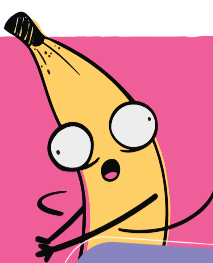


# Bravo! Bravo!



2-12

15'

8+

NO JOKE, WE'VE SEEN  
A 4 YEAR OLD PLAY.

## Contents

- 60 cards  
(10 doodled characters)
- 6 Twist cards
- The Rules

HATE READING RULES?  
WE DON'T BLAME YOU.  
CHECK OUT THIS VIDEO



"Magic is possible when we twist  
and shout **all together!**"

Joël Gagnon

**Bravo! Bravo!** is a party game where everyone plays together with **one voice!** Every time a card gets flipped over, everyone has to do the thing the card tells them to do... at the same time! Players who mess up take a card. The player with the fewest cards at the end wins!

GOOD LUCK EVERYBODY!



## Goal of the Game

Have the fewest points at the end of the game (pretty straightforward, right?).



## Setup

Before each game, you'll need to create a unique deck of cards.

THE BEST RECIPE FOR A SUCCESSFUL BRAVO! BRAVO! DECK

Ingredients:

- All the **Banana** cards.
- Any 3 other characters

- Sort the cards by character into face-up piles so everybody can see them.



- Take all the **Banana** cards.

LIKE IN A GOOD SMOOTHIE.



- Add 3 more characters. The choice is yours. You can also let the youngest player decide or decide by consensus.



THERE'S NO NEED TO FIGHT ABOUT THIS. YOU CAN ALWAYS REPLAY ANOTHER GAME AFTER THIS ONE WITH OTHER CHARACTERS. SHEESH.

PLEASE DON'T USE AN ACTUAL BLENDER FOR THIS STEP. OUR TESTS HAVE SHOWN THAT THIS TENDS TO WEAR OUT THE CARDS OVER TIME.

- Mix all the selected cards with the **Banana** cards. Place the new deck in the center of the play area so everybody can see it.























- The rest of the cards are put aside in a face down deck nearby. We will call that: **The Deck of Points**. It's going to be suuuper useful for counting the points. Trust us. This isn't our first rodeo. Or our second. Leave the **Twist** cards in the box. You'll only need them at the end of the game.

- Look at the **Sound & Gesture Table** and make sure that everybody knows what to say and what to do for every character in the game.

THAT'S IT! YOU'RE ALL SET TO ENJOY A GOOD GAME OF BRAVO! BRAVO!

## Sounds & Gestures Table

Alone	With word	Alone	With word
"Banana" 	"Bravo!"  [Applaud] <b>Bravo!</b>	"Cat" 	"Meow!"  [Pretend to lick the back of your hand] <b>Meow!</b>
"Cactus" 	"Ouch!"  [Prick your finger] <b>Ouch!</b>	"Ball" 	"Disco!"  [Point a finger towards the sky] <b>Disco!</b>
"Unicorn" 	"Rainbow!"  [Make an arc with your arm] <b>Rainbow!</b>	"Slime" 	"Awwww!"  [Mouth wide open] <b>Awwww!</b>
"???" IT'S UP TO YOU TO COME UP WITH A NAME! 	"Hello!"  [Wave hello] <b>Hello!</b>	"Balloon" 	"Party!"  [Raise your arms in the air] <b>Party!</b>
"Ghost" 	"Woo!"  [Hands up with wiggly fingers] <b>Woo!</b>	"Poo" 	"Toot!"  [Pinch nose] <b>Toot!</b>

## Credits

Designer: Joël Gagnon  
Project Manager: Camille Petit  
Illustrator: Antoine Amelin  
Graphic Designer: Fanny Saulnier  
Translator: Matthew Legault



Push the boundaries of absurdity together by creating your own variations! If you're having fun, you're headed in the right direction! Share your ideas with us on social media!

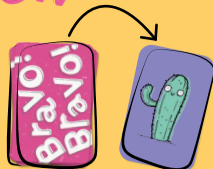


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# Round Overview

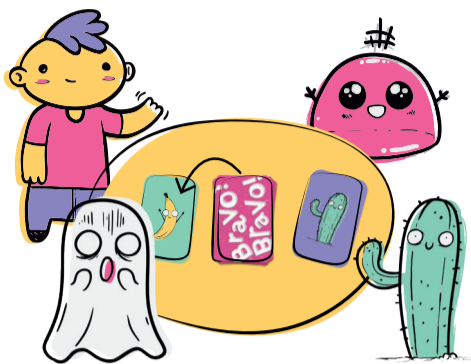
The last person to have eaten a banana is the first player. They turn the first card face-up and place it next to the deck.



