

PLEASANT
NONSENSE

PLEASANT NONSENSE
SWEET EXISTENCE EXPANSION PACK

F2474
13+
PLEASANT
NONSENSE

SWEET EXISTENCE
EXPANSION PACK



NATHAN W PYLE'S
STRANGE PLANET™

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MADE IN CHINA.

F2474 PLEASANT NONSENSE
PROOF OF PURCHASE



ESCAPE EXISTENCE, IMAGINE PLEASANT NONSENSE



REPLACE EXISTENCE SQUARES
WITH ALL NEW, POWERFUL
NONSENSE SQUARES

ADDED ACTION SQUARES
INCREASE OPPORTUNITIES
FOR CHAOS



SUCROSE SWEET DISKS HELP
YOU EXPERIENCE NONSENSE
AND GAIN VICTORY

TRACK THE ACTIVE BEING
WITH ONE OF THREE
MYSTERIOUS OBJECTS



THE CONTENTS OF THIS PINK
BOX ARE REQUIRED TO USE THE
CONTENTS OF THIS BLUE BOX
(PINK BOX SOLD SEPARATELY)

Contents:
24 nonsense squares, 10 action
squares, 50 cardboard sweet disks,
1 active player token, instructions



4-8
PLAYERS



15-40
MIN.

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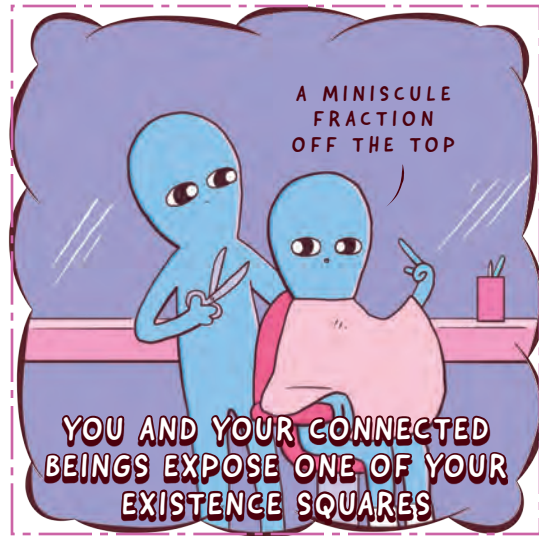
Retain this information for future reference.

MADE IN CHINA. / FABRIQUÉ EN CHINE.

ACTION SQUARE

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linen finish 1 side (logo side)

F24740000_PNE_ACTION_C.indd 1-2



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linen finish 1 side (logo side)

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ACTION SQUARE

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linen finish 1 side (logo side)

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ACTION SQUARE

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linen finish 1 side (logo side)

F24740000_PNE_ACTION_C.indd 5-6



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linen finish 1 side (logo side)

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ACTION SQUARE

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linen finish 1 side (logo side)

F24740000_PNE_ACTION_C.indd 7-8

I BELIEVE OUR LOCATION
GUIDANCE DEVICE HAS
MALFUNCTIONED



**EVERY BEING TRANSFERS THEIR
SWEET DISKS TO THE LEFT**

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linen finish 1 side (logo side)

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ACTION SQUARE

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F24740000_PNE_ACTION_C.indd 9-10



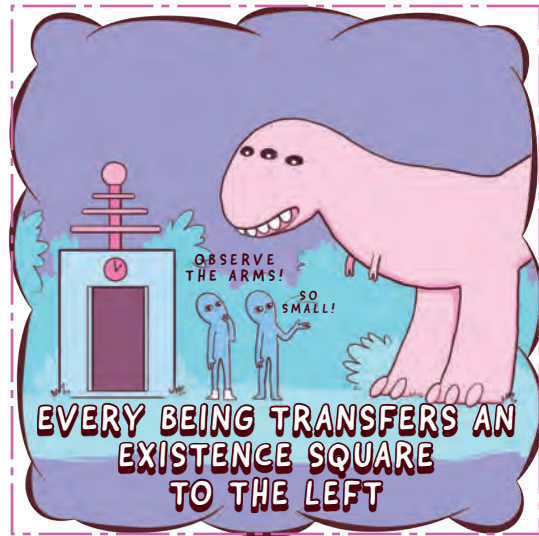
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ACTION SQUARE

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F24740000_PNE_ACTION_C.indd 11-12



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linen finish 1 side (logo side)

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ACTION SQUARE

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linen finish 1 side (logo side)

F24740000_PNE_ACTION_C.indd 13-14



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linen finish 1 side (logo side)

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ACTION SQUARE

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linen finish 1 side (logo side)

