

Double-Entendre Rotating Kadaver

Playing this game requires at least two players, a **Phrase** with at least as much different meanings as there are players and such that every player is comfortable with every meaning of the sentence, and a writing medium.

Examples of Phrase

I'm No One

I'm a nobody and there is not a single person who cares about me. My ID says my first name is No and my last name One.

Helping Fighting Bots

A manual on how to support your weapon-wielding mechanical companion Sarah Connor's autobiography

The death of someone you wanted in my bed

You were trying to set me up in a relation with someone who just passed away.

Your crush died mid-fuck with me.

Whenever you slept in my bed, you drooled over them, but they are no longer of this world

How to play

Every player is given one meaning of the **Phrase**. Everyone has to know what meaning every other player has. The players will record a story, sentence by sentence with the **Phrase** used as its title.

Starting with the player playing as the main meaning of the **Phrase**, every player adds one sentence to the already written text. They do so knowing only the previous written sentence and trying to bend the story in the direction of the meaning they play as.

Each player should write the same number of sentences and never twice in a row.