

Game name	Also known as	Number of Players	Type	One line synopsis	Setup / gets	Description
Acting by Numbers		2-4	Scene with a twist	Players can only use numbers to speak!	Need character/situation/location suggestion to begin scene	Scene is played using only numbers as dialogue, counting down from the number given by the audience. Scene ends at "zero."
Advertising Pitch	Dragon's Den? Advertising Game	3	Group game	Devise an advertising campaign for a ridiculous product!	An ordinary object made absurd, eg "jelly knives" or an absurd product eg "flying broccoli"	Using the power of total agreement ( <i>any</i> suggestion made by the players is instantly agreed upon), the players must come up with: 1) the brand name for the thing, 2) a slogan for it, 3) the target audience, 4) a short advert/jingle. Once they're semi-ready, invite them to make their presentation to the board of investors (us).
Alphabet Game		2-3	Scene with a twist	Scene where each line starts with the next letter	Starting letter, and something to inspire the scene	Two people doing a scene, inspired by the word / location / whatever. Each speech starts with the next letter of the alphabet - EG. "Good morning!"; "Hello!" "I'm happy". Game ends either when timed out, or when alphabet completed.
Anecdote		3	Narrative / storytelling	Three friends recount an anecdote.	The activity they were doing at the time of the anecdote	The players tell a story, "you remember when...", allowing the telling of the tale to switch randomly between them.
Apology Game		3	Guessing game	Person working out why they needed to apologise	The reason player 1 needs to apologise (everyone but them is told)	Player 1 starts by apologising to the others, and continues to respond to their questions about it. In doing so, Player 1 has to deduce why it is they needed to apologise
Award Ceremony		All	Group Game	Everyone gets an award - and an acceptance speech!		Comprere offers each performer "award for..." and they give a short acceptance speech exemplifying the attribute they've been awarded for.
Backwards Interview	(see also Backwards Scene)	2	Interview	Interview run in reverse	Subject / area of expertise - or alternatively, a word or phrase to inspire	Perform an interview scene. However, the first speech is the last speech of the actual interview. Each time someone speaks, they reply to the thing that has yet to be said, and set up / ask about the thing that has just been said.
Backwards Scene	(see also Backwards Interview)	2-3	Scene with a twist	An entire scene from end to beginning.	A location / relationship / situation. Something dramatic will help,	The players deliver their lines in reverse - starting at the end of the scene and work their way back to the beginning. Eg they begin with one murdering the other, and work backwards to the beginning of their argument. Note - only the <i>order</i> in which they speak is backwards, not the words in each sentence. That would be madness...
Because that Scene Happened, This Scene Happened		8+	group game	A series of scenes caused by each other	A word of inspiration	
Bell Ringer		2-3	Guessing game	One player has a thing they must do to make the bell ring, but they don't know what it is.	Any scene suggestion is fine. Get an action/thing one player must do before the scene can end	The other players must help the "bell-ringer" figure out what they're supposed to do to make the bell ring, without being too obvious or actually saying it. Works best when they're wholly invested in the scene, rather than just trying to guess things.
Best/Worst		1	Narrative / storytelling	It was the best of times, it was the worst of times	A word of inspiration	One player tells a story about an experience (either based upon real-life or based upon pure imagination). The person begins the story in a positive way, focusing on terrific events and circumstances. When the bell rings, the storyteller continues the story, but now only negative things occur in the plot. Each time the bell ring, the storyteller shifts the narrative back and forth, from the best events to the worst events. As the story progresses, the bell should ring more quickly. (Make that storyteller work for it!)
Bitesize Blockbuster		2		A whole movie condensed into a minute.	A film which (ideally) both players are at least familiar with.	The players act out or narrate the entirety of a film in 60 seconds.

Game name	Also known as	Number of Players	Type	One line synopsis	Setup / gets	Description
Blind Acceptance		2	Scene with a twist	In this scene one player has no choice but to agree with everything!	Need character/situation/location suggestion to begin scene	On player is limited to saying only one of the following three lines, "Sounds good to me!", "I'll go along with that!", and "O.K., great!".
Budget		3-5	Scene with a twist	We've got a great cast for this play, but the budget keeps being cut	Title of an imaginary play / word of inspiration	The players do their lovely scene, then the budget gets cut and one of them is removed from the scene. They <i>either</i> repeat the scene with one fewer player, <i>or</i> continue the scene with that player missing. The parts must be filled by the remaining players. Continue till just one person is playing all the roles.
