

YE OLDE IMPROV COMPETITION

GAME DESCRIPTIONS

REVOLVER

It's a four player game, with four separate scenes. Each set of actors get a suggestion from the audience that they will do a scene based on as they rotate through the game. Make sure the ref goes through all four scenes before switching it up randomly so each actor has a chance to establish their scene before being thrown into the game full-force. This game works best when relationships are the main priority in the scene and remember to have fun exploring the realms of time (each time you come back to the scene it's the same characters but not necessarily the same time.)

OVER ACTOR'S ANONYMOUS

It's a three player game, where actors play a scene based on a very mundane situation that you see people do everyday that's not very exciting. The actors will then make it as dramatic and big as they possibly can hence, over acting. Remember to have fun making every moment count and be the most important and dramatic moment in the scene.

BAD ADVICE

It's a four player character based game where a panel of "experts" will answer questions from the audience. Remember to stick one hundred percent to the character you've created and to answer the questions in that character. You can also have a lot of fun interacting with the other three characters on stage with you.

OSCAR WINNING MOMENTS

It's a three or four player game where actors will act out scene from a movie that hasn't been made (the title of which you will get from the audience.) Periodically, throughout the scene the ref will call out a actor's name followed by an Oscar Winning Moment and that actor will give their academy award worthy monologue or moment. Remember the ref can call out any type of Oscar winning moment whether it is an Oscar winning song, fight scene, or monologue. It's also important to share the space and let the actor have their moment to its fullest.

HALF LIFE

It's a four player game where actors will play a one minute scene based on a historical event. After one minute, the actors will play the same scene in thirty seconds, fifteen seconds, seven seconds, three seconds and finally that same scene will be done in one second. It's very helpful to have the ref call out the thirty second mark in the one minute scene so the actors have a good idea of where the half way mark is in the scene. Also, remember the bigger and more physical the actors are in the scene the easier it will be to remember the scene and the better the pay off will be when you reach the one second scene.

FOUR WAYS TO DIE

It's a four player game where the actors are given strange and interesting ways to die (ways that people don't usually die from.) The actors then perform a scene and by the end of the scene they should all be dead. The ways to die are not necessarily assigned to each actor but each way should be used. Remember in this game, justification and commitment is the key, although the ways to die are unusual they should still make sense in the context of the scene.