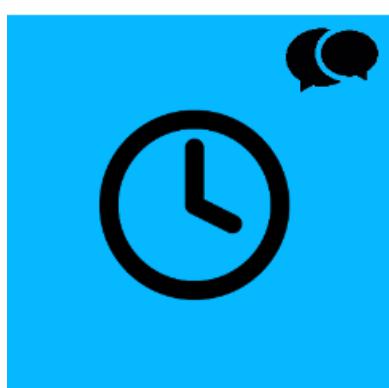
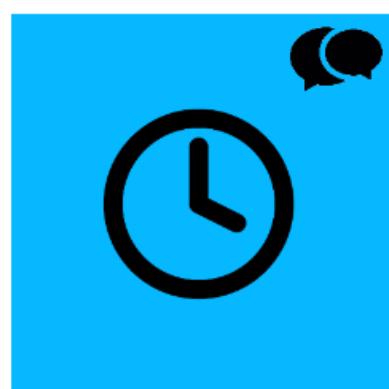
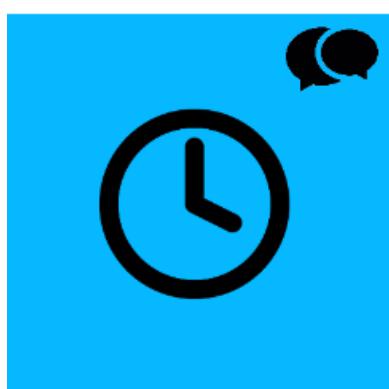
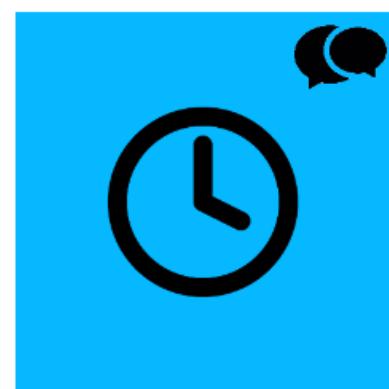
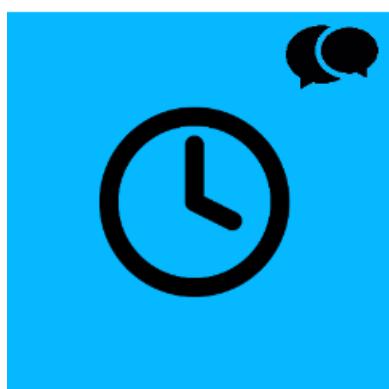
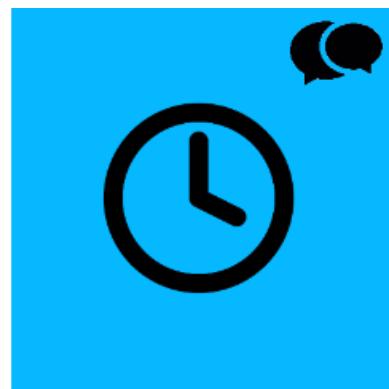
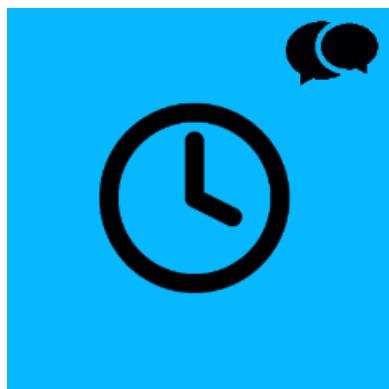
What if Ronald McDonald  
lived during \_\_\_\_