Dear Diary		1	Narrative / storytelling	One player reads 7 days of diary entries	Character/situation for the player	Player must create a week's worth of diary entries from the person they've been given. The bell determines when one day's entry ends and the next begins
Don't Mess With Textus		2	Scene with a twist	Dialogue with the other player's text messages	Agree which player will read out actual text messages (or similar) they have sent or received. And a word / phrase / relationship to inspire the scene	Normal scene, except one of the players does not create their own words, but instead reads out excerpts of their text messages (or similar) - the other player has to weave in and justify what was said
Dubbing		4	Scene with a twist	Two players provide voices for the other two.	Who is dubbing for who, and a location / relationship / situation.	Two players provide the voices for the other two. It's very important that the two players being dubbed move their mouths when their voices speak - it's funny, and it doesn't make sense otherwise. The two dubbers should hide their video.
Famous Last Words		3	Quick fire	Hearing the last words spoken by famous people / characters	A bunch of people / characters	Host selects a famous person (or character). The players suggest what that person's last words might have been, or will be. Repeat for as many people / characters as desired
Fortune Telling		2	Scene with a twist	One player tells the fortune of the other	Which player is telling the fortune / having their future told, and the method of fortune telling (if desired)	Scene where one player plays the role of a fortune teller, using the selected method to read the fortune of the other player
Genre Rollercoaster		2-4	Scene with a twist	The players must enact a scene given by the audience and when the bell sounds, they must change the film's genre	Initial Location/Situation suggestion Film, TV, theatre genre suggestions, eg western, cop drama, opera	Players begin a perfectly "normal" scene. Each time the bell rings, they are given a new genre to switch to - hopefully retaining at least some parts of the story! The very best versions manage to keep character and motivation, adopting the tropes of each genre without restarting the scene each time.
Gibberish Translator		2	Interview	We have a world-renowned expert, but they only speak in an unrecognisable tongue.	1) an area of expertise 2) a fake language	Presented as a lecture with one player speaking gibberish and the other providing the translation.
Guess the Crime		3	Guessing game	A guessing game where the criminal must figure out what they've done.	Get: a crime, the location of that crime, and who was upset by it.	Get the criminal to mute and hide chat when getting the suggestion - they have to guess it! The interrogators must give enough clues through their leading questions for the criminal to guess their crime, location and person upset by it. Do the clues in order. Make <i>lots</i> of guesses. Other performers can enter the scene to offer clues and hints.
Half Life		2-3	Scene with a twist	A whole scene in a minute, then in 30 seconds, then in 15, 7, 3 and maybe... 1 second.	A perilous situation.	Players will do a scene in 60 seconds, then repeat as much of it as possible in 30 seconds, 15 seconds, 7 seconds, 3 seconds etc. Alternative version starts with more people, but you remove one player with each time reduction, forcing the others to play multiple roles.
Insert Word Here		2 + 2	Scene with a twist	Each player can grab random words to incorporate in their scenes.	You need two people who each have a book, for providing random words. Any scene suggestion.	Each player has a designated "word inserter" who will provide a random word/phrase from their book on request (eg by that player pointing up), the player should <i>repeat the word/phrase exactly</i> and make it fit. They can take as many or as few random words as they like (more is more fun).
Insert Word Monologue		1 + 1	Narrative / storytelling	One player tells a story with the help of random words	You need at least one person who has a book, for providing random words. An inspiring word.	One player will tell a story, with the aid of a "word inserter" who will provide a random word/phrase from their book on request (eg by that player pointing up), the player should repeat the word/phrase exactly and incorporate it into their tale. They can take as many or as few random words as they like (more is more fun).

Game name	Also known as	Number of Players	Type	One line synopsis	Setup / gets	Description
Just One Line		3	Scene with a twist	A scene where each player has just one line to use whenever they speak.	Get a setting (location or situation), then a short phrase/sentence for each of the players.	An open scene where each player must only use a set phrase whenever they speak. The challenge is to imbue their words with meaning through intonation and other aspects of their performance.
Last Line, First Line		4-6	Group game	The last line of each scene becomes the first line of the next scene	Just an inspiring word	Players form a line - two step forward for the first scene. Whenever someone in the backline hears a line of dialogue they want to start a scene with, they repeat it loudly and step forward - the current scene ends immediately and someone new steps out to join the new scene. Repeat.
Letter Replacement Therapy		2-3	Scene with a twist	Take a letter off each player and replace it with something else.	For each player choose a letter they can't use and what they should substitute instead, eg "replace 'E' with 'Z' or 'weird noise', 'physical action'."	Each player must replace every occurrence of a letter with its substitute every time it appears in a word they are saying.
