# Games for bodies

By Emily Saltz. 2021.
12 games generated by GPT-2, fine-tuned on improv games collected from Pamela Fox.*

## CONTENTS

01. THE BODY

02. A GAME IN BEING

03. POWER STRUGGLE

04. DECIDE WHAT WILL BE ENOUGH

05. THE SOUNDULATING FIRE KEEPER

06. WHO WINS WHEN... (WHO GETS WHAT

07. IT'S THE YEAR OF THE BUNNY!

08. HAPPY BIRTHDAY, OSCAR WILDE

09. SECRETS

10. WHERE ARE YOU GOING

11. EXPLODING CUBE

12. I AM AND WHAT DO I DO

* https://github.com/pamelafox/improvlists

**01. THE BODY**

The body will be split into 2 parts. The first part will be the body part, the second part will be the mind. The mind will be the object of your attention.

It can be done in 2-person groups, but that's not recommended.

The second half of the game is about making sense of an infinite number of things, then having to decide whether to make sense of them or not.

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**02. A GAME IN BEING.**

Directions:

1. One person goes on stage, and they ask: "Can I have one piece of chocolate? Can I have one piece of popcorn?"
2. The person in the audience replies, "Yes, sir."

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**03. POWER STRUGGLE**

The idea of a "power struggle" is quite common in the West. You enter a room and sit in a chair. A group of people go up to you and run into a scene. The leader tells you to line yourself up in a manner that suggests a struggle, like "I'm going to slap a banana across the face of the other person, and they'll grumble under their breath!" You respond with a motion that suggests how to respond, like "I'll slap my face into the other person's, and they'll grumble under their breath!" You finish the scene, and then everyone claps.

A fun game to train the body to be ready to be used in a scene.

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**04. DECIDE WHAT WILL BE ENOUGH.**

#Secrets #AudienceCapture #GroupMind

Directions:

1. Decide what action will be enough to make up a sentence.

2. Decide what action will be enough to make up a word.
3. Decide what action will be enough to make up a noun.
4. Decide what action will be enough to make up a verb.

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**05. THE SOUNDULATING FIRE KEEPER.**

Directions:

1. Everyone splits into pairs
2. One person will be the Fire Keeper, the other will be the Fireman.
3. The Fire Keeper starts by asking the audience for a suggestion for a genre ("fire thriller").
4. Once they've had a chance to ask the genre, the Fire Keeper will start making sounds, making sounds like "crack" and occasionally saying "whale!".
5. The Fire Keeper continues making sounds until they get to the point where they stop soundulating.
6. At that point, the Fireman calls out another sound, and they stop soundulating again.

Once you've had a chance, you can turn this into a game of "Who wins when..." or "Who gets what?"

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**06. WHO WINS WHEN... (WHO GETS WHAT?)**

Directions:

1. Everyone stands in a circle.
2. The Fire Keeper starts by saying "1" to everyone else in the circle.
3. The next person replies with a single word.

4. The first person in the circle replies with a single word of the first word of the next word in the circle.
5. The Fire Keeper continues saying "1" to everyone else in the circle.
6. At some point, you might be able to get the Fire Keeper to stop saying "1" to everyone else in the circle. If so, you can end the game after.

You can also start with "2" and then "3" to give the Fire Keeper a little extra motivation behind their responses.

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**07. IT'S THE YEAR OF THE BUNNY!**

Directions:

1. Everyone stands in a circle.
2. The Bunny talks to the audience for a few seconds.
3. The audience gives them hints on what the bunny wants to say, like "baby" or "egg".
4. The bunny now says "Yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes yes Yes Yes Yes Yes Yes Yes"

Variations: You can also add the "noises", like "beep" or "whale" to the mix.

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**08. HAPPY BIRTHDAY, OSCAR WILDE.**

A game of letting go of control and letting go of status.

Directions:

1. Everyone sit or stand in a circle.
2. The first person starts singing "Happy Birthday, Oscar Wilde" in a circle.
3. That person then sings "Thank You" once again, and everyone cheers.
4. The next person sings "More Good Things" once more, and everyone cheers.
5. The next person sings "You're the boss now, sir" once more, and everyone cheers.
6. The next person sings "Thank You" once more, and everyone applauds.
7. Continue playing until you've had your fill.

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**09. SECRETS.**

Two people skip the line to register as "Secrets". They'll say the same thing together, and then they'll be joined by a group of people who are the same size but with different names. The goal is to make it clear what the secret is, and to make it clear to everyone else, so that its not hard to understand. They can be clumsiness-prone or shy.

Variants: It can be fun to be the one to make a new name if you can maintain the name.

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**10. WHERE ARE YOU GOING.**

Directions:

1. The pair is a passenger in a taxi.
2. The taxi driver asks the passenger "where are you going?"
3. The passenger replies "to the dark cave", and the taxi driver asks them "where are you going?..."
4. The taxi driver tries to make sense of the question, but they can't understand the answer, because the answer isn't what they were thinking at the time.
5. After a few minutes the taxi driver comes back with a new question.
6. The passenger responds "where am I going, to the dark cave?", and the taxi driver asks them "where are you going, to the dark cave?"
7. The taxi driver tries to make sense of the question, but they can't understand the answer, because the answer isn't what they were thinking at the time.
8. After a few minutes the taxi driver comes back with a new question.

Some people might find it hard to understand what they are saying, as it makes it hard for them to understand why the question is being asked. After all, that's what the game is about.

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**11. EXPLODING CUBE.**

#GroupBonding #SpaceObjects

Directions:

1. Everyone split into pairs and line up as described in this post:
2. One person starts by blowing up a cube.
3. The rest whistle-beep in the style of "They said, they'll blow up whatever they have!"

4. The cube then explodes into a pile of bricks.
5. The leader encourages everyone to start blowing things up, and then suggests a new sound for the game: "Scenes from the Ebb and Flow", "Space Opera A Funny Thing to Do, and a Good Ballad to Play in the Ebb and Flow".
6. The pairs continue blowing things up until they finally blow up their cube.
7. The timer goes off for a minute or so.
8. The game continues until everyone gets to say "Dude, that's just enough!".

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**12. I AM AND WHAT DO I DO.**

Directions:

1. Everyone stands in a circle.
2. One person starts by turning to the passer and saying "I am" while looking straight at the passer and holding their hand.
3. The passer then turns and says "I am and what do I do?" while looking straight at the passer and holding their hand.
4. The next person answers back (often slowly, as we're trying to make sure every person is speaking intelligible English).
5. The passer continues looking straight at the passer and holding their hand.
6. This continues until everyone who sees it is ready to say "I am" or "I am terribly, terribly, terribly, terribly, terribly, terribly".
7. Then everyone yells "What are we doing?" and some other form of relating story.

The first player to say "I am" will start with "I am" and then become the storyteller. You can add a subplot to this, if you want a particular twist.