A typical house from \_\_\_\_  
full of kangaroos

\_\_\_\_ ruled by very buff dogs

\_\_\_\_ but better

The end of the world  
happening during \_\_\_\_



What you'd be doing  
if you lived during \_\_\_\_

\_\_\_\_ represented by a  
very ugly person

The most popular thing  
to wear in \_\_\_\_

The most popular pet in \_\_\_\_

The world if Star Wars came  
out during \_\_\_\_

\_\_\_\_ but worse

\_\_\_\_ if everyone had  
calcium deficiency

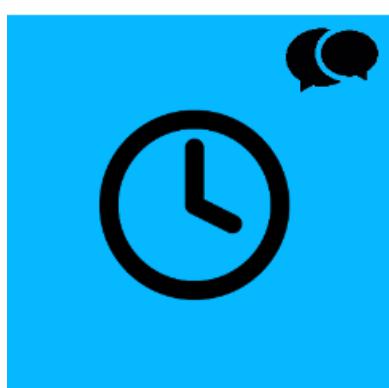
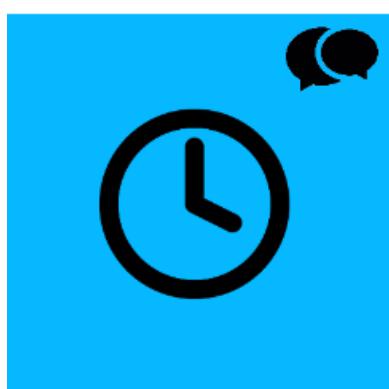
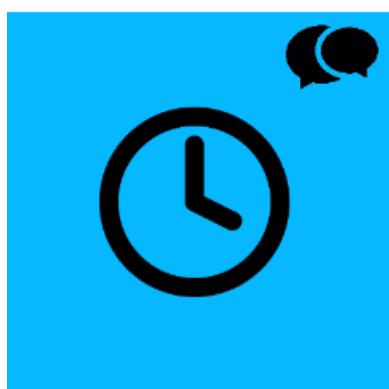
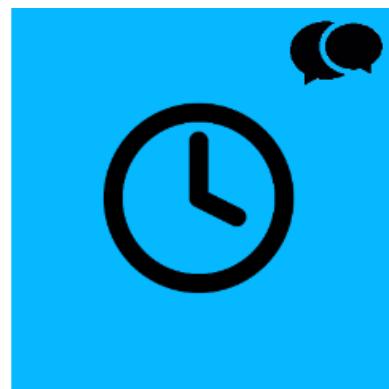
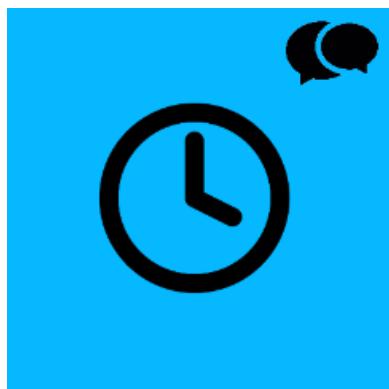
\_\_\_\_ if everyone was stupid

\_\_\_\_ but sexy

The worst thing that could  
happen in \_\_\_\_

What \_\_\_\_ really needed

How to make \_\_\_\_ less boring



Gozilla in \_\_\_\_

Youself playing Among Us  
in \_\_\_\_

\_\_\_\_ with more drugs

\_\_\_\_ as a shitty bar in Sitges

\_\_\_\_ with 100% more  
communism

The best invention  
from \_\_\_\_

The first thing that comes to  
mind when someone says \_\_\_\_

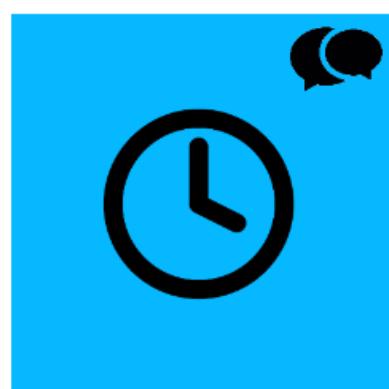
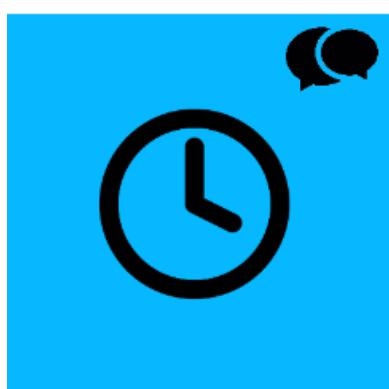
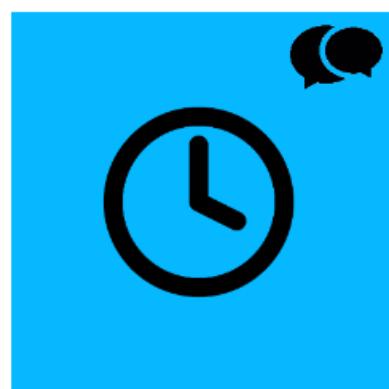
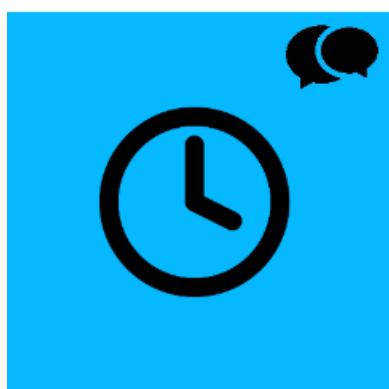
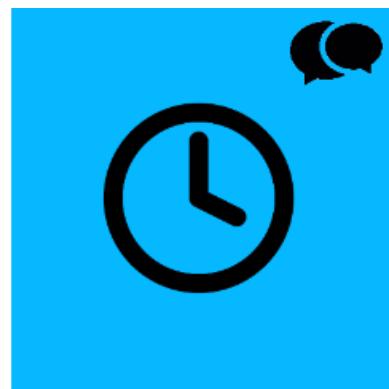
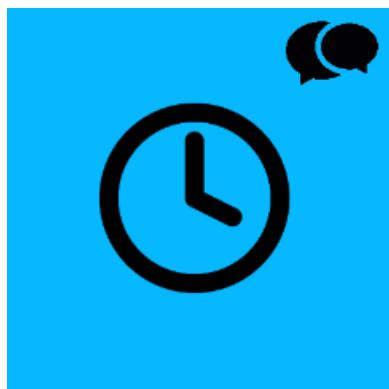
A funny little guy from \_\_\_\_ :)