F24740000_PNE_ACTION_C.indd 15-16



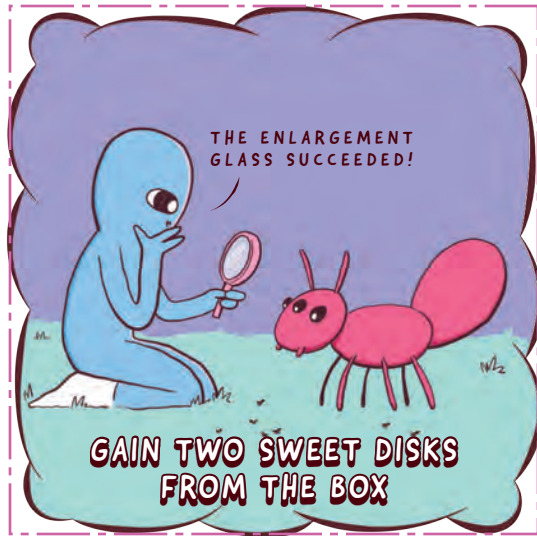
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ACTION SQUARE

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F24740000_PNE_ACTION_C.indd 17-18



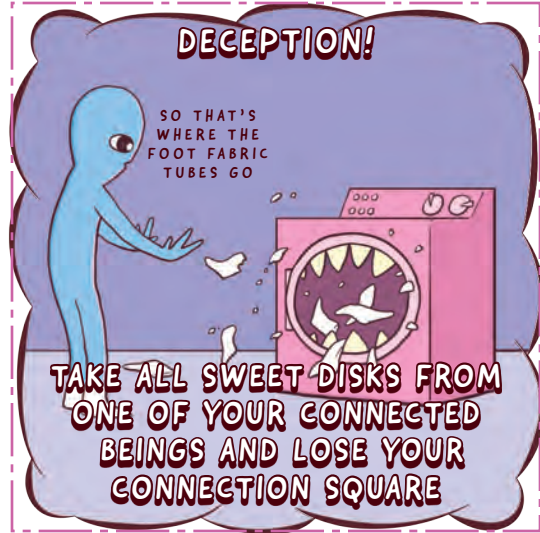
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ACTION SQUARE

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linen finish 1 side (logo side)

F24740000_PNE_ACTION_C.indd 19-20



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NONSENSE SQUARE

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linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 1-2



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linen finish 1 side (logo side)

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NONSENSE SQUARE

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linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 3-4

2

OBSERVE ME!
I AM RAINING
JOY FROM THE
ATMOSPHERE!



EACH TURN, GIFT A SWEET DISK
TO ANY OTHER BEING.

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linen finish 1 side (logo side)

12/28/20 1:36 PM

NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 5-6

0

IF I FEED IT FOOT FABRIC
TUBES, PERHAPS IT WILL
NOT CONSUME ME



EACH TURN, PLACE A SWEET DISK
ON THIS SQUARE. IF YOU HAVE
NONE, FLIP IT BACK OVER.

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linen finish 1 side (logo side)

12/28/20 1:36 PM

NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 7-8

3

AN EVEN LAYER
IS REQUIRED
FOR MAXIMUM
ENJOYMENT



COLLECT ALL SWEET DISKS AND
REDISTRIBUTE THEM EVENLY.

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linen finish 1 side (logo side)

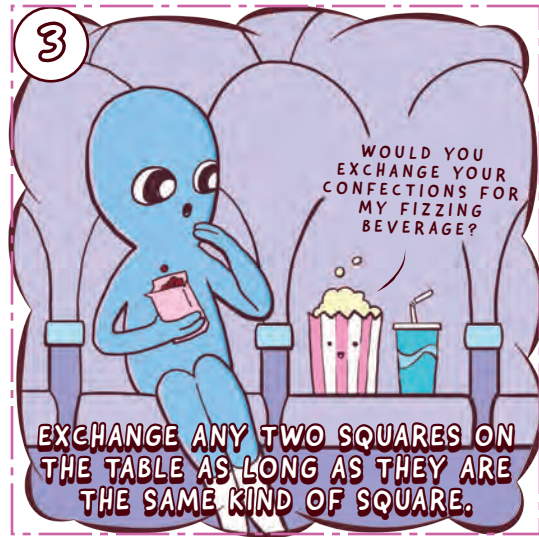
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NONSENSE SQUARE

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F24740000_PNE_NONSENSE_C.indd 9-10

3



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NONSENSE SQUARE

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F24740000_PNE_NONSENSE_C.indd 11-12

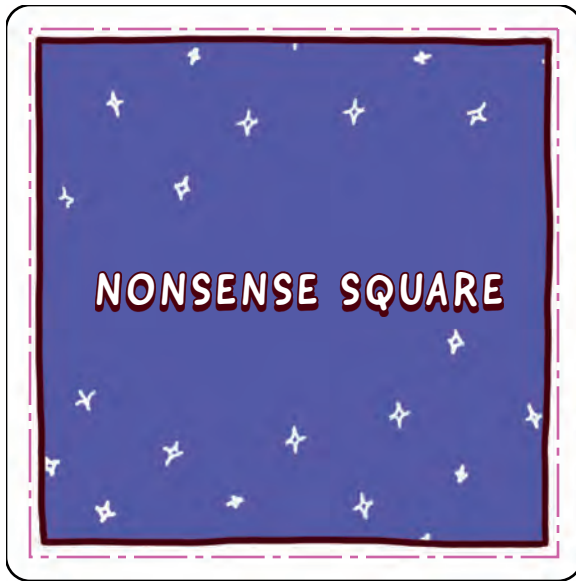
4

TOGETHER, WE ARE THE
RULERS OF LIMB FLAILING

EVERY BEING TRANSFERS ALL THEIR
SWEET DISKS TO THE LEFT OR
RIGHT, THIS BEING'S CHOICE!

