

## Novel Games List

### **Ahab and the Whale**

You get three rules from the audience that you cannot break e.g. laugh, must sing whenever you enter stage etc.

### **Actor's Nightmare**

Similar to a playbook except that one character's dialogue is read out in order from a random page.

### **Alliances**

At the end of this scene, someone must be excluded from the rest of the group.

### **Boring**

Minor events appear major to the characters or major events appear minor to *one* character.

### **Bus Stop:**

2 players perform a scene at a bus stop, when it drags, one says "here comes the bus" and is replaced.

### **Dramatis Personae**

Everyone is given a famous or historical person and a location.

### **God**

One player can direct the action of the scene if they want. The other characters do not acknowledge what has occurred.

### **Fortune Cookie**

Scene based on a fortune cookie, or can be done like a *hatliners*.

### **Invent a game**

The title for a game is given - the players define its rules then play the scene.

### **Pick up Scene**

Two players try to pick up an audience member. Often best if the characters take upon a strong persona - may even be given an occupation, or characteristic.

### **Rashomon**

A scene is played neutrally, then replayed from the characters different points of view.

### **Spoon River**

Players get occupations and an attitude. Start on stage dead, one by one sit up and introduce their character, recounting their lives and deaths, with the stories interweaving.

### **Macygver**

Get three objects and a major disaster, solving the problem with the objects.

### **Cutting Room**

One player is the offstage editor, calling time and location changes.

**Three's Company**

A minor problem and a major problem are given - they must be linked together.

**Chance of a lifetime**

Audience member gets to act out something they've always wanted to do.

**Clashing Environments**

Two separate environments are given, they must merge during the scene.

**Dinner at Joes**

An audience member briefly describes a family get together - when, where and who is involved. Players perform the scene, but if any offer is not true to life, the audience member rings a bell etc and the players must change the offer.

**Dire Consequences**

Audience member recounts a day in their life - each event has serious consequences for the players.

**Beyond words**

The emotions in this scene are so profound, words cannot express them, so they are not used (if done well, this can be incredibly tense; if not it can be incredibly boring).

**Free Association**

A player talks to an audience member for 30 seconds about anything - the scene is based on this discussion.

**Horoscope**

A horoscope is used to "predict" what happens during the scene. Can be given at the start, or in parts during the scene.

**Interference**

A team plays a scene normally, but the other plays must try to steal the focus - without touching the players, speaking or making noise (note: will work if everybody accepts each others offers).

**Three Dolts**

3 players from another team line up, hands over ears facing the wall - randomly during the scene, they turn around and give huge offers. These must be justified.

**Innuendo**

Use as much suggestive dialogue, innuendo and double entendres as possible.

**Kiss me Hardy**

Famous or made up last words are given, and the scene must account for these lines.

**Puppets a la Ruse**

Puppets, but puppets keep up momentum from each movement.

**Nine Line**

Only nine lines can be used in this scene. No more, no less.

**Call from Ray/ Order a Coke**

In this scene, the players must receive a call from ray/ must order a coke.

**Five Letter Word**

A five letter word is gotten from the audience, and is then used as in an ABC scene.

**Serenade**

Get an audience member onto stage and find out their name and three things that are important to them - you then sing a serenade to them.

**Stop and go**

If you move, you cannot talk. If you talk, you cannot move. If you are not moving you must talk. If you are not talking, you must move.

**Without a Letter**

Cannot use words beginning with a letter.

**True Feelings**

A scene is played with normal physicality and voice tone. However, players say what they really think or feel.

**Torture thy Teammates**

One player plays a scene normally, the others block, gag and wimp.

**The Evil Twin Game**

Two players play a scene - when two players offstage yell "freeze" they take the previous actors characters, and play their evil twins, performing evil acts. The players then switch back, with the good twins having to deal with the problems created.

**Fast Food Stanislowski**

Each player is given a subtext to influence their character.

**Inside out Scene**

One player plays the scene forward in time, the other plays it backwards in time.

**Driver's Licence**

Characters are based on drivers licences taken from the audience.

**Invisible**

Can be played many ways - a character is visible to the characters but not the audience, invisible to characters but audible, or invisible and inaudible (using a player).

**Another Time, Another place**

An event in history is given, players create scene relating to the event in other time periods or locations, without doing the event itself - make the time/locations clear.