A very large frog living in \_\_\_\_

\_\_\_\_ happening under your bed

\_\_\_\_ but with crabs

\_\_\_\_ if people then were  
smarter



The sentence for tax evasion  
during \_\_\_\_

\_\_\_\_ but 100% more capitalist

A superhero from \_\_\_\_  
whose power is pee control

\_\_\_\_ but everything  
is made of cheese

A war between people from \_\_\_\_  
and people from \_\_\_\_

a world where \_\_\_\_  
never happened

\_\_\_\_ if you were the  
ruler of the world

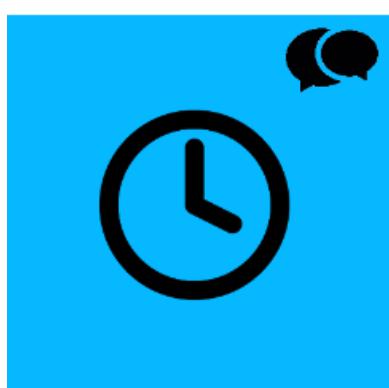
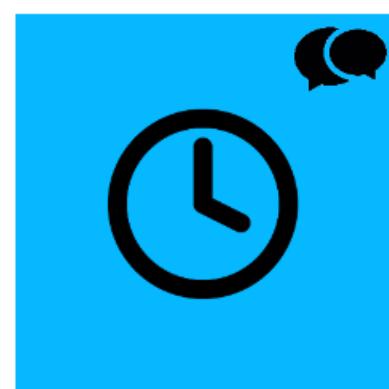
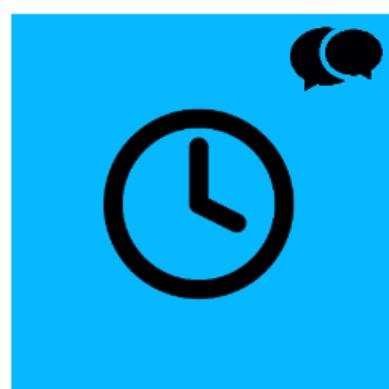
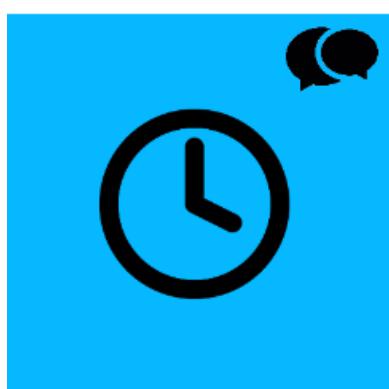
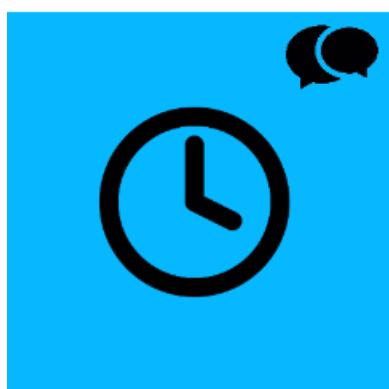
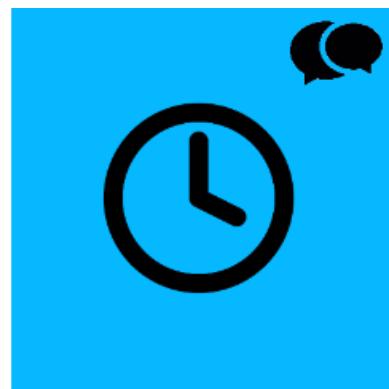
\_\_\_\_ if Pokemon existed

