



Non Sequitur

A board game by Has-Bro



You're filming a silent movie with six *plot points*: Character, Setting, Conflict, Plot Twist, Climax, and Resolution. You're team's goal is to film all six plot points first.

Production Props

- ❖ Two teams of two players, each with their own tokens
- ❖ Roll dice to determine who goes first



Production Code of Conduct

- ❖ All four players start on the same space
- ❖ Teams split up: one player moves on the red side of the film reel and the other moves on the blue side of the film reel
- ❖ Each player picks up only three *plot points* cards (stars), for a total of six per team
- ❖ Each team picks up plot points in sequential order: Character, Setting, Conflict, Plot Twist, Climax, and Resolution
- ❖ If a player lands on a Clap Board they must draw an action card

Director's Cut

Take One (On Your Turn)

- ❖ Roll a dice for movement
- ❖ If you reach a plot point (Character, Setting, Conflict, Plot Twist, Climax, Resolution), then stop: do not pass it.
 - Draw a *plot point* card
 - Play charades → your teammate has **30 seconds** to guess your card

Take Two (After Your Turn)

- ❖ If your teammate is successful, on your next turn roll the dice to move forward
- ❖ If your teammate isn't successful:
 - Your opponents have **10 seconds** to guess the answer. If they are correct, move back to the previous *plot point* space
 - Do not move on your next turn. Draw another card and try again



Both players from the same team must reach the Premier to win