**Marshmallow Mania**

If players make the audience laugh, they get a marshmallow put in their mouth. They can chew, but not swallow.

**Animalistics**

Player's characters are based on animals given by the audience.

**Blindfolded Scene**

Players play the scene blindfolded.

**Dating Game**

Set up as a dating game show - one player leaves, and other players are given disturbing qualities. The player must discover these by asking only three questions off each.

**Exit Scene**

Each player is given a word - they must exit whenever that word is spoken.

**One Word Sentences**

Only one word sentences can be used.

**Old Job, New Job**

Characters have an occupation - however, how they act is influenced by a job they had in a past life.

**Oracle**

Players act as a three headed oracle - the audience can ask advice from them and they reply a word at a time.

**Press Conference**

One player sent outside and a famous identity is gotten from the audience. The player then holds a press conference, with the other players (even from other teams) asking questions. The aim is for them to discover their identity through the questions asked.

**Sideways**

The back wall or the front wall is now the floor (fall horribly, be bats etc).

**Rituals**

An everyday activity is played as if an elaborate ritual or ceremony - think religion, political, cultural).

**Zapping**

Each player gets a TV style, and a theme is given to the team. As the MC "zaps" across stations, they must perform on the them, in the different styles.

**Changing Mall**

A customer is buying something from a store - the type of store changes randomly.

**Good, Bad, Ugly advice**

Players have to give good, bad and truly terrible advice to an audience member.

**What could go wrong here**

The MC stops the scene and asks the audience what could go wrong. This then happens.

**Movie Guys**

Two people review a movie, with excerpts being performed by the other actors.

**Silence and Sound**

A major disaster is given. The MC can call out “Silence” or “Sound” at any point - the scene will then be silent or have sound.

**Personal Ads**

A happy personal ad is used from the paper. The relationships involved are explored.

**Comic Panel**

An unfunny comic strip is discussed by a panel of player, with suggestions for improvements given. The team then performs the strip with the suggestions given included.

**185**

The Scene starts like this -

185 BLANK walk into a bar.

The bartender says “hey, we don’t serve BLANK here.”

**Empty Dialogue**

Players are given 6-8 lines of neutral, non-committal dialogue. They must make it interesting and about something.

**Slice of Life**

A strange disability is given to a character then three periods of their life are shown - their rejection as a child, their search for acceptance as an adult, and their final vindication.

**Letter Replacement**

One letter must be replaced with another letter in all words - e.g. t to z.

**Moving boxes**

Characters can only move on boxes - one players must move the boxes. If a character ever walks off a box, the scene immediately ends.

**Mystery date**

Go on date with a famous person and have to guess who it is.

**Complaints department**

Customer returns an object to a complaints department. Must work it out based on the answer from the clerk.

**Secrets**

Players each know a secret about one other player. Sorta like a triggers or endowment.

**Hot potato**

An object is given to the players. The aim is to not be holding the hot potato at the end of the scene. The aim is to find reasons to pass the ‘potato’ on.

**What was that?**

Players can say ‘what was that’ after any line by another player. They must then say a new line to replace it, that rhymes with the original line.

### **Understudy scene**

One player is sent outside, and the team is joined by another player. The team then play a scene. This scene is then replayed, but the original player returns, and the team must try to recreate it as closely as possible even though the original player does not know anything about the scene.

### **Just a minute**

Needs an umpire - players talk for a minute about a topic, with other players able to challenge them. The time is stopped, and the umpire decides who won the challenge. The successful party starts speaking again. Whoever is speaking when the time stops, wins. Challenges should start sensible then degenerate.

### **Waiter**

Audience write nouns on slips of paper. One player steps forward and says "waiter, there's a 'noun' in my soup". Another player must then come up with a witty response.

### **Wookie Scene**

One player can only speak like a wookie. However, everyone else can understand them perfectly. Does not have to be set in the Star Wars universe, nor does their voice have to be justified.

### **Agatha Holmes**

Similar to a murder endowments, except the character sent outside is the detective. They must determine the murderer, the murder weapon, and the motive. Best done in the style of murder mysteries.

### **Colour me Silly**

Each line must contain a new colour that has not been said before. If this does not occur, the next line must have two new colours in it. If this does not occur a player must leave the scene and it must be justified. Invented one night by Al and it remains one of the most evil games ever created.