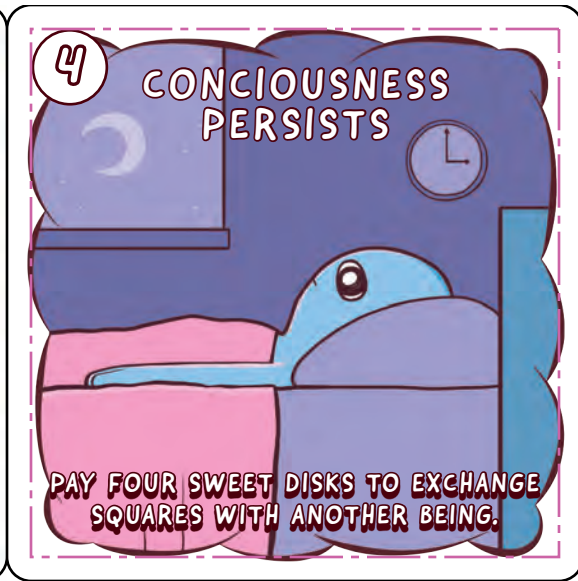
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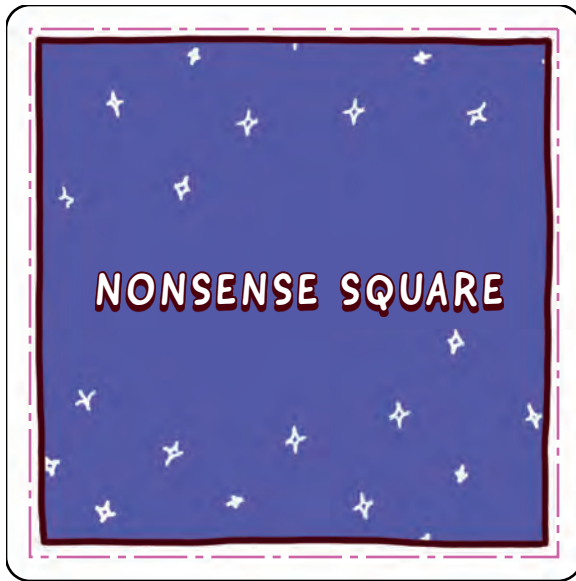
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F24740000_PNE_NONSENSE_C.indd 13-14



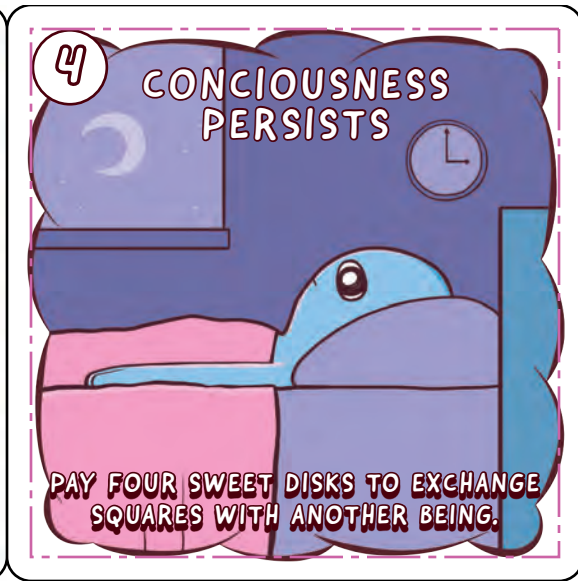
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F24740000_PNE_NONSENSE_C.indd 15-16



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linen finish 1 side (logo side)

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NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 17-18

2

AT LAST, THE LARGEST
OVERVALUED MINERAL
IS MINE

TAKE ANY TWO GIFTS CURRENTLY
IN PLAY AND TAKE ONE SWEET
DISK FROM THEIR BEINGS.

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

12/28/20 1:36 PM

NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 19-20

3

GREETINGS, ALLOW
ME TO OFFER AN
APPENDAGE

BEINGS WHO POSSESS MORE SWEET
DISKS THAN YOU GIFT YOU ONE.

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linen finish 1 side (logo side)

12/28/20 1:36 PM

NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 21-22

2

WE ALL COLLABORATED
TO GIFT YOU THIS TOKEN
OF APPRECIATION

GRATITUDE

BEINGS WHO POSSESS AN ODD
NUMBER OF SWEET DISKS
GIFT YOU ONE.

