

The Game of Paranoia

This game requires at least three players;
one is the Dummy, the others are called Voices
Voice 1, Voice 2, Voice 3 and so on
depending on the number of players

The voices sit inside the Dummy's brain
each takes a turn to shake the dummy's skull
like a dice and move around the board of life

if a number 1 is rolled all the voices laugh
if a number 2 is rolled all the voices scream
If a number 3 is rolled all the voices weep
If a number 4 is rolled all the voices sigh
If a number 5 is rolled all the voices grin
If a number 6 is rolled all the voices whisper

If any voice laughs when they should weep
they are exiled to the dummy's heart
there they must skip between beats

If any voice grins when they should sigh
they are dispatched to the dummy's spleen
and there they must sift through blood cells

If anyone screams when they should whisper
they are banished to the Dummy's liver
and there they must secrete their bile.

The Dummy must collect the misplaced sighs,
screams, whispers, cries, grins and laughs
and toss them into the bonfire to watch them burn.

Bob Beagrie