



# The New, Improved, D.A.C. Bible

*Even Makes Julliene Fries!*

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- 1) Shakespeare Showdown
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- \* -indicates new games.
- ! -indicates new variations, located in comments.
- ? -indicates games in development
- X -indicates games that can be played as challenges.

## Game Descriptions

### Elimination Games

Elimination games pit each team directly against each other, one player at a time. The winner of each "round" stays on stage, and the loser sits back down. The team to run out of players first loses. (Or, the team with players left at the end wins). There is no set time limit.

*Give Me Something to Do*

#### Description:

One Player from each team faces off on the stage. A subject is asked of the audience. One Player then asks the other, "Give me something to Do!". The other Player then gives the other something to do, based on the suggestion given. The Player that has been given something proceeds to pantomime the activity for a few seconds. The other Player will then ask, "Give me something to do." When a Player is eliminated, get a new topic.

#### Ways to get eliminated:

- 1) Hesitation: 'Nuff Said.
- 2) Repeating something: This can be done by directly repeating something the other Player said, or by saying something that the Ref decrees is too close in subject matter to something

already said. For example, with the topic as bananas, a Player saying, "Slipping on a banana peel", later followed by "Hitting a banana peel and falling down the stairs" would be too close.

Comments:

We're pretty good at this one... know when to take a fall.

*Rhyming verse*

Description:

Two Players face each other, and are given a topic by the audience. One Player starts by making a statement. The other Player must then continue the conversation by making another statement that rhymes with the first, and also makes some sense. Ending a sentence with orange or silver will result in instant gory death. When a Player is eliminated, get a new topic.

Ways to get eliminated:

- 1) Hesitation.
- 2) Not rhyming
- 3) Making a statement that really doesn't make sense.

*The Pun is Mightier than the Sword*

Description:

Two Players from each team face off and get a topic (very general i.e. instead of "Eagles", just "birds".) from the audience. One Player starts, making a statement containing a pun on the topic at hand. The two Players then have loosely based conversation, each statement containing a pun. When a Player is eliminated, get a new topic. When a Player makes a pun that gets nothing but a puzzled whimper from the audience, he/she will be called to the carpet and made to explain. The audience can either accept or deny the explanation; if they deny, the Player is eliminated. Acceptance lets the game continue.

Ways to get eliminated

- 1) Hesitation
- 2) Making a pun off topic, or being off topic.
- 3) Having the audience decide against you.
- 4) Using a word for a pun that's already been used.

Comments:

Groaner foul is suspended.

X- Word

Description:

The Ref gets a number from the audience from 1 to 10 (or, 0 to 10). Then, one Player from each team face each other, and talk to each other in sentences with that many words. The Players usually get a subject to talk about from the audience.

Ways to be eliminated:

- 1) Using more than the allowed number of words.
- 2) Not making any sense
- 3) Questionable grammar.
- 4) There's probably more; if the audience seems not to like it, go with that.

*Alphabet*

Description:

The one Player faces another one at a time, elimination style. The Players get a subject, and then talk to each other with sentences that start with the next letter, starting with A.

*Faces*

Description:

One Player from each team is on stage, and is given a relationship from the audience. The players then start a scene. The point of this game is for the players to play out the scene, and make faces at each other, behind each others' backs. If one player catches the other making a face at the other, the caught player is out, and another player from that team comes onstage to replace the fallen warrior. The process then starts again.

*Stickers*

Description:

In this game, one player from each team face off on stage, and are given a relationship from the audience. The players then act out the scene, contriving as many reasons to touch each other (and thus place stickers/post-it notes on them) as they can. This game is played point style, each team awarded one point for each sticker they manage to plant on the opponent. It can also be played with the team that planted the most stickers being the winner.

Comments:

Entertaining, but don't let it dissolve into Roman-Greco wrestling.

Point Games

Point games are games where the team playing them earns points according to how many of a certain activity they successfully complete. These games have a set time limit.

