SCORING AN ADVENTURE:

When you visit the Adventurer’s Club, you will discard cards from your hand to tell a tale of your adventures in the far corners of the globe. Telling an actual tale is optional, but feel free at least to read the text on your favorite cards.

You are not required to play your entire hand; only those cards that make up your adventure. Your adventure must follow these rules:

1: A minimum number of cards as marked on that bonus card. For example, to go to China, you must use at least four cards.

2: No more than one card of each type. One Artifact, one Hero, etc. Note that in order to go to the Amazon you will need six cards, which means exactly one of each type.

3: Each card must have a point value for the destination you choose. For example, if you go to Africa, each of your cards must have a point value of at least 1 for Africa.

To score your adventure, total up the point values on each card, and then add the current bonus for that destination. For example, the starting bonus value for Africa is 3.

Record your score and discard your cards. The winning score varies with the number of players (see below).

A SAMPLE ADVENTURE:

Deirdre has just been to Mount Everest, or so she claims. Her hand contains the following cards:

- The Pike Twins
- The Railway
- The Ice Wall
- The Split

All four cards are different types, which is good. But The Pike Twins have no value for Everest, so they can’t be a part of this story. Luckily, three cards is still enough to go to Everest, so Deirdre can turn in those three cards for 4 points, plus the current Everest bonus value.

EMPTYING THE DECK:

If the deck is ever empty, shuffle the discard pile and replace it.

WINNING THE GAME:

To win the game, you must be the first player to reach the required score, which depends on the number of players.

<table>
<thead>
<tr>
<th>Players:</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target Score:</td>
<td>80</td>
<td>60</td>
<td>50</td>
<td>40</td>
</tr>
</tbody>
</table>

Thanks for playing, and we hope you enjoy our games!

ABOUT THIS GAME:

Stuff and Nonsense is a joint production of Cheapass Games and Professor Elemental. Cheapass Games is a small tabletop game company in Seattle, helmed by game inventor James Ernest. Professor Elemental is a chap-hop rap artist and adventurer from Brighton, UK.

This game is based on a 2002 Cheapass game called Captain Park’s Imaginary Polar Expedition. The themes of both games are quite similar, but the mechanics are very different.

This project was funded by 2,274 backers on Kickstarter. Thanks to all of them, and to everyone like them, helping small companies fund their dreams and finance their adventures (even the imaginary ones).

CREDITS:

Stuff and Nonsense was written and designed by James Ernest, illustrated by Harold Fay. Professor Elemental appears courtesy of Paul Alborough.

Testers: Rob DeDea, Cathy Saxton, Deb Mischo, Don Flinspach, Ellis Monahan, Jake Boone, Jeff Vogel, Jesse Anderson, Jim Tarsi, John Mischo, Joshua Olson, Karen Williams, Mariani Krizsan, Mark Slattery, Nathan Claremburg, Nora Miller, Paul Peterson, Peter Vaughan, Rick Fish, Tasha Zuniga, Toivo Rovainen, Tom Saxton, and many others.

Edited by: Mike Selinker and Carol Monahan.


Stuff and Nonsense is a fun, fast-paced tabletop game about liars who pretend to explore the world. Players scrounge London for cards, which are evidence for their made-up adventures.

You Are An Adventurer.

Sort of.

Actually, you and your friends are cowards who never leave the safety of London. Instead, you sneak around the outskirts of the city, collecting evidence of your many imaginary adventures, far and wide across the globe.

Then you return to the Adventurer’s Club and spin fantastic lies about places you have never been.

Professor Elemental might be impressed, if he weren’t so busy trying to stop you.
A foggy day in London Town.

That nattering dandy, Professor Elemental, has been regaling the boys at the Adventurer’s Club with tales of high adventure. His travails in the South Pole. His conquest of Everest. His battle with the savage tribes of deepest Africa. His talking monkey.

But secretly, you know the old dog for what he is: a tawdry second-rate liar. He spins wild tales of thin air and spider silk, bolstered by cheap tricks and worthless trinkets. It’s all stuff and nonsense. And now that you have learned his game, you’d like to play it too.

Stuff and Nonsense is a game of low adventure. You and your opponents will vie to become the world’s most renowned explorers without ever leaving London. You will haunt cafes, shops, and back alleys, gathering evidence of your imaginary adventures, and then return to the Adventurer’s Club to spin yarns that rival even those of the inimitable Professor. But secretly, you know the old dog for what he is: a tawdry talking monkey.

Everest. His battle with the savage tribes of deepest Africa. His foggy day in London Town.

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Meeting the Professor:

If Professor Elemental moves into the same location with you, or if you move into the same location with him, you must pay a penalty. (If you begin your turn on the same space as the Professor, you do not suffer the penalty again.)

The penalty is your choice: you may either discard one card, or lose one point for every card in your hand. (Yes, your score can track into the negatives.)

If you have no cards, there is no penalty.

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