

DA DO RON RON

- Instructions:
 - Round 1
 - Players in a circle
 - Explain that players take turns offering a new original rhyme in the rhythm of the song. Each new verse continues the same AAAAA rhyme scheme Example
 - Example
 - Player A: "I met him on a Monday, and his name was Pete."
 - Everyone: "Da doo ron ron ron, da doo ron ron"
 - Player B: "He was so suave he knocked me off my feet."
 - Everyone: "Da doo ron ron ron, da doo ron ron. Yeah!"
 - Player C: "He kissed so sweet."
 - Everyone: "Yeah"
 - Player D: "He dressed so neat."
 - Everyone: "Yeah!"
 - Player E: "He was so discreet."
 - Everyone: "Da doo ron ron ron, da doo ron ron."
 - The song continues to the next verse with a new rhyme
 - Round 2:
 - The Rhyme scheme changes to AABBBB
 - Example
 - Player A: "I met him on a Monday, and his name was Pete."
 - Everyone: "Da doo ron ron ron, da doo ron ron"
 - Player B: "He was so suave he knocked me off my feet."
 - Everyone: "Da doo ron ron ron, da doo ron ron. Yeah!"
 - Player C: "He kissed so good."
 - Everyone: "Yeah"
 - Player D: "I knew he would."
 - Everyone: "Yeah!"
 - Player E: "Just like he should"
 - Everyone: "Da doo ron ron ron, da doo ron ron."
- Notes:
 - Remember that you don't have to say many words, keep it simple.
 - If your line is the one that sets up a rhyme, make it easier on your scene partners by ending your line with a simple, rhymable word.
- Video reference: <https://www.youtube.com/watch?v=L0dikX80Ed8>
 - This is the song that inspired this game

DA DO RON RON ELIMINATION

- Instructions:
 - Players in a circle or in a line that cycles around
 - Explain that players take turns offering a new original rhyme in the rhythm of the song. Each new verse continues the same AAAAA rhyme scheme Example
 - Example
 - Player A: "I met him on a Monday, and his name was Pete."
 - Everyone: "Da doo ron ron ron, da doo ron ron"
 - Player B: "He was so suave he knocked me off my feet."
 - Everyone: "Da doo ron ron ron, da doo ron ron. Yeah!"
 - Player C: "He kissed so sweet."
 - Everyone: "Yeah"
 - Player D: "He dressed so neat."
 - Everyone: "Yeah!"
 - Player E: "He was so discreet."
 - Everyone: "Da doo ron ron ron, da doo ron ron."
 - The song continues to the next verse with a new rhyme
 - The song should get faster over time (it probably will naturally anyway)
 - This continues until someone can't produce a rhyme
 - When someone fails they are eliminated, and a new song starts
 - This goes until just one person survives, and they are the winner
- Notes:
 - Remember to let the song get faster and faster as a round goes on
 - When starting off the rhyme, don't purposefully use an unrhymable word just to spite others.
- Video reference: <https://www.youtube.com/watch?v=L0dikX80Ed8>
 - This is the song that inspired this game