*Murder by Numbers*

Description:

This game starts with three or four people leaving the room (an audience volunteer may be one of them) One person stays in. A murder has occurred, and person knows who. This first person has been given a Place, an Occupation, and a Weapon (Remembered by the acronym POW) by the audience. The place is non-geographic, such as the inside of a light bulb; the occupation does not exist, such as a telephone sanitizer; the weapon is a non-traditional, such as a Three Musketeers bar. After this is done, one of the people who left the room is sent in. The first person must then describe the P.O.W. (in that order) to the second Player using mime and gibberish. After the second person has (or thinks he/she has) the weapon, the first person is

killed with it. The next person is then sent in, and the second person describes to the third what was just described. This game is played under a 4 minute time limit, during which all Players must come out. After time is up, the Ref asks the last person out the place, occupation and weapon. If he/she doesn't get them all, then the Ref goes and resurrects the next Player, and asks the same questions. The Ref gives points for correct answers, giving more points to the last Players than the first.

### *Party*

#### **Description:**

The "Host" of the party leaves the room, and the guests of the party are all given identities of nearly anything: a person, a breakfast cereal, and so on. The host comes back in, and proceeds to set up a party. The guests arrive one by one, about one every 20-30 seconds, just long enough for the host to start to talk to the guest. During the party, the host must circulate from guest to guest and talk to each one. In the conversation, the guest drops subtle hints to his/her identity. As the party wears on, the hints can get broader. The party is under a time limit, usually 4 minutes. When the host guesses the identity of the guest, the guest agrees immediately and then leaves. Points are received according to how many guests the host guesses before time runs out.

#### **Comments:**

The Players can also have certain "quirks"-- being made out of springs, under water, or obsessed with something. Makes it a little more human.

### *Lie Detector*

#### **Description**

One team's Players leave the room. The other team gets statements from the audience. These statements will be the lies. The other team then comes back in. The other team puts on a scene with suggestions from the audience, and inserts the statements from the audience into the scene.

The other team has one Player at a time stand on the edge of the stage. When the Player hears what he believes to be one of the lies, he shouts out, "That's a lie!" and immediately says what the truth is. For example, a lie may be "I love Henry Kissinger". A Player might yell out, "That's a lie! He loves his velvet Elvis!"

The Ref is in back with a microphone, and he knows what the lies are. He tells the Players who are "accusing" whether or not it was a lie. If it was a lie, and the Player caught it, the Ref says "That was a lie", and the team putting on the scene must immediately use the truth as given by the other team. If the other team falsely accuses, the Ref says "That was not a lie". If a lie slips by the other team, the Ref says, "That was a lie".

Points are awarded for each lie caught by the accusing team, and points are awarded to the scene team for each false accusation.

#### **Comments:**

Be sure that the Ref has a mike, and that the scene team doesn't step on each other's lines.

### *Obstacle Course*

#### **Description:**

The performing team is given by the audience a celebration they are at, but they are missing something. They have to send out one person to get that thing. The places where he is sent are all played by members of the same team. The place he goes to first has the thing; however, the "shopkeeper" or whatever needs something before he can give it to the runner. He suggests a place to go to get the needed thing. That place has the next thing needed, but needs something else..... and so on. The game proceeds until 30 seconds are left in the 4 minute time limit, in which case the place where the runner is at immediately gives him the thing needed. The runner then frantically runs back through the locations, getting the things needed, until he gets back. Points are awarded on how many places the runner got to.

Comments:

Make sure that the places the runner is sent to are somewhat obscure.

*Naive Expert*

Description:

One Player is sent out of the room, and three words are collected from the audience... usually a verb, adjective and noun. These make up the title of the book that the absent person has written. The Player comes out, and then the game turns to a talk show format; the host gives subtle hints to the expert on what he is an expert about. Points are given on how much of the title the expert gets.

*Arms Expert*

Description:

Pretty much the same game as Naive Expert, except that the expert has a teammate behind him, playing his arms. These arms give the expert clues. The host gives clues only if things are really going badly; sort of like a guide for the game.

Comments:

The "arms" gimmick can be used as just a scene, but it usually requires food, or water, or something else to shove in the face of the person, as the gimmick gets old quickly.

*Doors*

Description:

A game somewhat like Obstacle Course. One Player starts on the stage. Another Player enters the stage through a door of his own design. The Player on stage sets the scene. The Players go for a laugh, then the person already on stage gets a reason to leave. He leaves through a door of his own design. Another new Player enters, and then the remaining Player sets a new scene. This can continue until 30 seconds are left of the 4 minutes. Then, the Players run back through the scenes. Points are received for how many scenes are run through.

