

# “Reverse No!”

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## Game Flow

There are two groups in the game: a foreigner, who can only speak words from a specific list, and a group of interpreters, who are trying to understand what the foreigner is saying. The foreigner draws a prompt from a category. The interpreters must guess this prompt.

At any point, the foreigner can say “*new word*”. The foreigner then says a phrase out of the allowed words, prompting the interpreters to guess the meaning of that phrase. When the interpreters correctly guess this meaning, the foreigner confirms they are correct by saying “**Reverse No!**” (“Yes!”). One interpreter acts as a scribe and writes down the phrase and its meaning on a sticky note and places it on the wall, to be referenced later. These notes can be used between rounds. These phrases will build off of each other until the foreigner can use them to describe the prompt. The round ends when the interpreters correctly guess this prompt.

## Example

The foreigner draws “Dracula” from the list of subjects.

- The foreigner first tries to define “*person*”, using “*same me*”. After some guessing, the interpreters successfully guess “person”. The foreigner affirms this by saying “**Reverse No!**”. The scribe writes “*same me = person*” on a note and puts it on the board.
- The foreigner uses this translation for “person” to define a “*dead person*” with “*no life same me*”. The interpreters realize “*no life*” means “*dead*”, and guess “dead person”.
- They then try to define an “*undead person*” using “*reverse no life same me*”. This confuses the interpreters, so the foreigner says, “new word”, to try defining another word.
- The foreigner tries to define “*undead*” instead, using only “*reverse no life*”. The interpreters reference their translation for “dead”, “no life”, and realize that “*reverse*” must be making the dead person alive again. They excitedly write down this translation.
- After communicating the phrase for “white”, the foreigner combines it and the phrases for “undead”, and “person”. The interpreters piece this together and guess “vampire”.
- Finally, the foreigner tries to say this “vampire” is “*Dracula*”, modifying their phrase for “vampire” with more words. An interpreter guesses “*Dracula*” and ends the round.

## Allowed Words

and	gross	more	start
big	have	new	simple
body	hot	no	thing
color	idea	one	this
do	is	piece	umm...
fast	land	reverse	up
feel	life	round	wet
food	love	same	with
good	me	side	word

## Groups

### Foreigner

- Can only speak the allowed words
  - Cannot speak the interpreters' translations of their phrases
- Can point
  - Cannot make excessive gestures (gestures only accompany words; they do not replace words)

### Interpreters

- Can shout out guesses to the foreigner
  - Cannot ask the foreigner direct questions
- Must write their translations for phrases down and can reuse them