

## Improvisation games you can try!

**Film/Theatre Styles:** Before the game starts, the Compere selects two contestants to play. He then calls upon the audience to give him film and theatre styles that their scene can be enacted in (example: Western, Sci-fi, melodramatically). He then gives the contestants a scene to act in (such as two old friends meeting at a supermarket.) During the course of the scene, the Compere cuts in with his buzzer and instructs the actors to continue acting the scene but in the different styles suggested by the audience.

**Questions Only:** Two contestants enact a scene given by the Compere, but can only use questions in their dialogue. If one slips up and puts in a statement, they are replaced with another player.

**Alphabet:** The Compere gives two players a scene, and they must act it out using sentences with successive letters of the alphabet. (Example: Player 1: 'Are you going to the gym?' Player 2: 'By george, yes!' Player 1: 'Cool' etc)

**Scenes from a hat:** All players assume positions on the sides of the stage. The Compere draws scenes from a hat, which were suggested by the audience prior to the show. The players must act out the scenes suggested by the audience.

**Props:** The players are given various props which they use to construct scenes/gags with. The Compere uses his buzzer to switch between gags.

**March/Rap/Gospel/Hoedown/Singing the blues:** All contestants step forward on the stage and make up a song about a topic suggested by the audience in one of four styles: either a March, a Rap, a Gospel, or a Hoedown.

**That'll Be Charlie Now:** Three players act out a scene onstage while the fourth sits on the side of the stage. The players on stage act out a scene involving fictional Charlie, giving him habits during their dialogue (example: "Have you ever noticed how Charlie barks like a dog when he hears the word 'cheese'"). The Compere rings a doorbell and "Charlie" comes in, enacting all the characteristics that the players give him.

**Party Quirks:** Before the show, the audience suggests different quirks for the players of this game to have (examples: He thinks he's a robot, she can't stop humming etc). When this game is played, one player is acting as host of a party and three other players are guests enacting the quirks assigned by the audience. The "host" must guess what quirks the other players have.

**Remote Control:** The Compere plays a TV viewer switching between channels. He assigns players a different TV show to act in (example: Star Trek, game show). He assigns the players a topic that the shows are about (example: baldness) and each player must act out the topic in his assigned "show." A game for four players

**Every Other Line:** One player is given a script to a play. The Compere assigns both players a scene to do (whether it as anything to do with the play or not). The second player says a line and the other player responds with a line from the play. The second player has to react to that, and the game continues. Occasionally, The Compere would also ask the audience to provide the player without a script an "end line" to shoot for.

**Expert translation:** Two players stand on stage. One player is assigned a nationality (suggested by the audience). The other must translate what he/she is saying into English. The "ethnic" player doesn't have to be a native or be able to speak the language; they can improvise as best they can. The translating player must work some topic into their translation (example: driving, washing the dog).

**News report:** A game for four players. The Compere assigns the players a fairy tale to do a news report on. Two players act as if they are in a newsroom doing a special report about the fairy tale, while the other two players enact a field reporter and any witness he/she needs.

**Super-Heroes:** One player starts out as a superhero, chosen by the audience (examples: Undercover Elephant Man, Ballet Boy). The Compere then gives him a crisis situation, and one by one, 3 other players come in as superheroes (each one assigned by the previous hero). Somehow, they have to solve the crisis and leave in reverse order.

**Helping Hands:** Two players enact a scene using props. However, a third player assumes a position behind one of the other players and sticks his hands around the first player (therefore, the third player becomes the "hands" for the other player). The players have to act out a situation, with the third player providing the hands for the other (using props on a table). The situation can get messy at times and that's why we don't try it that often!

**Freeze Tag:** Two players assume positions on stage based on audience suggestions (example: on all fours, standing on one foot). The players begin a scene based on those positions. The other players yell "freeze" and tag one of the onstage players out and assume their position. Play continues as the scene and topic changes each time.

**World's Worst:** The players stand on "the world's worst step" and have to come up with examples of the worst things (example: the world's worst doctor, the world's worst TV program). One by one, the players step forward with examples, as the Compere buzzes between suggestions.

**Authors:** A game for four players. Each player steps forward with an author in mind. The Compere gives the players a story to do, and one by one, the players tell bits of the story in their author's style. The Compere uses his buzzer to switch between players. A variation on Remote control.

**Whose Line?:** A game for three players. Before the show, members of the audience write random lines of dialogue on pieces of paper. When this game starts, The Compere gives the contestants two slips each and they put them in their pockets. The Compere then gives them a scene, and during the scene, each player must pull out a slip of paper and use that line of dialogue (most of the time, totally unrelated to the scene or anything else, for that matter) in the scene.

**Old Job, New Job:** Three contestants play in this game. One of the two players is given a job he has now, and a job he used to have (for example: he was a baseball player, but now he's a teacher). He must incorporate characteristics of his old job in his new job, while the other two players react.

**Moving People / Mannequin:** Two contestants play this game with the aid of two audience members. The contestants act out a scene, but cannot move. Instead, the audience members move their arms, legs, head, etc. for them

**The Changing Room / Emotional Baggage:** Three players are given a certain item each (like a gym bag, a towel, etc.) and each one carries a certain personality with it (ex: the gym bag may cause somebody to become angry). The players act out a scene, and whenever they switch props, the personalities switch with them.

**Film Noir/Narrating for Each Other:** Two players enact a scene (sometimes to music) and describe what the other player is doing to the camera.

**Press Conference:** One player leaves the room and the audience and the other players concoct a string of achievements / a job that the player has. The player returns and then has to guess the details based on the silly questions the other players, as press reporters, ask him.

**Evil Twin:** A three player game: Two people enact a scene provided by the Compere. Upon The Compere's buzzer, one of the players is replaced momentarily by the third player, who commits a most inappropriate and terrible act. The second player then jumps back in, and is forced to explain away his behaviour. This is repeated a few times with the acts becoming more and more reprehensible.

**3 Headed expert:** One player has to interview three others who play an expert on a daft subject. The three have to speak one word at a time and mimic each others physical mannerisms and behaviour.

**Adverts:** Two or more players are asked to advertise a product suggested by the audience. Part way into the advert, the Compere plays a theme tune / mood music extract and the advert must be adapted to fit the music

**Directors Cut:** A number of players are asked to act out a scene from a fictional movie suggested by the audience. Another player act as the director for the scene, interrupting and asking them to replay the scene in different styles incorporating new concepts and generally stitching them up!

Visit our website: [www.whoseturn.org.uk](http://www.whoseturn.org.uk)