Comments:

This game can be played as a straight scene game, with a set number of rooms.

*Five Things*

**Description:**

One member of a team leaves the room. Five individual things/actions are described from the audience. This can be done just by asking for a strange thing/activity (Nailing radioactive Jell-O to a wall), or as for five nouns, verbs, adverbs, adjectives, etc. Five things can be constructed this way.

The one Player returns. Then, through mime and jibberish, the team tries to describe the things, one at a time to the person. After the team has made an attempt to describe one thing, the Ref will stop the clock (running for the usual 4 minutes) and ask, "What are you doing?" The Player will answer to the best of his ability. If he is right, or even reasonably close (the audience will usually cheer if he is really close; otherwise, the Ref will ask if it's good enough. ), the team immediately proceeds on to the thing. If not, the Players must go back and try to get it, or try to get a different one. The Players try to get as many as possible in 4 minutes, one point for each one.

*Non Sequiter*

**Description:**

The audience is asked for six statements. Then, they are asked for a setting for a scene. In this game, two Players must use all six lines in the context of the scene. One player must use a line, and then the other, alternating which one uses a line. One point is awarded for each line the players manage to slip in.

*Shopping List*

**Description:**

One Player is sent out of the room. The audience is asked for the names of five products that don't exist. Once that is done, the Player comes back in. He is the proprietor of the store that all of the other players are going to come to (one at a time), looking for these crazy products. The customer can talk, but cannot say any of the words that are in the name of the product. One point awarded for each product named by the shopkeeper.

**Scene Games**

(All of these games can be played with a similar time limit, or until you get sick of them.)

Scene games are played as a miniature play. Both teams do a scene game, and the audience decides the winner. The winner gets a set amount of points for the game.

*Empathy Party*

**Description:**

Three or four Players are needed for this game. Each Player asks the audience for an emotion. That done, all but one leaves the stage. The Player may ask for a setting for the party. Then, the first Player starts out setting up the party, in his emotion. One guest arrives. After a little while, both Players start to act the scene in the new Player's emotion. One by one the next Players come in, everyone taking on the subsequent emotion. Then, all the Players start to leave one by one; the Players then go through the emotions in backwards order, until the first person is left.

*Parallel Universe*

Description:

Three Players set up characteristics for two separate scenes. The Players start in one scene. At any point in the scene, the Ref yells "Switch", at which point the team must immediately switch into the other scene, while making the actions they were doing from the other scene make sense in the context of the new scene.

*Replay*

Description:

The audience is asked for three different genres (film styles, musical styles, etc). The audience is then asked for suggestions for a scene. The scene is played out, and then is replayed in each of the three styles previously suggested. Each scene (original and replays) runs about one minute.

*Changing Emotions*

Description:

The audience is asked for emotions; a list of about 20 is good, 10 for each Player. Then the goods are gotten to put together a scene. Two people are to put on this scene, and each Player has a corresponding person offstage with half of the emotions. The Players start the scene. However, the Players offstage will yell out an emotion, and the Players will have to adapt the scene to that new emotion. Usually the Players will go with an emotion for about 10 seconds or so, long enough to get a laugh. Go until 4 minutes, or just end on a big laugh.

Comments:

This game can also be played with theater styles (Shakespeare, amateur theater, Batman and Robin, Sci-Fi, etc.)

*What's My Line*

Description:

In this games, slips of paper are distributed to the audience. The audience writes statements on these slips; the more obtuse the better. The Players then get suggestions from the audience for a scene. Each Player in the scene gets an equal number of slips, but does not read them. Then, over the course of the scene, the Player pulls out a slip and uses it for a line.

Comments: Be careful not to let the scene degrade into a string of, "My Grandpappy used to say" lines.

*Your Day*

Description:

An audience member is selected to tell about something odd that has happened to them lately, or to just describe their day. The Players then act out the day, blowing the whole day out of proportion.

*What If...*



**Description:**

Much the same as Your Day, except the audience member is asked for a big decision he made recently. Then, the Players play out the scenario of what would have happened had the audience member made the other decision.

