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| **Dice Roll** | **Game** | **# of Players** |
| 2 or 2 Fours | **Gibberish:** 2 minutes of play time. 2 people speak gibberish, and two people are the interpreters. We give them a situation and they play that improve. The team that moves the improve forward the most, makes interesting and clear choices and follows the three rules wins. In the case of a tie – the audience will decide. | 2  (1 player per team) |
| 3 | **Why I was Late:** Three students are being taught by a teacher when one student comes in late. The teacher questions the student to tell her why she is late. The other 3 students have to communicate what she is late through pantomime. The reasons she is late are decided by the audience while the student is out of the room. Each team plays the game – the team that takes the least amount of time, wins. | Each team plays |
| 4 | **Story, Story, Die:** Five students are in a line and one person conducts them through a story by pointing to each player he wants to speak. Play time 3 minutes. Each team selects 3 members to play the game. The team left with the most players wins. | 7  (3 players per team)  1 neutral conductor |
| 5 | **3 Rules: 2-** The audience decides three rules that the players must follow while doing a situation improve. 3 minutes of play time. Each team selects 1 member to play – the first team to break 2 rules, loses. | 2  (1 player per team) |
| 6 | **First letter, last letter:** Players do a situation improve…the hook is that one player must start their sentence with the last letter of the last word that the other player used. 2 minutes of play time. Each team selects 1 member to play. The team that survives, wins. In the case of a tie – the audience will decide which player played best. | 2  (1 player per team) |
| 7 | **Emotional Car Ride:**  A driver gets in the car and is very emotional, he is joined by an emotional passenger and he takes on that emotion. As each new passenger (up to 3) gets in the car, they bring a new emotion and everyone adapts to that emotion. Then as passengers get out of car, one by one, everyone goes back to the emotion of the passenger who is left until we are back to the driver’s original emotion. | 4  (2 players per team) |
| 8 | **Situation with Phrases:** 2 players are lost somewhere (suggestions from the audience works) Phrases have been written by audience members before the game begins. As the players do the situation improve they have to select phrases from the bucket and use them in the improve. 2-3 minutes of play time. Each team selects 2 players. The player to use the phrases best, move the improv forward and stay in the rules, wins. In the case of a tie, the audience will decide. | 2  (1 player per team) |
| 9 | **Sit, kneel, stand:** 3 Players play out a situation (audience can decide) and ask they do the situation improve, one player must always be standing, one player must be sitting, and one player must be kneeling at all times. When one moves, generally all the others do, too.  2 minutes of play time. Each team will play the game and the team to score the best, wins the game. Scoring is based on interesting choices, staying in the rules, and staying in the rules. Audience will decide if there is a tie. | Each team plays |
| 10 | **Gossip:** 4 players are in the lunch court or neutral area of school, work, coffee shop, etc. One student is off stage, the other three start gossiping about them…how they move, or other physical wierdnesses…when all three have listed something the student comes back on stage and does all the things they talked about. Then another student leaves the stage and we continue until all students have been gossiped about. Team that chooses most unique traits takes the game. | 4  (2 players per team) |
| 11 | **3 Words:** The audience chooses three words that each actor must organically put into their situation improve. 2 minutes of play time - best use of words wins the game. | 2  (1 player per team) |
| 12 | **That’s Right, Jo:** The audience chooses an expertise for each actor, the actors have to talk on that subject, and they steal focus from each other by saying “That’s Right, Jo”. 2 minutes of play time - best expert on the topic wins the game. | 2  (1 player per team) |
| 2 Sixes | **Meet the Experts:**  Expert Characters are on a talk show with a host, questions for the experts are taken from the audience. Two players from each team play the game for a total of 3-5 minutes, the players that answer the questions with the most “expertise” wins the battle | 5  (2 players from each team, and a neutral host) |
| 2 Fives | **The Dating Game:**  A contestant tries to decide which of the eligible bachelors will be his date. Each bachelor (male or female) tries to get the date. The host asks questions, or takes questions from the audience. The bachelor can ask a question, too. Usually played with original characters. | 5  (1 bachelor, and 3 bachelors trying to win date (2 players from each team) 1 neutral host. |
| 2 Threes | **Ding:** Teacher dings a bell each time she wants the actor who is speaking to change what they say. 2 minutes of play time. Each team chooses 1 member. The team that moves the improv forward, stays in the rules, and makes interesting choices, wins. In the case of a tie – the audience will decide. | 2  (1 player from each team) |