Aliens being discovered  
during \_\_\_\_

The wildest orgy from \_\_\_\_

The best way to survive  
during \_\_\_\_

\_\_\_\_ with Homer Simpson  
just chilling there



What you should spend your  
money on in \_\_\_\_

The protagonist of an erotic  
novel set during \_\_\_\_

\_\_\_\_ but everyone has a very  
stupid looking beard

Mr Potato Head living in \_\_\_\_

\_\_\_\_ if everyone had fruit for hair

A zombie apocalypse  
during \_\_\_\_

\_\_\_\_ but everyone is a clown

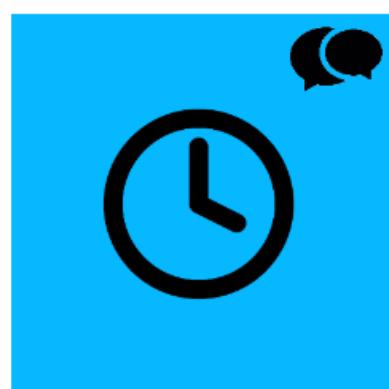
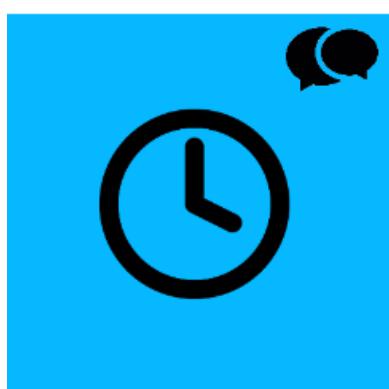
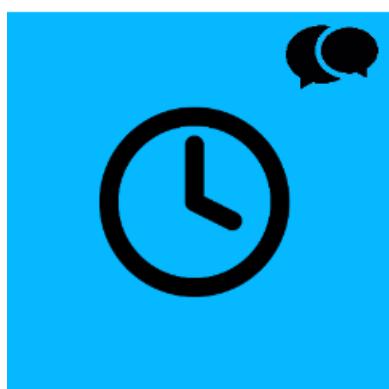
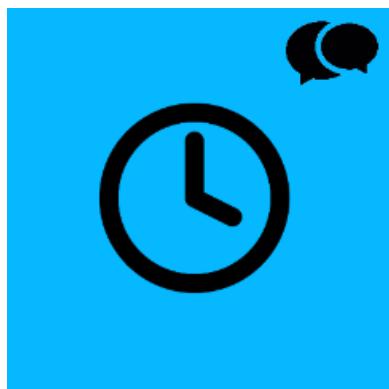
Batman in \_\_\_\_

A person from \_\_\_\_ using  
axe bodyspray

The first thing to do in \_\_\_\_

\_\_\_\_ if sex didn't exist

A pug from \_\_\_\_



If \_\_\_\_ was inhabited by anime characters.