**Comments:** A little too easy to plan out.

*Soap Opera*

**Description:**

The Players get characters and a setting from the audience. Then, they play out a cheesy soap opera. The joke is that there is a chair or a stool at the front of the scene. At any time a Player may place his hand on the stool, and the Ref will say what is going through the Players mind.

*Opera*

**Description:**

The Players get a suggestion for a setting; "A job you hated" is a good one. Then, the Players construct an opera around this scene, which has the usual operatic ending; everyone dies in the end.

*Slide Show*

**Description:**

One Player stands at the back of the "theater" with a microphone. The rest of the team stands at the front. The team then gets a place to take a vacation to. The lights go down, and the Players arrange themselves into wierd positions for each "slide". The Player in back narrates the show.

**Comments:**

Have to have spotlights, or at least lights that can be turned off for this!

*Madrigal*

**Description:**

Three Players play this game. Each one asks the audience for a phrase. Good ones to ask for are Tabloid Headline, Bumper Sticker, and Something Your Mother Always Said. The Players assume the prim and proper madrigal stance, and start to sing their phrase, directed by the Ref. The Ref will point to one Player at a time at first, while the other two sing backup (bum-bum-bum-bum type of thing). Then, after each person has sung, the Players start to "confuse" their phrases, mixing and matching parts of each others phrases to humorous effect. The Ref signals when and who should start to "mix", and also when the mixing should stop. The singing builds to a crescendo, and then closes.

**Comments:**

It adds to the humor greatly if the Players can maintain a straight face during this game, with occasional pained expressions when things start to get weird.

*VCR*

Description:

The Players get suggestions for a scene. They start to play the scene, with a twist; the Ref hold the remote for the VCR, and can change the direction of the scene at will with "Forward" and "Reverse". (When in reverse, the Players must say the lines in reverse order, not each word.) The Ref will eventually center in on one humorous spot, which invariably includes someone falling down. Call time when the laughs hit a crescendo.

*Pic-A-Book*

Description:

The audience has a box of books circulated in it. The audience picks book for all but one Player on the team. That remaining Player may say whatever he likes to bind the scene together. The other Players all must get their lines from the books selected for them. The audience gives suggestions for a scene, and the scene is played out, as described above.

*Emotional Chorus*

Description:

Set up like madrigal, except each Player asks for an emotion, and more people can play. The Ref directs each person singing, and who interacts, as well as crescendos and decrescendos.

*Subtitles*

Description:

In Subtitles, a title and setting for a foreign movie are asked of the audience. Four Players are in this game; two on stage, and two for subtitles/translators. the translators run across the stage after each line (said by the scene Players in a gibberish foreign language) and translate what was said, as if they were the subtitles.

*Foreign Film*

Description:

Once again, the audience is asked for a title and setting for a foreign movie. This game also requires four Players, the same roles as Subtitles. In Foreign Film, the actors say nothing at all, but mouth the words that the translators are saying, making it look like a bad dub job.

*Interpreter*

Description:

In Interpreter, a scene takes place between two people, with an interpreter in between them. One of the players speaks English, and the other speaks Gibberish. The Interpreter interprets (duh).

*Schizophrenic Poets Society*

Description:

This game is played with one Player. The audience suggests emotions, accents, afflictions and

whatnot, which are collected on a list. Then, the audience picks a book for the Player to read. The Player then reads this book out loud. The ref then shouts out emotions from the list, and the Player must adjust the reading style to suit the new emotion.

#### *Courting Disaster*

##### Description:

The audience gives a topic for the trial (what crime the defendant is accused of) and then the Players create a trial on that, with a judge, lawyer, etc.

##### Comments:

Crazy, insane witnesses are the heart of this game. Don't even try to make linear sense; just call strange witnesses.

#### *Newscaster*

##### Description:

The audience gives a topic, and the team creates a newscast on it. A good format is a host and expert in the studio, and a man in the field who interviews various people.

##### Comments:

This game can be played with all members of one team, or with members of both teams as a challenge type game.

#### *Expert*

##### Description:

This game is a much simplified version of Arms Expert and Naive Expert. In this game, the expert knows what his topic is, and is simply being interviewed by the host. Need I say any more?