Minister's Announcement		2-4	Group game	Hearing how and why a Government decision was made	Emphasise to keep real world politics out of it. The Get is what decision the Government has made	Scene from within government (civil servants, advisors, politicians, whoever) immediately before or after a minister has made a new policy announcement. They discuss how and why that policy has been decided upon, and why it is a good thing.
Museum Experts		2-3	Interview	Museum 'experts' describe what mysterious artefacts are shown on camera.	Which section of the museum to showcase items from e.g. natural history. Host needs to have 2-3 items ready off camera.	Host displays an item on camera; the experts discuss what the item is and describe what it's for. Repeat for as many items as desired.
Naughty or nice list		2	Quick fire	2 people argue opposing sides about whether something is placed on the naughty or nice list	Assign 1 player each to each list (naughty or nice). Audience suggests things, events or people to argue about.	Audience suggests first thing, event or person the players can disagree on. Player 1 argues for it to go on the naughty list, Player 2 argues nice list. Get another audience suggestion, players argue their side, rinse repeat.
News Headlines		2	Quick fire	The players are given two news topics and must think up as many headlines as possible for said topics	Need 2 news stories	Players will alternate throwing headlines out until they run out time / will to live. You can ring a bell to indicate it's time for the next player to give their headline.
Newsroom		3-5	Group game	It's the news! In a room! With news!	Designate two players as the news anchors who introduce and direct the action. Get two news stories - one exciting bit of news and something trivial.	This is a short news segment - the anchors introduce the news (ideally with cheesy introductions for themselves and the channel), and the headlines. They call on the other players for "on-location" reporting, interviews, sport, weather etc.
Objection		2	Narrative / storytelling	Storytelling, with any inaccuracies called out and corrected	A character and an object / location / concept	One player starts telling a story. When the other player spots an inaccuracy, they shout "Objection!", correct the error, and continue telling the story.
Old Timey Radio		2-5	Group game	Kill the lights, it's time for a classic radio drama from the dawn of time!	The ridiculous name for a 30s-50s radio drama	2-5 people provide an episode in a long-running radio series. Bonus points for a theme tune! Typical genres are crime / murder mystery or adventure.
Once Again	Scene Replay	2	Scene with a twist	Short scene repeated with different twists	Word / phrase / location / relationship to inspire scene	Players perform a short (~30s) scene. They are then given an emotion / era / location / genre / twist to use to repeat the scene. Repeat as many times as desired - optionally finishing with all of the twists used at once.
One to Ten		2-3	Scene with a twist	The number of words each player can use changes throughout the scene.	Any random scene suggestion.	The players begin with one-word sentences, then two, three etc up to ten words, then back down to one. The scene is over when they've each said their second one-word sentence.
Party Quirks	Party Guests	4+	Guessing game	Party host must deduce who the party guests are	With the party host not knowing, each other player is given a character / trait / what they think they are	There are (typically) three guests. But the host has forgotten who they are. The host must decipher who the guests are. The game ends when they do.
Postcards	Tweet Exchange	4	Narrative / storytelling	The players are in teams of two. Each team is a famous person writing postcards (or Tweets) to the other team.	Need 2 characters, one for each team	Works like word at a time story; ring a bell (or yell "next") to switch to the next postcard / Tweet. Alternating quite long and very short messages works well.
Scared Scriptless		2-3	Scene with a twist	One player has a script, the other one doesn't.	Need plays, screenplays etc - give one player a character to read from it. And a scene suggestion - location / relationship.	One player has a script and they must faithfully only read the lines from it - the other player has to make it work.

Game name	Also known as	Number of Players	Type	One line synopsis	Setup / gets	Description
Sex With Me		3-4	Quick fire	Why "sex with me is like X"	A bunch of objects / concepts / people / things	Players stood in a line-up. Host selects a thing (or whatever); when inspired, a player steps forward and says "Sex with me is like X ." and then a reason why. Once the ideas run dry, move to a new thing. Repeats for as many things as desired
Shakespeare		2-4	Scene with a twist	Players enact a scene in the style of a Shakespeare play	Scene/subject for players eg "title of a nonexistent Shakespeare play" or "a very modern problem"	Players to use Shakespearean language to create a scene based on suggestions
Should Have Said	New Choice	2-4	Scene with a twist	The players perform a scene. When the bell goes, they must make a new choice.	Need character/situation/location suggestion to begin scene	Perform a normal scene. Each time the bell rings, whoever just spoke has to change the last line they said; if they bell rings again, they must change it again.
Should Have Sung	New Choice	2-4	Scene with a twist	The players perform a scene. When the bell goes, they break into song.	Need character/situation/location suggestion to begin scene	Perform a normal scene. Each time the bell rings, whoever just spoke has to start a song with the last line they said; if they bell rings again, they stop singing and return to the scene.