How to make \_\_\_\_ funny

The poster for a Muppets movie set in \_\_\_\_

The most popular toy in \_\_\_\_

The best thing to come out of \_\_\_\_

The worst thing to come out of \_\_\_\_

\_\_\_\_ if men didn't exist

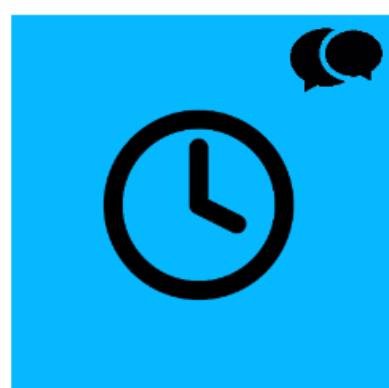
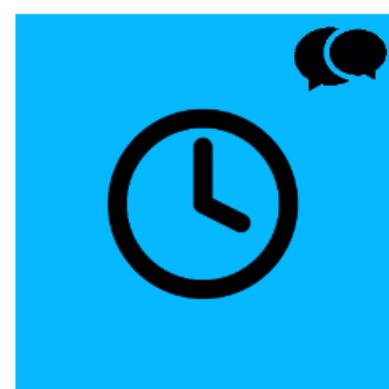
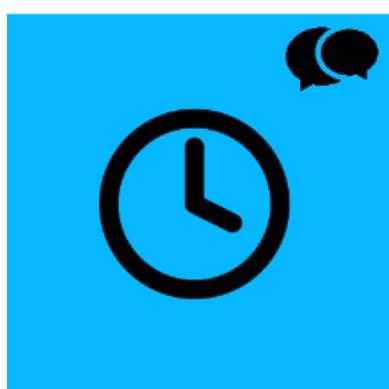
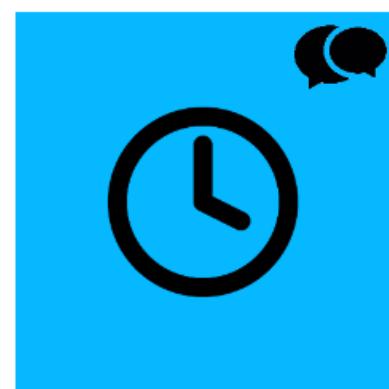
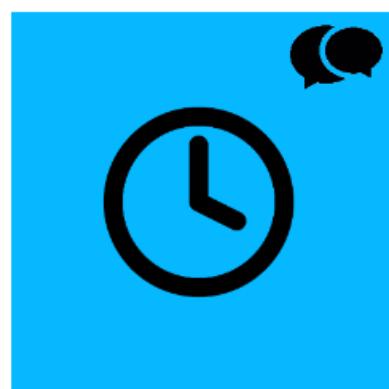
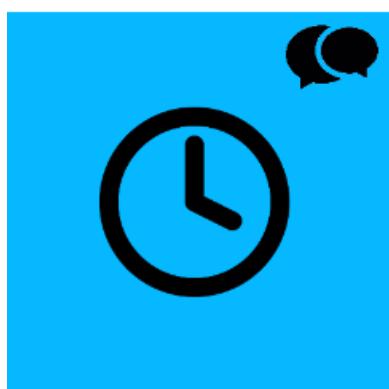
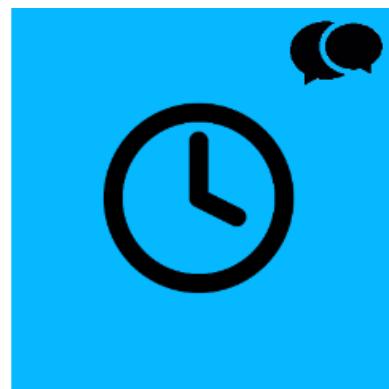
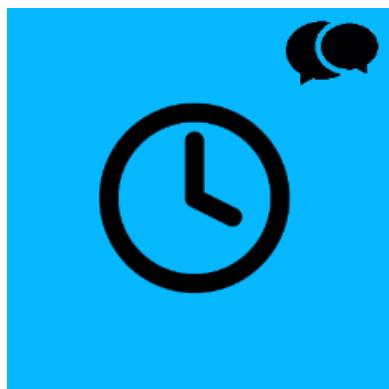
\_\_\_\_ if women didn't exist

\_\_\_\_ starring Antonio Banderas

Nazi Germany

The Partition of India

The Palestinian-Israeli Conflict



The most hated thing in \_\_\_\_

A monkey in \_\_\_\_ having  
a good time

The Power Rangers  
in \_\_\_\_

The most popular sport  
in \_\_\_\_

The best way to impress  
someone from \_\_\_\_

\_\_\_\_ as a broadway musical

\_\_\_\_ but Michael Jackson  
is there for some reason

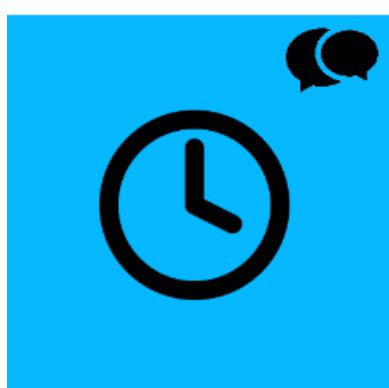
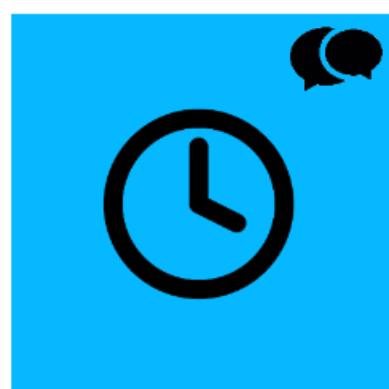
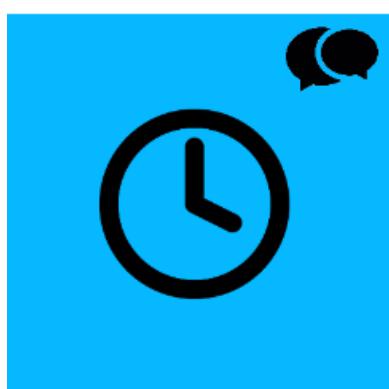
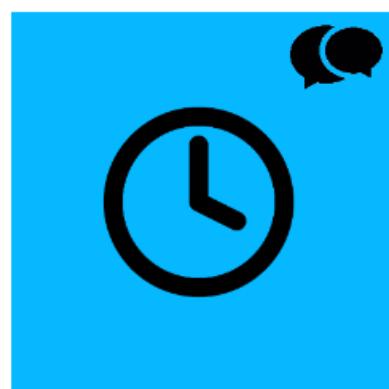
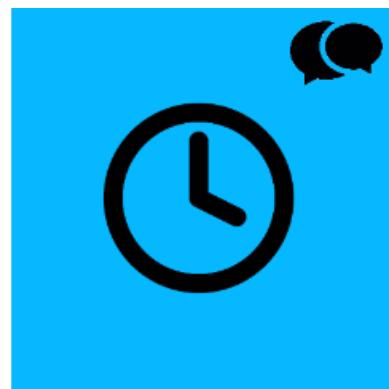
\_\_\_\_ if Ray from RayLib  
was their leader