#### *Voodoo Doll*

##### Description:

Can't really describe this game at this point, as there isn't a game to go along with it, just a good idea. Two or three people would be on stage, acting out a scene. One person would be affected by a voodoo doll: a Player offstage being manipulated by another. As the voodoo doll is manipulated into various contortions, the Player onstage must do the same, making the motions make sense in the context of the scene.... or something like that.

#### *Director*

##### Description:

The audience suggests a scene for a play or movie. The Players are the actors, and the Ref is the director. The scene starts normally, but at any point the Ref may stop the action and say something to the effect of, "No, no no, this isn't working (etc.) They aren't doing (what they are doing on stage)... what are they doing?", where the Ref gets a new suggestion from the audience. Etc., etc..

### *Critics*

#### Description:

In this game, two players are the critics onstage, playing a Roger and Gene type of show. Suggestions are asked of the audience for a movie, and the critics discuss scenes from this movie. The critics will invariably dislike the first "clip" they see (acted out by the other players) and will ask the audience for changes to be made in the scene. Changes can continue to be made in this scene, or a new "clip" can be shown.

### *Mr. Know-It-All*

#### Description:

In this game, three players stand on stage in a line; they, collectively, are Mr. Know-It-All. The audience asks Mr. Know it all questions, and he answers, each person in line giving one answer to the question.

#### Comments:

A very difficult game to pull off. Most of the time, it just lies there.

### *First Date*

#### Description:

Two people from the audience "volunteer" information about themselves. Two Players then act out a first date between these two people.

### *Parable*

#### Description:

The audience suggests a "moral" to the players. The Players then act out a scene to show why this moral is true.

### *Dime Store Novel*

#### Description:

The game of Dime store novel is exactly the same as Director, except that the genre is exclusively a hard-boiled crime, thriller type novel. One player sits at the far side of the stage, and is the writer at his typewriter. He types out a scene, and then the players act it out. At the end of the scene, he asks for changes (i.e. he pulls out his gun... no,no,no, that's too cliché! What does he pull out?)

### *Siamese Scene*

#### Description:

In this game, a scene suggestion is asked of the audience. The scene is played out as usual, except that two of the players are held together, preferably by a very large T-shirt, or a special made shirt with two head holes.

### *World Forum*

#### Description:

This is a four player game. There is a pair of people from other countries on stage, with their respective interpreters. The two discuss a topic from the audience. They can also debate a topic.

### *Conscience*

#### Description:

This is a four player game. The audience is asked for a difficult situation for one player. Then, the scene is acted out in which the player must make his decision. However, the player who must make a decision has his conscience following him around (played by two players, one with a halo, the other with horns.)

### *A Penny for Your Thoughts*

#### Description:

This is a four player game. In this game, two players get a scene from the audience, and start to play it, alternating lines in the scene. After letting the scene develop, the people's "thoughts" come into the scene, after each statement they make. These thoughts are spoken by two different players offstage, with a microphone.

\$19.95

#### Description:

In this game, the Players get the names of three products from the audience. The players then combine the characteristics of these products into one "super product" that will sell for \$19.95. The Players then stage an Infomercial to sell the product, complete with testimonials, hard sell, and out of work actors.

### **Both Team Challenges**

For lack of a better name, Both team games are games where both teams stand on stage in a line, and play the game. There are elimination versions, where the team with a player left on stage wins, and point versions, where the team with the highest number of laughs for the game wins.

365

#### Description:

In the game of 365, a topic is asked of the audience. The Players from both teams are in a line in front. When they feel they can, a Player jumps to the front and tells a joke in the form of "365 ?????? walk into a bar, Bartender sez, "We can't serve 365 ???????? here". 365 ?????? say "Why not?", Bartender sez, "Because (Punchline)". Each team gets a point for each joke told by a team member.

At any point, the Ref may freeze a Player up front (usually when the topic is getting old; some start out that way.) That Player must then make a joke with the new topic from the audience.

Comments:

Groaner foul is suspended.

*Story*

Description:

A line of people from both teams stand up on stage, with the Ref sitting in front of the line. A suggestion for a story comes from the audience, and the Ref points at a Player to begin telling it. AT any time, the Ref may point to another Player; at this time, the first Player cuts off where he was (mid-syllable, even), and the new Player starts in at the next syllable/word/whatever. Players are eliminated by not cutting off in time, or by not continuing in the context of the story. When a Player is eliminated, a new chapter in the book is begun. Winner is the last person on stage.