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

12/28/20 1:36 PM

NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 23-24

2

THIS WILL NOT
END WELL

FLIP OVER ANY EXPOSED, UNPAID
NONSENSE SQUARE AND SWAP IT WITH
ANY OTHER UNEXPOSED SQUARE.

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

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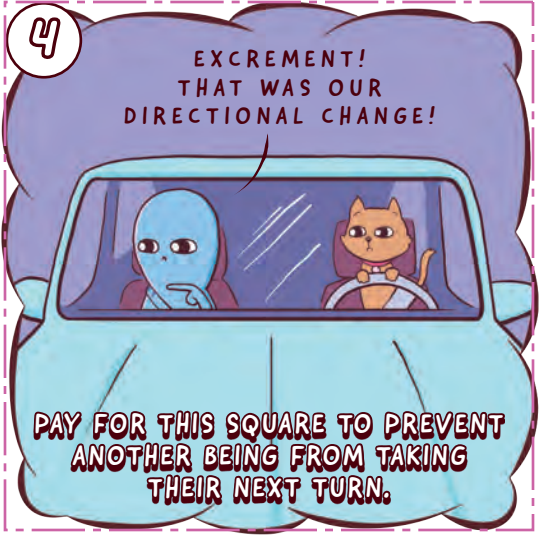
A square graphic with a dark blue background and white stars. The text "NONSENSE SQUARE" is centered in a bold, white, sans-serif font with a black outline.

NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 25-26

4

A comic panel illustration. A blue alien and an orange cat are in a light blue car. The alien is pointing at the cat. A speech bubble from the alien says "EXCREMENT! THAT WAS OUR DIRECTIONAL CHANGE!". At the bottom of the panel, text reads "PAY FOR THIS SQUARE TO PREVENT ANOTHER BEING FROM TAKING THEIR NEXT TURN.".

**EXCREMENT!
THAT WAS OUR
DIRECTIONAL CHANGE!**

**PAY FOR THIS SQUARE TO PREVENT
ANOTHER BEING FROM TAKING
THEIR NEXT TURN.**

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linen finish 1 side (logo side)

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NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 27-28

3

MOVE THE SWEET DISKS FROM
ANOTHER BEING'S PAID FOR NONSENSE
SQUARE TO ONE OF THEIR OTHER
UNPAID, EXPOSED SQUARES.

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

12/28/20 1:36 PM

NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 29-30

3

PLEASE, WE HAVE
MANY MORE ANCIENT
CURRENCY BOXES
TO RETURN



YOU AND YOUR CONNECTED BEINGS
MAY TAKE THREE SWEET DISKS
FROM THE BOX.

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

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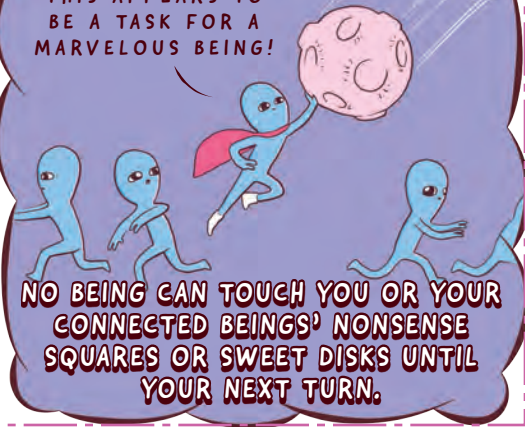
NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 31-32

2

THIS APPEARS TO
BE A TASK FOR A
MARVELOUS BEING!



NO BEING CAN TOUCH YOU OR YOUR
CONNECTED BEINGS' NONSENSE
SQUARES OR SWEET DISKS UNTIL
YOUR NEXT TURN.

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linen finish 1 side (logo side)

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NONSENSE SQUARE

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linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 33-34



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linen finish 1 side (logo side)

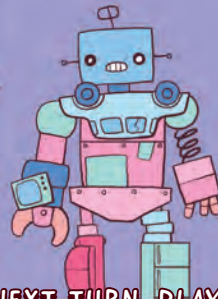
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NONSENSE SQUARE

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linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 35-36

2



LET US HOPE
IT DOES NOT
GAIN SENTENCE

AGREED



**NEXT TURN, PLAY ANY SQUARE FROM
THE DISCARD PILE INSTEAD OF
DRAWING A NEW ACTION SQUARE.**

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

12/28/20 1:36 PM

NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 37-38

3

OH MY MORALITY
IT WAS CRAMPED
IN THERE!



EACH TURN, DRAW TWO ACTION
SQUARES, CHOOSE ONE TO PLAY
AND DISCARD THE OTHER.

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

12/28/20 1:36 PM

NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 39-40

3

OUR MOST BOUNTIFUL
HARVEST YET

YOU AND YOUR CONNECTED
BEINGS MAY TAKE A SWEET DISK
FROM THE BOX. THEN YOU MAY
TAKE ONE SWEET DISK FROM TWO
OTHER BEINGS.