The entire cast of Friends  
in \_\_\_\_

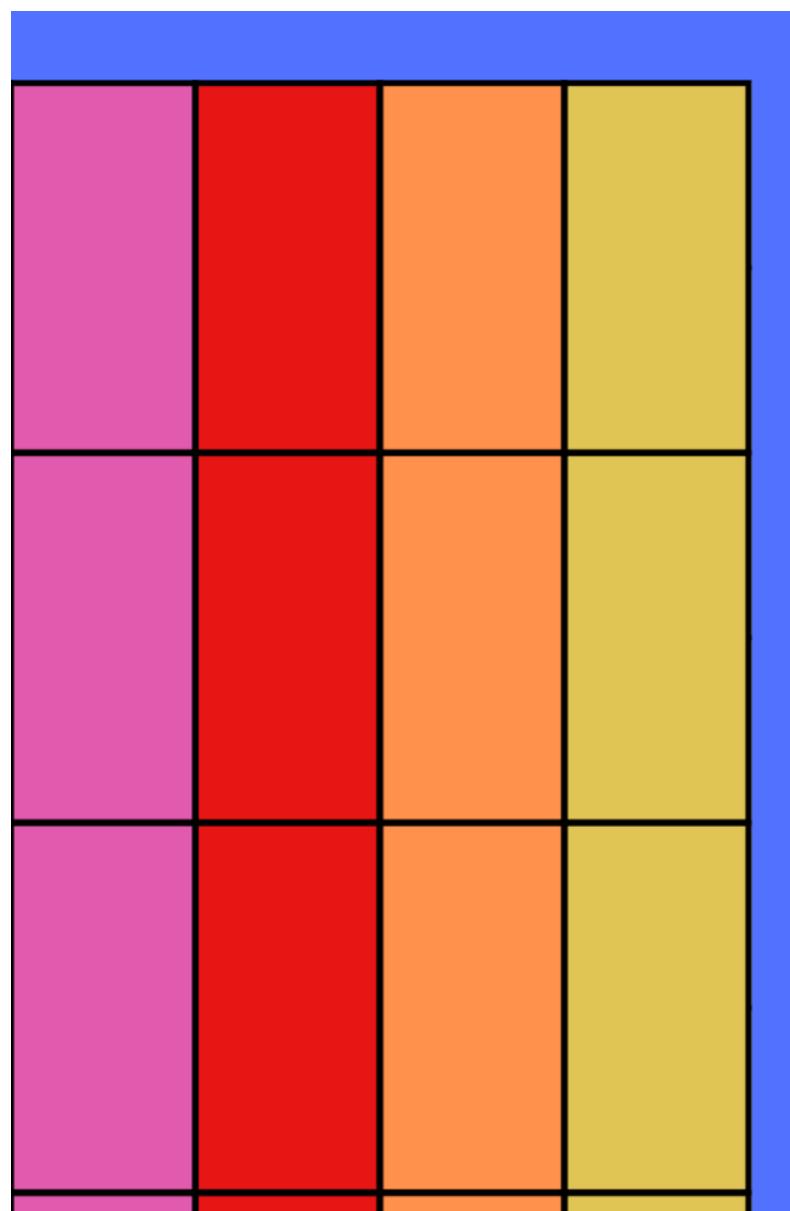
The best way to seduce  
someone from \_\_\_\_

