

Traditional Games List

Poem

In this scene the players make up a poem, with each player taking a turn to say a line. Any rhyming pattern can be used, but ABAB is standard.

Word at a time

Players tell a story with each player taking it in turns to add one word to the story.

Shared Story

Players tell a story with each player taking it in turns to add one line to the story. Variations - genre, where each player tells the story in a different genre; perspectives, where each player takes a different character's perspective in the story.

Death in a minute

A simple scene is played out but at the end of the minute one player must be dead.

Statues

Another team is brought onto stage to 'mold' the players into various postures. The players must start a scene justifying the various posture. Not every player has to start moving at the beginning of the scene

Seduction

In this scene one character must be convinced to change their behaviour, view or beliefs. For example, a vegetarian might be convinced to eat meat.

Mime

Players act out a scene but no words can be spoken. Sound effects can be used.

Blank in a minute

Something very long or very short must be performed taking only or an entire minute. Examples are the Bible, or a sneeze.

Most Scene: An offer is given and the scene must be played taking that offer to the extreme. For example, the most loving scene, the most deceitful scene.

Movie Sequel

A movie is given and the players must create a sequel.

In a, With a, While a

A scene is played in X, with Y, and while Z occurs. For example, in a boat, with a Martian, while a wedding is performed. Hopefully, the offers will be as unrelated as possible.

Murder Endowments

One player is sent outside - they are the murderer. The MC then gets a murder weapon, a victim, and a location from the audience. The rest of the team must try to get the murderer to kill the victim with the murder weapon in the location. The trick is to give the murder a motive.

Ballet

The players perform an original ballet. Usually, a narrator is used to guide the story along.

Replay (emotional/genre/historical/character)

A neutral scene is played. It is then repeated three times, in different emotions, historical periods, character types or genres.

Emotional Rollercoaster

A scene is played, beginning in a particular emotion. However, randomly throughout the scene, the MC will call out emotion changes. The trick is to justify the changes in emotions.

First Line, Last Line

A first and last line for a scene is given. A scene is played using and justifying the lines.

Truth

This scene is performed true to life. This is a chance for any acting skills to be brought to the fore.

Super heroes scene

A dodgy super hero name is given. One player starts as that hero. They then endow the next player with their character, who does so for the next player and so on.

Radio Play

The lights are turned off and the players create a story in the style of old radio plays, relying only on dialogue and sound effects.

Commercial

Players are given a product. They then must make up a commercial selling it.

I love you scene

In this scene, someone must say, at some point, for some reason "I love you".

Best Blank

Players are given an offer, and they must then perform the "best" version of that offer. For example, the best proposal, the best father etc.

Entrances and Exist

No more and no less than two players must be on stage at any one time. As such, every time someone enters the scene, someone must exit, and every time someone exits the scene, someone must enter.

Song

Players must sing a song. Simple!

Reminiscence

Two players are offstage and play older characters who talk about the past. This discussion alternates with actual scenes from the past played by the other two players.

Creation Myth

An object is given as an offer and the players must create a story of why it was created.

Adjective Family

Can be played two ways - one, in which the players are given an adjective and must play out a family based upon that adjective e.g. the hairy family. Second, each player can be given a different adjective, and then a family is created based on those adjectives.

Scene from nothing

Exactly what it sounds like - this scene has no rules, and no offers - take it where you will.

Scene from boogie

Music plays, the players dance groovily until the music stops, at which point they must freeze. They play a scene based on these postures.

Emotions Swap

Players are given two different emotions. By the end of the scene, the players must swap over their emotions.

Touch to talk

A scene is played, but characters can only talk if they are touching.

Time Warp

A scene is played, but random time changes are called out by the MC. Players must then act out what was or would be happening at that point of time, in relation to the scene they have just played.

Standing, Sitting, Kneeling

At each point in the scene, one player must be standing, one kneeling and sitting. Any changes must be justified.

Playbook

One player is given a playbook. They can only read out lines from the book. The other characters must justify what they are saying.

'N' Words

Essentially, in this scene all sentences can only go for a certain number of words. This is either determined at the start of the game or can be changed by the MC part way through.

Teenage endowments

In this scene one player leaves the stage - they are the 'wayward teenager'. The MC then gets a location where the teenager has been, a celebrity whom they have been with, and an activity they have been doing. When the teenager comes back in, they must guess these three offers. This is generally done through the other players acting as parents who give clues to the offers.

Rhyming couplets

Every player must speak in rhyming couplets.

Fairytale

The players create a fairytale. A narrator is optional.

Customs Endowments: Similar to a teenage endowments, except the player sent out is a smuggler. The Mc gets a country of origin, a wacky contraband and mode of transport. The scene is then played with the remaining players as customs agents who are interrogating the smuggler.

Party endowments

One player leaves the area - they are the host. The other players are given strange characteristics. Then, when the host returns, the players enter the party one by one and the host must guess what they're strange characteristic is.

Shakespearean Scene

This scene is done in the style of Shakespeare. Lots of "Thous" and "Thees", lots of cross dressing and everyone dies in the end.

Typewriter

A first line is given. One player uses this line to begin a narration, pretending to write on a typewriter. This narration segues with acted scene that continue that story.

The guide

A description of a movie from a TV guide is given, and the players must then "recreate" the movie based on this description.

Musical

An original musical is created. Remember, the action tends to stop during the songs of a musical.

Space jump

The scene begins with one character on stage, who is given a topic which they must improvise about. This lasts for 30 seconds. At the end of this time, the MC calls out freeze, and the player freezes. A second player then comes onto stage and starts a scene justifying their frozen position. This new scene should NOT be related to the previous scene. After 30 seconds the players freeze again, and the third player comes on and does the same, and so also for the fourth player. The scene with the fourth player goes for 1 minute however. At the end of this time, the fourth player leaves and the remaining players go back to the scene they were performing earlier, justifying their new positions. This continues until only the first player remains on stage.

Opera

An original opera is created.

Should have said

In this scene, if ever the audience don't like what the players have just said they yell out "should've said" and the player has to say a different line instead. Try to make the new line as different from the first as possible.

Translator

This is played as an interview. One player is the interviewer who speaks english, but they are interviewing an expert in a particular field who speaks only gibberish. Hence everything they say must be interpreted by a translator who sits between them.

Subtitles

Two players act out a scene speaking gibberish. The other two players provide translations of what they are saying in English. This usually means the gibberish speakers have to leave pauses after they speak.

Expert double figures

This is usually played as an interview. Two players sit on chairs with their hands behind their backs, with the two other players providing their arms.

Pillars

A scene is played, with two audience members or players from opposing as pillars. Whenever one of the players on stage desires, they can point at a pillar and to get a random word. Ideally, this word is not directly related to what is going on in the scene and must be justified.

Stunt Doubles

Two players act out a scene. When anything dangerous or exciting happens, they call out “stunt doubles” and the other players come onto stage and perform the “stunt”. Then play reverts to the actors.

Scene without questions

As it sounds. Any player who asks a question in this scene must leave stage immediately. The other players must justify this absence.