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linen finish 1 side (logo side)

12/28/20 1:36 PM

NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 41-42

3

IT FEELS AS IF
WE'VE OVERLOOKED
A CRITICAL DETAIL

EACH TURN, YOU MAY PLAY
THE TOP ACTION SQUARE OF
THE DISCARD PILE INSTEAD.

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

12/28/20 1:36 PM

A square logo with a dark blue background and a thick dark blue border. Inside the square, there are several small white stars of varying sizes. The text "NONSENSE SQUARE" is centered in the square in a bold, white, sans-serif font with a dark blue outline.

NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 43-44

4

A cartoon illustration of a blue, elongated, featureless creature with its arms and legs spread wide, floating in a light blue, cloud-like shape. The creature has a small head with two dots for eyes and a small mouth. The background is a solid light blue color.

I AM LIKE A FLYING
CREATURE LIMITLESS
AND UNENCUMBERED

**COPY ANY OTHER
EXPOSED NONSENSE SQUARE.**

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

12/28/20 1:36 PM

NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 45-46



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linen finish 1 side (logo side)

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NONSENSE SQUARE

5C2S printing, rounded corners with 2mm radius,
linen finish 1 side (logo side)

F24740000_PNE_NONSENSE_C.indd 47-48

2

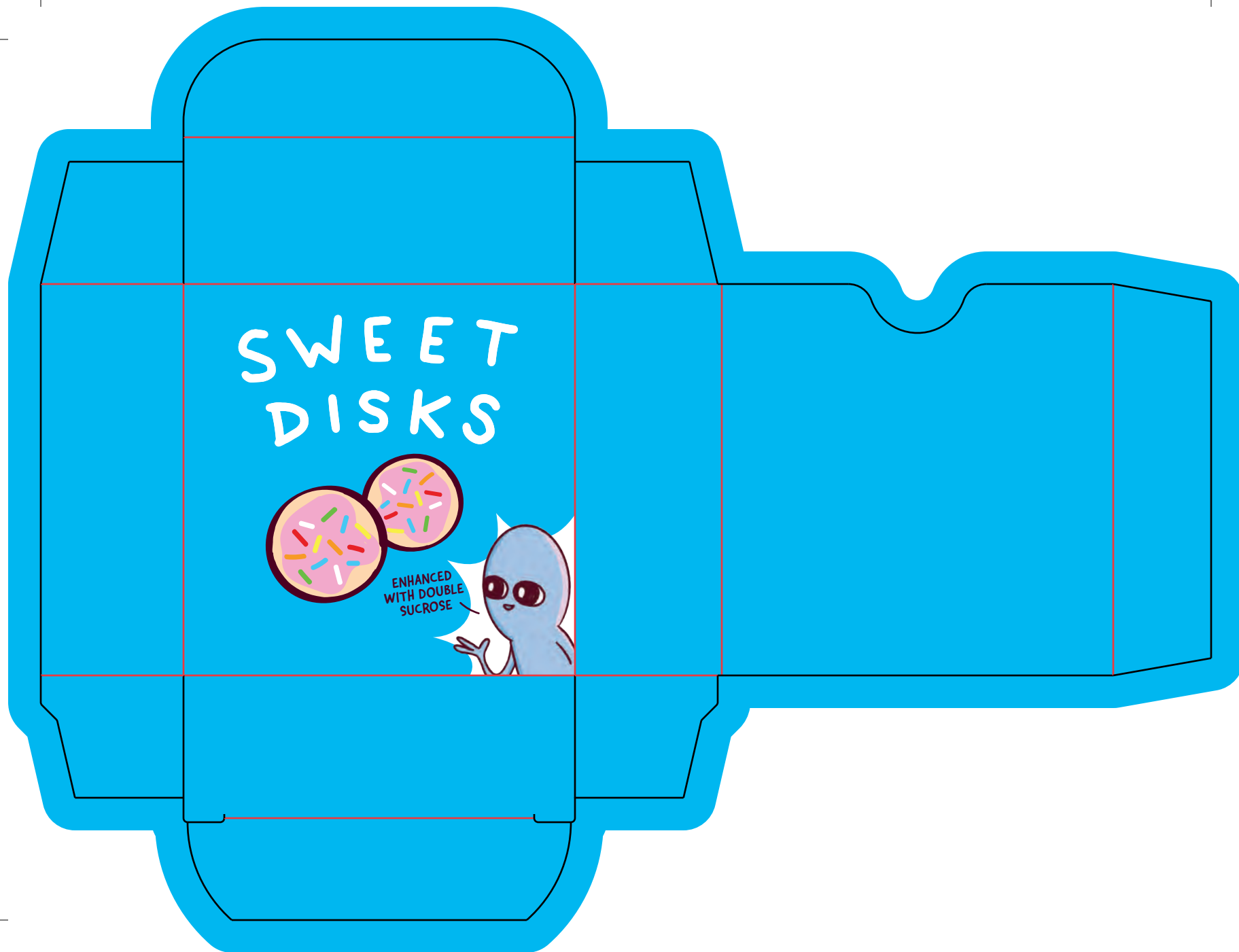
THIS VESSEL IS AS
DELICIOUS AS IT IS
SEAWORTHY