The game is then played clockwise. Players take turns following two easy steps:

## 1 Flip a Card

The player reveals a card and places it on the table on the other (empty) side of the deck.



## 2 Say it Together!

CAUTION! THIS IS THE MOST IMPORTANT RULE OF THE GAME!

All players must, all together, say the sound and/or do the gesture of the newly-flipped card followed by the face-up card on the other side of the deck. Most of the time, this means:

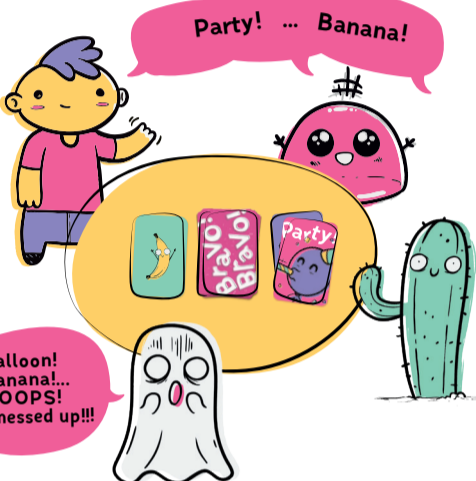
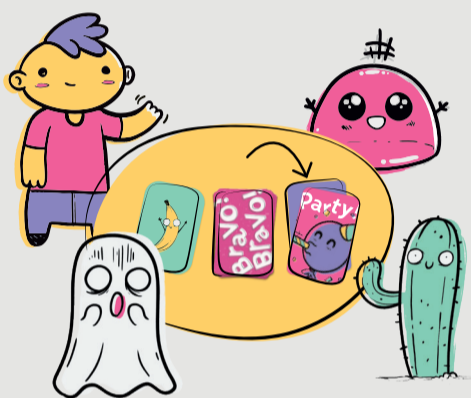
- a character **alone** → say the character name
- a character **with words** → say the word and make the gesture.



The sounds and the gestures can be found in the Sound and Gesture Table on the back of the rules.

## NOW ALTERNATE!

On each "1 Flip a Card" step, the player must flip their card onto the opposite pile. If someone makes a mistake it's a **fault** (Consult the **Fault** section).



- Did everyone succeed? → Bravo! The turn continues with the player to the left!
- Did someone make a mistake? → Go to the **Fault** section.

# Fault

The players must react at the same time. If a player mumbles, gets the sound wrong, or reacts later than the others, that's a **fault**.

When a **fault** is signaled, the culprit takes a card from the Deck of Points.  
→ One card equals one point.

Watch your neighbours! Don't let them get away with committing **faults**!

# Endgame

When the deck is exhausted, the player with the least amount of points wins! That player gets the honour to scratch any **Twist** card!



Play now with the newly-scratched **Twist**! It will make your game evolve, making it more difficult and absurd. You can play with one **Twist** at a time, or to throw a whole bunch in. Discover your favourite recipe!

# Confetti!

As soon as the active player reveals a **Banana** card with a **confetti** on it, everyone has to do **nothing**. The active player is now allowed to change the **sound** and/or **gesture** of any character in the game.



That's right, they get to change what we say or do. For example, instead of "Banana," they can decide that we have to say "Mariah Carey," or that we have to touch our nose with our left hand whenever we see the Cat.

As soon as the choice is made, the game resumes and this card becomes a Banana as usual (unless someone changed it!).

# Team Mode

## Goal of the Game

Survive the longest with as many cards as possible until someone commits a **fault**.

# Round Overview

Two teams compete to make the longest sequence without a **fault**! The first team to win two rounds wins the game.

The game begins with one team flipping a card face-up onto one side of the deck; that will be their side. The second team does the same thing on the other side of the deck; that will be their side.



The teams do the words and/or gestures of their card one after the other. Then the first team adds a card beside the first one they flipped, and they must do that card followed by the first one. The second team does the same thing on their side. Play continues like this until one team makes a mistake and loses the round!