Sock Puppets		2-4	Scene with a twist	It's like the Muppets, but vastly less skilful.	Each player needs a sock puppet, or half-arsed equivalent.	An open scene where each player uses a sock puppet instead of appearing on camera themselves.
Story, Story, Steal		4	Narrative / storytelling	You have to continue a story, then a bell goes and someone must steal it.	1) a character (eg person from history/90s TV show 2) an object	Telling a story without hesitating. Each time the bell goes, the speaker stops speaking, and someone (anyone) else jumps in to continue the story.
Superheroes		3-5	Group game	Superheroes' solve a crisis by enlisting the help of their superhero buddies	Audience endows the first superhero with a name and power	Player one begins the scene, realises the crisis and calls out for player/ superhero 2 to join the scene, endows them with their name and power. Player 2 enters, does scenework with player 1 and calls out for player 3 with their name and power. Rinse repeat for any more players until all there and solve the crisis.
Switch		3	Scene with a twist	The players keep switching into each other's characters	1) A famous story 2) Assign each player a character from that story 3) Tell them what order they're switching in, eg alphabetically (so A takes B's character when the bell rings, and so on)	Scene with those three characters, potentially (loosely) following the actual story. Each time the bell rings, the players rotate characters (so 1 moves to where 2 was, 2 moves to 3, and 3 moves to 1), and the scene continues
The Good, The Bad and the Ugly		3	Quick fire	Good, Bad and Ugly responses to questions	Subject to give advice on, and which player is giving good / bad / ugly advice	A question from the audience is put to the panel for advice. The first player gives good advice; the second gives bad advice; the third gives ugly advice. Repeat for as many questions as desired.
Timeline		2-3	Scene with a twist	Scene that occurs during different historical periods	A bunch of time periods - EG. "Jurassic Era", "Tudor England", "1920s", "24th Century". And a word / phrase / relationship to inspire the scene	The earliest era is selected. The players perform a normal scene, that is set during that time period. Each time the bell goes, they are brought forward to another more recent (or further into the future) time period to continue the scene in.
Trigger Words		3	Scene with a twist	An ordinary scene in which each player has a word that triggers their entrance or exit from a scene.	Get a setting (location or situation), then a word relevant to that setting for each player	Whenever one of the other players uses your trigger word, you must find a reason to leave or re-enter the scene. You can use your own trigger word as much as you like without leaving.
Two-Headed Professor		3	Interview	We have an expert - they have two heads but one mind.	An area of expertise - the more specific and odd the better.	The professor is two people speaking a word at a time. The third player will interview them about their given subject (in which they are an expert). Best presented as a TV/radio programme.
Vision Statements		3	Quick fire	Hearing the one-line visions of companies et al	A bunch of companies / products / towns (IE. anything that might want to market itself - real or fictional)	Host selects a company (or whatever). Players speak one word at a time to give that company's one-line vision / mission statement. Host selects another company, and whoever would have been next to speak starts that company's vision. Repeat for as many entities as desired.
Whose Line		2-3	Scene with a twist	Our players must use and make sense of random lines donated by the audience.	1) A bunch of "whose lines" written by the audience 2) Need character/situation/location/word suggestion to begin scene	Each player takes a bunch of pre-written lines and must insert them into their scene without having previously read them. <i>For Zoom:</i> get people to send you lines so you can copy them into the players private chat as they need them.
Word Count	Number of Words	3	Scene with a twist	Each performer is given a set number of words they must stick to	location and the numbers of words each player must use	Each time a player speaks, they must use the exact number of words they have been designated

Game name	Also known as	Number of Players	Type	One line synopsis	Setup / gets	Description
Word-at-a-time Story		2-4	Narrative / storytelling	As title suggests	The order for the players to speak in, and a quest, or something the characters are searching for - and (optionally) the main character	Each player in turn adds one word to a story. Begin with "Once upon a time"
Worlds' Worst		2-5	Quick fire	The world's worst things to say or do at the worst possible time	Need a bunch of situations / roles for the worst thing to happen in (Eg funeral, wedding, job interview, vicar, prime minister, plumber)	Host selects a situation / role. Players step forward and say/do the worst thing in that scenario. When ideas run dry, select a new situation / role.
Worst Neighbour		3	Quick fire	The players leave messages on an answerphone for their annoying neighbour	Reason why the neighbour is so bad	Players must speak as if leaving messages for their neighbour complaining about the neighbour's bad habit / behaviour
You're On Mute			Scene with a twist			