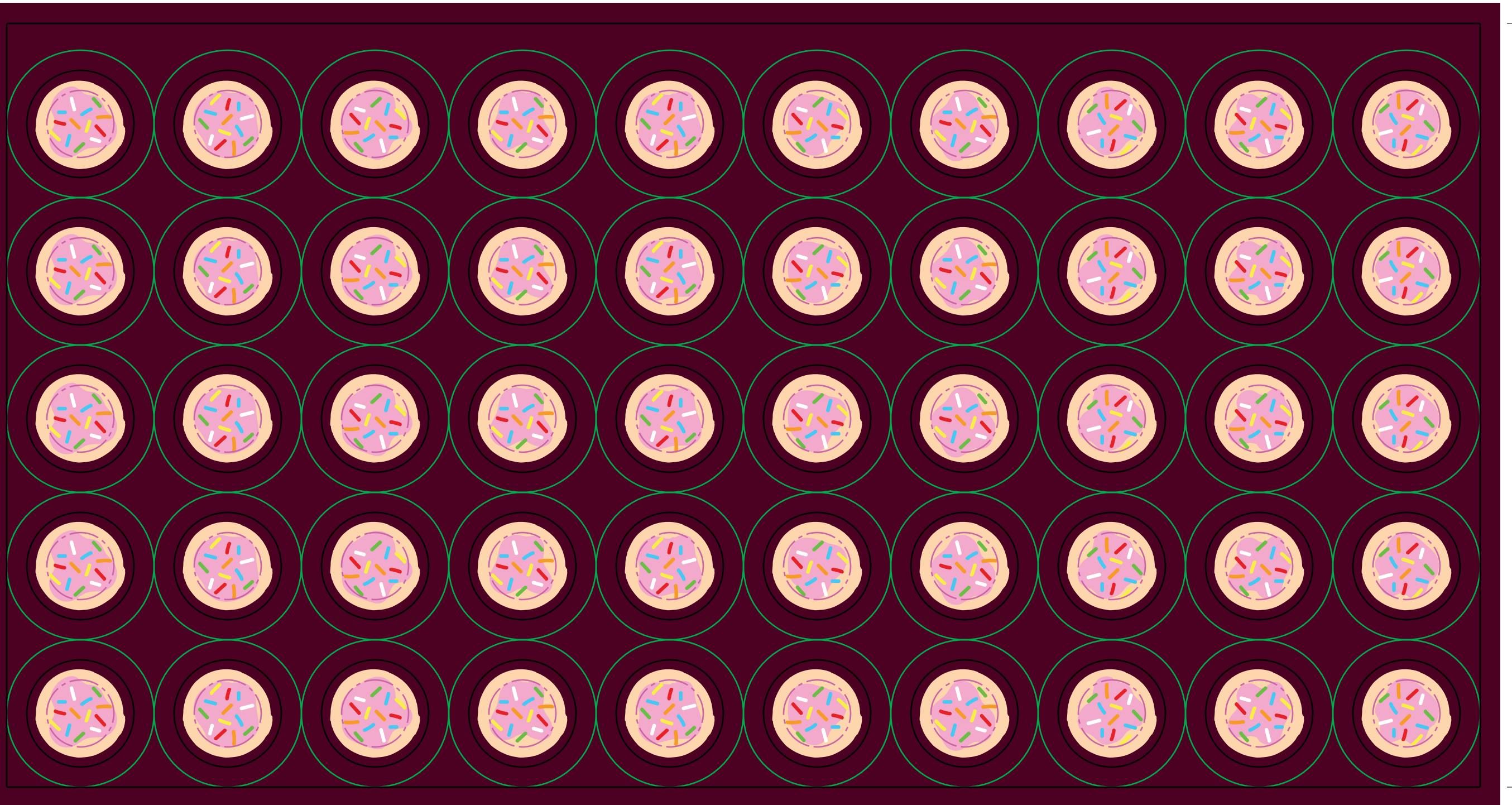
EACH TURN, TAKE A SWEET DISK
FROM ANY BEING AND GIVE
IT TO ANOTHER BEING.

