

Verse Tangle

Number of Players: 3

Create a collaborative poem by adding lines while keeping it cohesive and creative. The player who contributes the most fitting and creative line at the end of the game wins.

Setup:

1. **Materials:** You only need paper and pens/pencils or your phone/tablet for typing.
2. Each player needs a piece of paper or device where they can write or type their line of the poem.



How to Play

1. Choose a Theme

Before starting, the three players decide on a theme or emotion for the poem. Some examples might be:

- **Nature** (seasons, flowers, or trees)
- **Dreams** (surreal, mystical, or escape)
- **Love** (complicated, romantic, or lost)
- **Adventure** (travel, exploration, or discovery)

The theme should guide the poem but also leave space for creativity!

2. Decide the Poem Format

Players agree on a format for the poem. You can write it in free verse, rhyme, or a specific type of poem (such as a haiku, limerick, or sonnet). However, free verse works best for flexibility.

3. Game Play: Creating the Poem

Each player takes turns writing one line of the poem.

- **Player 1:** writes the first line.
- **Player 2:** writes the second line.
- **Player 3:** writes the third line, and so on.

The theme should inspire the line, and players should aim to add to the poem in a way that maintains the natural flow while also being creative.

Rules:

- **No Repeating Words:** Players cannot repeat the exact words used in previous lines, except for prevalent words (like "the," "and," "is").
- **Building Cohesion:** The line must make sense within the context of the existing poem, but it can be creative in its interpretation.
- **Unexpected Twists:** Players are encouraged to introduce unexpected twists in tone, imagery, or meaning, but the line should still somehow connect with the previous one.

4. End of the Poem

After 10-15 lines, the poem reaches its natural end. The last line should be a satisfying conclusion but can be open-ended or ambiguous, depending on the theme.

Judging the Poem

After the poem is complete, each player votes for the **"Most Creative Line"** without voting for their own. The player with the most votes wins the round. If it's a tie, the group can decide on a final "winner" based on the best overall contribution.

Example of a Round: (Using the theme "Nature")

1. **Player 1:** "The wind whispered through the golden trees."
2. **Player 2:** "Birds flew by, their feathers tinged with sunlight."
3. **Player 3:** "A quiet river hummed, its voice gentle and calm."
4. **Player 1:** "The earth stretched, breathing under the weight of centuries."
5. **Player 2:** "Clouds scattered like wool, chasing the horizon." And so on until the poem feels complete.

Optional Twist: "Mystery Word"

Before starting, each player picks a random word (like "glow," "tangle," or "moonlight") and secretly tries to incorporate it into the poem at some point. Ultimately, players reveal their secret words, and the others attempt to guess which word each player introduced.

Why It's Fun:

- **Creativity:** You'll be amazed at how different the poem becomes as each person adds their twist.
- **Collaboration:** You get to collaborate and experiment with the direction of the poem.
- **Surprise:** The randomness of who adds what can lead to quirky and unexpected results.