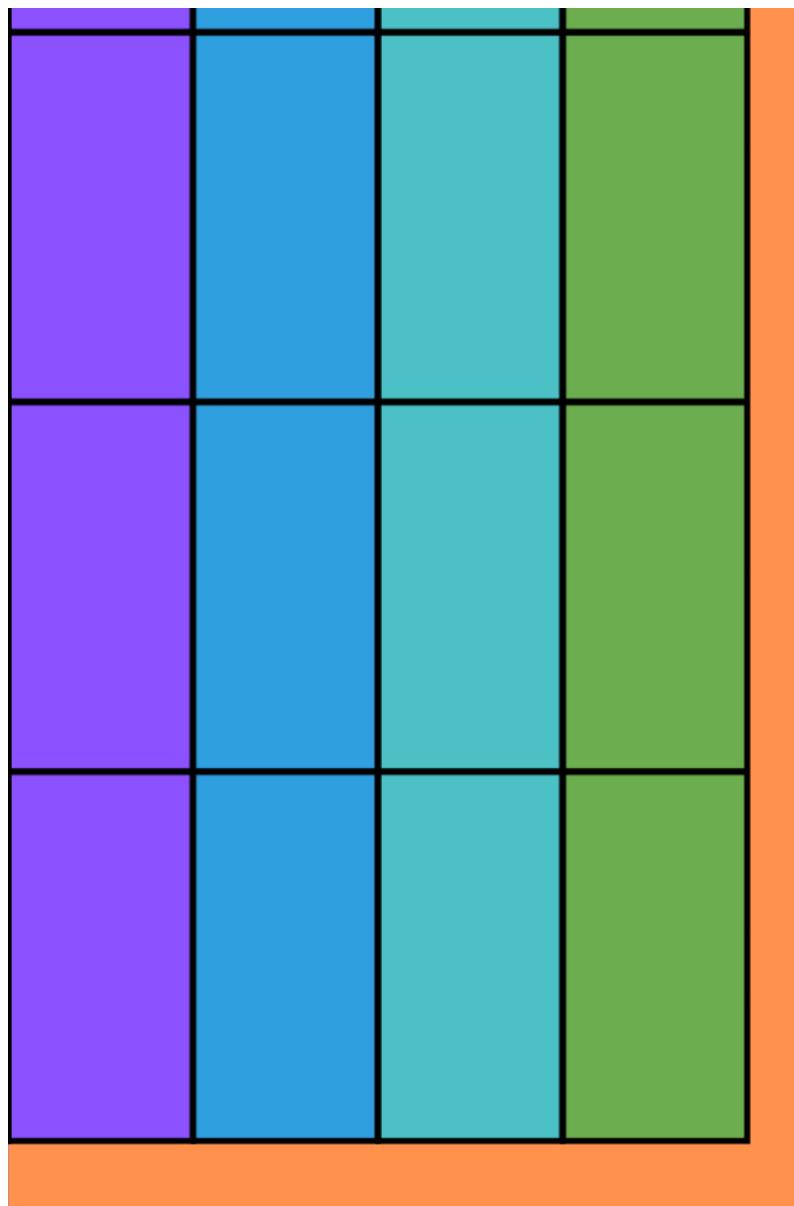
Naked Steve Jobs in \_\_\_\_

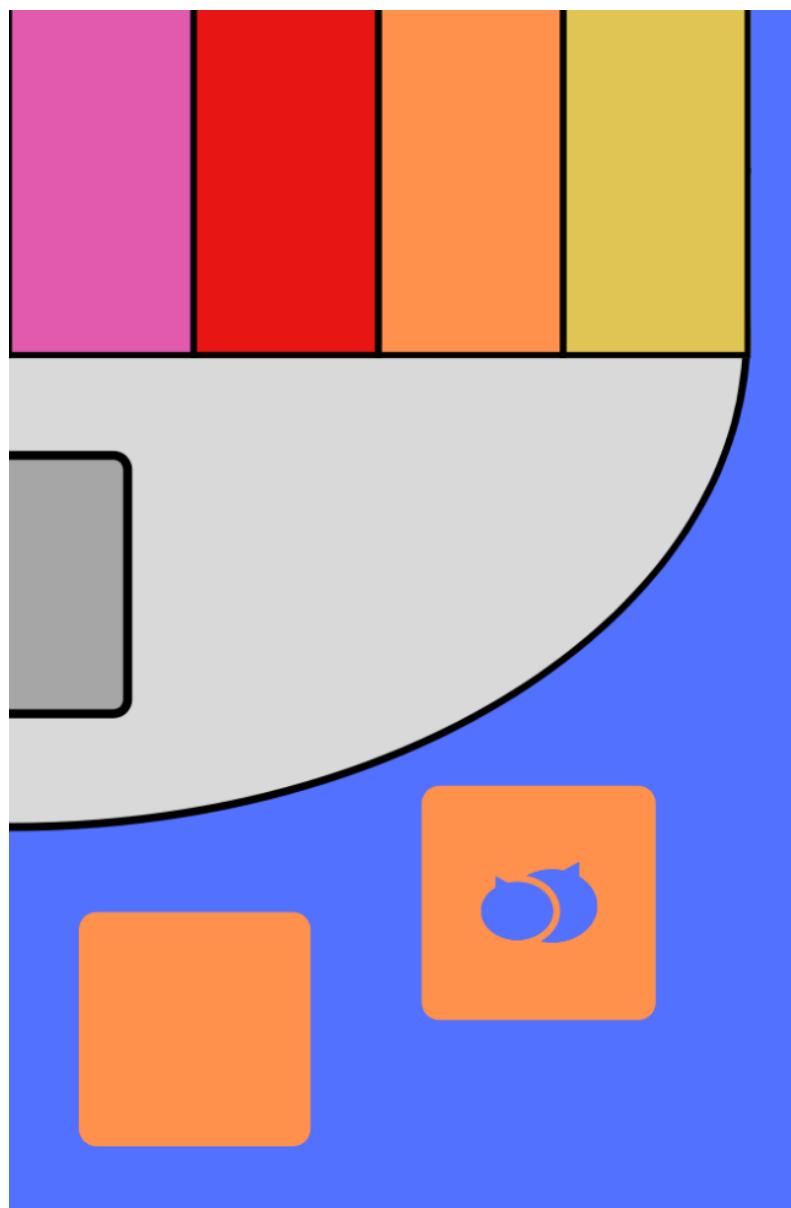
A prohibited sex move from \_\_\_\_

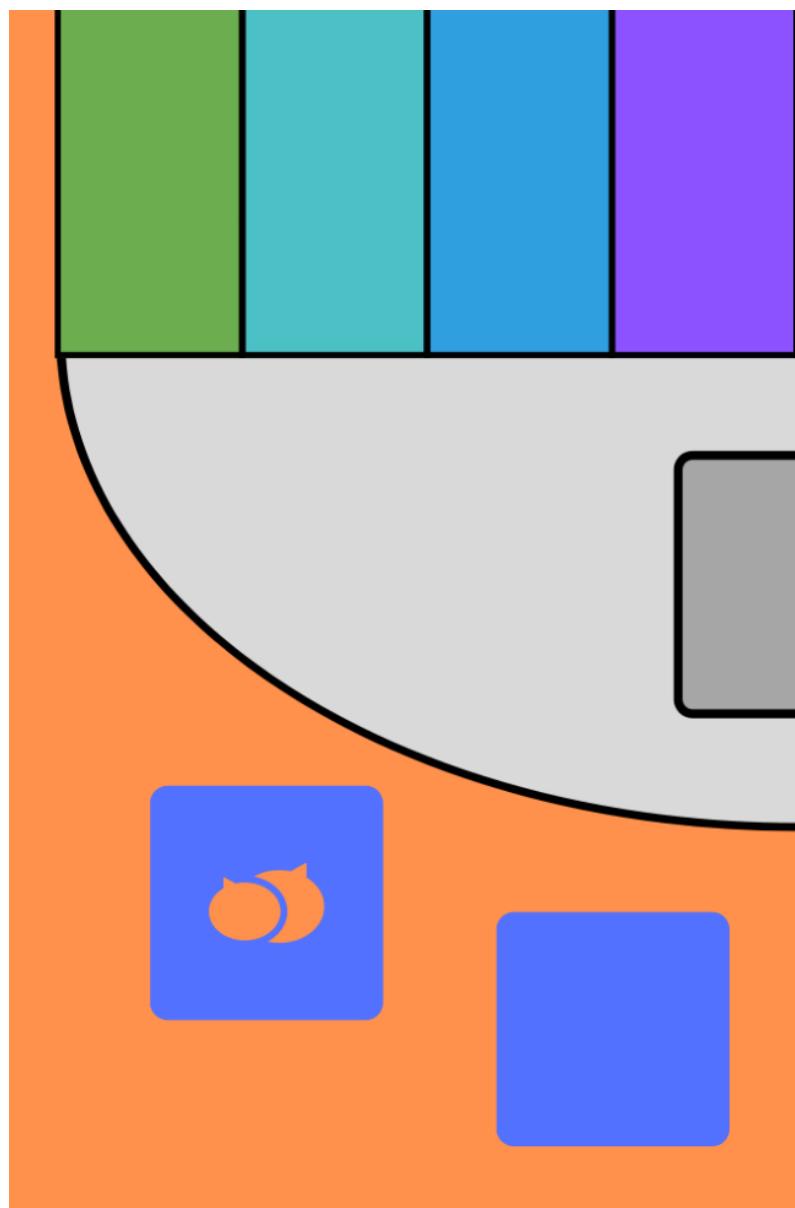


**Game Board (You'll Have to Join the 4 different parts together):**









## **5. Links:**

In case the videos don't play, or if you prefer to view each section of this document as a separate PDF, you can click the link of our Assignment 3 Drive folder to see everything. You'll need to use your UPC mail account to be able to see the files inside:

<https://drive.google.com/drive/folders/1bbT9h-QIJp3qbEogJ14B-s0HasHKb07I?usp=sharing>