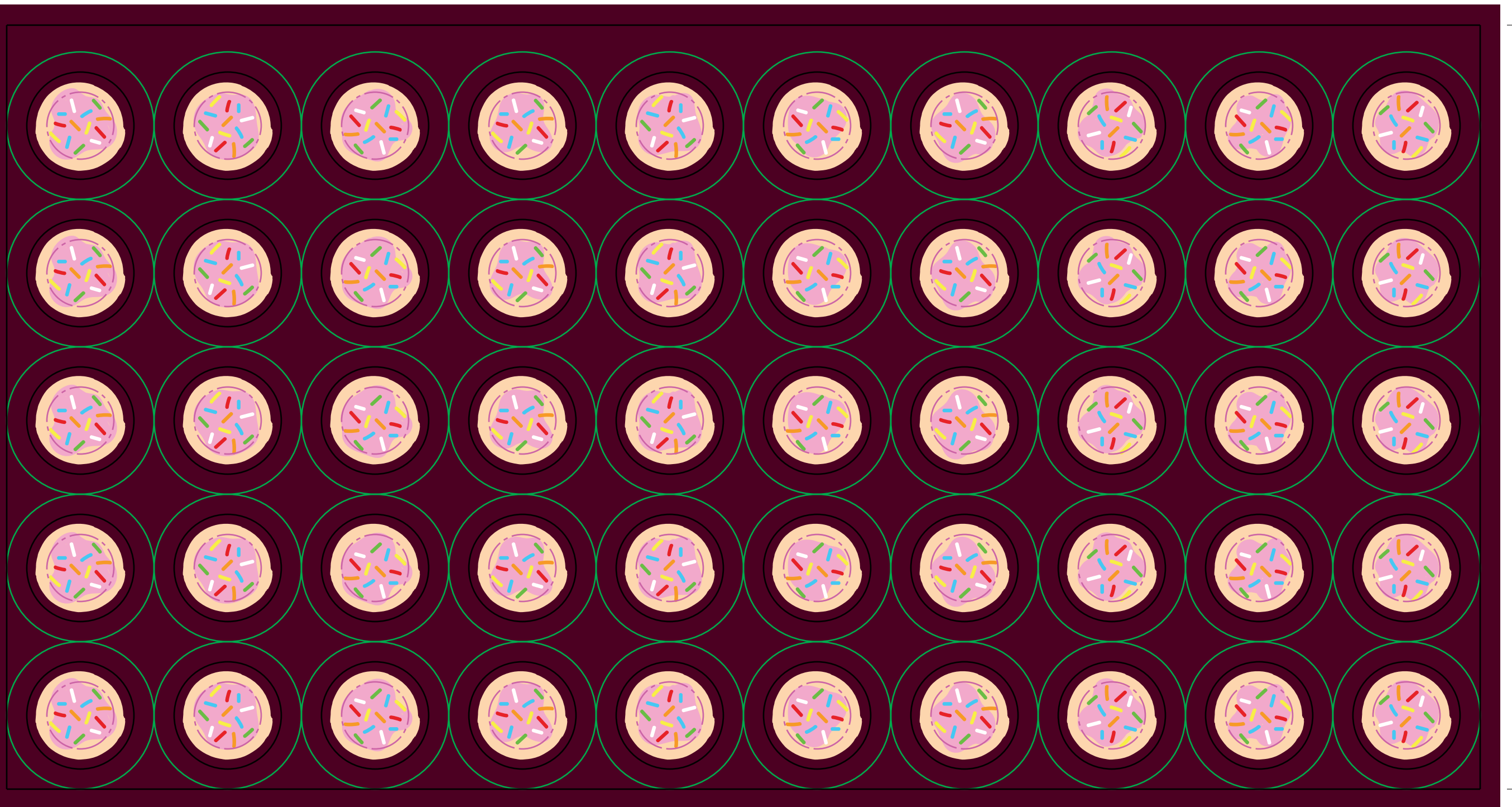
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PLEASANT NONSENSE

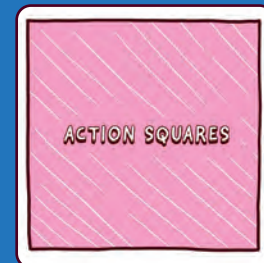
SWEET EXISTENCE
EXPANSION PACK



NATHAN W PYLE'S
STRANGE PLANET™

13+
F2474
4-8

CONTENTS



x10



x24



x50

WHAT'S DIFFERENT?

The star has set and the beings are in their rest slabs imagining all kinds of pleasant (and unpleasant!) nonsense. In this expansion of Sweet Existence, a few things have changed!

- Instead of existence squares, you'll be playing with nonsense squares. Nonsense squares are dreams and each one has a unique power.
- Perishing is no more. Instead, the consciousness persists square is hiding in your nonsense squares and it will keep you from being able to dream. If you can't dream, you can't win.
- Since perishing is no longer possible, you win the game by being the first being to successfully imagine three nonsense squares. You do not win as team with your connections.
- Bonus! Use the active player token that came with this game to keep track of whose turn it is!

WHEN I WAS RESTING
I IMAGINED I WAS A
MARVELOUS BEING

I WISH MY IMAGINED
NONSENSE WAS THAT
PLEASANT!



