

Free Associate

Player 1

Names an idea of some kind - character, location, thing, adjective, an action, or a dialogue line.

Player 2

Takes Player 1's suggestion, and associates it to something new, something related to it, something it makes them think of.

What related idea does this make me think of?

Previous Player

Pineapples.

You

It makes me think of monkeys.

List Aspects

Take a topic or a situation, players take turns naming aspects of that topic.

Characters, locations, things (nouns), actions/behaviors (verbs), characteristics (adjectives).

Abstract categories it belongs to, descriptions. Statements, opinions, questions about it. Analogies, assumptions, expectations. Annoying/exciting/weird things about it. Things it symbolizes, mental images it evokes. Patterns it is a part of.

Start with simple aspects, then make them progressively more abstract and unusual.

Topic

Cell phone

Possible Aspects

Teenager, cellphone factory, camera, battery, texting, calling, expensive, addictive.

Brilliant inventions, things you can't use on an airplane, brings me bad news in the morning, worth waiting 8 hours in line for, something to angrily scream into, every kid in school wants it, tool for long-distance relationships, my only connection to outside world, symbol of my generation's laziness.

Situation Association

Player 1

Creates a situation by defining 3 things: Who, Where, and What.

[Characters] in a [Location] doing [Action]

Player 2

Takes an aspect of the situation, and comes up with the most different, unrelated situation they can think of, which also has this aspect.

Player 3

Combines these two situations, mixes them, swaps their aspects.

Player 1

Old lady shopping at a supermarket.

Player 2

(take an aspect - "shopping", and associate it to something entirely different)
A junkie buying meth in an alley.

Player 3

Guy buys drugs from a drug dealer, acting like an old lady in a supermarket - asking for coupons, slowly counting coins, trying to gossip.

Absurd Associations

Player 1 names an aspect or a situation.

Player 2 associates it to the most unrelated thing they can associate it to, something as different from the Player 1's idea as possible. Then explains how they did it, what aspect these two things have in common.

Player 3

Finds one more association between these topics, another aspect these two ideas have in common.

Player 4

Combines the two ideas, mixes them.

Player 1

Baking a cake

Player 2

Hunting a mammoth.
(Because both are ways of making food.)

Player 3

Making a cake involves lighting candles, hunting a mammoth involves lighting torches.

Player 4

Cavemen sit around a birthday mammoth, with a bunch of torches stuck into it like candles.

Heighten and Justify

Player 1 comes up with a situation.

Player 2 makes one of its aspects slightly unusual.

Player 3

Makes the unusual thing more absurd - escalates it, makes it weirder, takes it farther away from the normal reality. They do that by asking "If this unusual thing is true, then what else is true?"

Player 4

Come up with a justification for the absurdity, rationalizes it, explains it, makes it make sense. They do that by asking "If this unusual thing is true, then why is it true?"

Keep taking the last two turns until the unusual thing is as absurd as it can possibly be.

Absurdify and Justify

Player 1

Suggests a situation.

Player 2

Takes an aspect of an idea, and makes it unusual, unexpected, weird, interesting, surprising, absurd.

You can reverse it, exaggerate it, replace it with something weird or unrelated, combine it with something it doesn't belong with. Try to make it as stupid as possible, but keep it PG-13.

Player 3

Justifies the absurdity, comes up with however tenuous explanation for it. Or thinks of a situation where the absurdified aspect would make sense.

Player 1

A group of friends at a restaurant order a pizza.

Player 2

The waiter blows on the pizza to cool it down.

Player 3

That's because this is a part of their customer service - treating clients as babies is how the waiters show that they really care about them.