PREPARATION

1. To play Pleasant Nonsense you will need the action squares and connection squares from Sweet Existence. Any action square that affects existence squares from the base game now affects nonsense squares.
2. Find and remove the five "Rearrange another being's existence squares" from the Sweet Existence action squares. Replace them with the ten Pleasant Nonsense action squares included here. Shuffle and place the deck where everyone can reach it.
3. Go through the nonsense squares and set aside the two consciousness persists squares.
4. The number of nonsense squares you'll play with depends on the number of beings playing, but you'll always use at least one consciousness persists square.

If there are...

4 beings

5 beings

6 beings

7 beings

8 beings

Use...

11 squares + 1 consciousness persists square

14 squares + 1 consciousness persists square

16 squares + 2 consciousness persists squares

19 squares + 2 consciousness persists squares

All 24 squares

Shuffle all the nonsense squares you're playing with. Put any squares you're not using back in the box.

5. Deal three nonsense squares facedown in a row in front of each being.
6. Shuffle all of the connection squares and deal one faceup to each being. Put any extras aside.
7. Now read aloud your connection squares. At the beginning of every turn that you are connected to another being, you will gain a sweet disk from the box. If your connection square doesn't match anyone else's, don't worry —some action squares will let you switch during the game.
8. Finally, give each being six sweet disks: four chocolate chip sweet disks from the core game and two sucrose sweet disks from this one. Sucrose sweet disks are worth two chocolate chip sweet disks.

MY CONSCIOUSNESS WILL
TERMINATE AS SOON AS
MY SKULL COLLIDES WITH
THE COMFORT SQUARE.



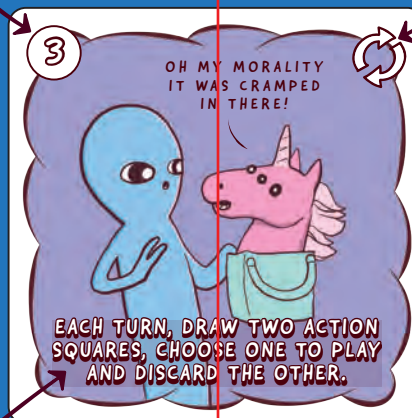
PLAY

Just like the core game, begin by secretly observing your nonsense squares. Take note of whether or not you have the consciousness persists square, as well as what sorts of powers are described on your other nonsense squares. You do not need to memorize the powers. Each square has a unique power that can either help or hurt your chances of winning. You can't look at them again unless an action square allows you to observe or expose one.

The being who has had the weirdest dream this week goes first.

This number indicates how many sweet disks it costs to pay for this square.

If this symbol is present, it means that after you pay for it once, the power on the bottom of the card occurs every turn.



The text at the bottom of each nonsense square describes the power that square has once it is paid for. Some are good for you, others are not. Think carefully about when to pay for each square!

ON YOUR TURN

1. If you are connected to another being at the start of your turn, take a sweet disk from the box.
2. Draw an action square, read it aloud, and show it to everyone
 - If you draw a pink or blue/purple action square, do what it says. (The action squares that came in this box have a dream bubble around the comic.)
 - If you draw a purple action square, gift it to another being who hasn't already exposed all their nonsense squares.
3. Depending on how many sweet disks you have and whether or not you have a nonsense square exposed, you may now choose to pay for one of your nonsense squares. To do so, put one chocolate chip sweet disk on the card to mark it and pay the remainder of the cost to the sweet disk box.

The sweet disk box acts as a bank in this expansion. Sucrose sweet disks are worth two of the chocolate chip sweet disks, you can trade them in and out as necessary to keep the cookies flowing.

- You may only pay for nonsense squares on your turn, and you may only pay for one per turn.
- When an exposed nonsense square is paid for, the power written on the card takes place immediately unless the card states otherwise. Example, some cards may specify they trigger at the beginning of each turn.
- Once you pay for a nonsense square, it cannot be swapped or stolen UNLESS another Nonsense square specifically effects paid nonsense squares.

4. If you have multiple nonsense squares paid for, you may choose how to order their effects.
5. Your turn ends once you have used all your available powers and play passes clockwise.

CRITICAL

If you expose a consciousness persists square, you cannot pay for any other nonsense squares or win the game as long as it is in front of you. You may pay to swap it with any other unpaid nonsense square on the board whether or not those squares are exposed.

VICTORY IS NONSENSE!



HOW TO WIN

The first being to successfully pay for all three of the nonsense squares in front of them wins! You made your dreams come true!

ACTION SQUARE REFERENCE

- If the action square you draw has no impact on you (ex: it says "Expose one of your existence squares" but you've already exposed them all), just discard it and draw a new one.
- If you draw a deception square but aren't connected to anyone, discard it and draw a new square. If you are connected, your connection square goes back in the box. You cannot exchange connection squares with anyone—you're on your own for the rest of the game and you will no longer collect a cookie at the start of your turns!
- If all players have all their nonsense squares exposed, you can give gifts to whomever you choose. When a being has two gifts but no nonsense square to expose, they should take a sweet disk from the box.

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Australia consumer service: <https://consumercare.hasbro.com/en-au>
New Zealand consumer service: <https://consumercare.hasbro.com/en-nz>