Comments:

Players may ask for embellishments from the audience, to aid in telling the story.

*Blind Freeze*

Description:

All Players line up front, with backs to the audience. Two Players start out front, and make up a very short (10 sec) scene, just for a laugh. When/if the laugh comes, the Ref yells freeze, and one Player leaves (predetermined). The first Player to whip around and get up front gets to make a new scene with whatever pose the old Player is in. After the next scene, the Players just cycle through up front, the Player that was there first, leaving. Points awarded on laughs for each "mini-scene"

*Object Freeze*

Description:

A collection of objects is taken from the audience, with the Players backs turned to the audience. After this is done, the Ref takes one object, and places it on a stool at the front of the stage. The Ref says, "Object Out", and the Players lurch to the front of the stage and try to do something funny with the object. The Players' team gets one point for each laugh they get.

Comments:

This game can be played as a competition between two teams, with each pair having only one object. They switch between each other, going for laughs, etc. The audience can decide the winner.

*Limerick*

Description:

The Players stand in a line on the stage, and a suggestion is gotten from the audience. The Players then make up a limerick, with each Player providing one line, going down the line.

Ways to be eliminated:

- 1) Hesitation
- 2) Breaking the meter of a limerick.
- 3) Just plain not making sense.

#### *Line Freeze*

##### Description:

Slips of paper are circulated among the audience. On these bits of paper, the audience write strange images, improbable things, everyday events, or anything else. When this is done, the Ref collects them all, and both teams line up at the back of the stage. The Ref reads a statement, and members of the same team can come out of the line and make a very short scene out of it, going for a laugh. Points are awarded according to how many laughs each team got.

#### *Radio*

##### Description:

The Players from both teams line up on the stage. Each player then asks the audience for a type of radio station (i.e. country, alternative, talk, etc.). After each player gets his station, the lights are turned off, and the Ref sits in front of the group, Story style. The Players are the radio dial, and the Ref is tuning the radio. He points to each person with a flashlight to tune in his station. When the light is on the player, he starts improving stuff that would suit that station. When the flashlight is taken away, stop. (People are not eliminated in this game when they keep talking, or can't come up with anything. Instead, points are awarded for each laugh. If you can't come up with anything, it just means no points.)

#### *I'm Glad You Asked Me That...*

##### Description:

Both teams line up on the stage. The audience then gets to ask the Players questions. After the question is asked, any of the players can step forward, and make up an answer to the question. One point awarded to the team for each answer given.

### **Challenge Games**

These games have both teams playing the same game, alternating turns on stage.

#### *Shakespeare Showdown*

##### Description:

One Player is selected from each team, and is given a theme; bad job, a setting, etc. Each Player is given a separate topic. Each Player must then soliloquise on the topic for a few minutes. Members of the teams may play incidental characters. At the end of the scene, the character kills himself. The audience decides the winner of the showdown by applause.

#### *Debate*

##### Description:

Two Players from each team leave the room; these will be the speakers. Then the audience gives

a separate subject for each speaker; the Ref asks for two nouns, verbs and adjectives, and assembles them into topics. The remaining people from each team know what these topics are.

The speakers come back in, and start to speak, 15 seconds at a time. The other Players on the speakers team must silently act out what the speaker is actually speaking about. Meanwhile, the speaker is maintaining a steady stream of banter... after all, this is debate. If the speaker, through the course of his/her speech, spits out the correct topic before time is up, the game is over. However, if time runs out, the audience judges who the winner is.

**Comments:**

**DO NOT LET THIS GAME BECOME CHARADES.** The speaker must constantly talk, and not just spit out random words that seem to fit his teammate's actions. The speaker must also only look at his team out of the corner of his eye; no directly looking at the team.

*Seussicide*

**Description:**

Much the same game as Shakespeare showdown, except that the lines are delivered in the style of that benevolent old Bard, Dr. Seuss.

*Insults*

**Description:**

The Players ask for an audience volunteer. (Make sure he/she has a good sense of humor/isn't big enough to hurt you.) The volunteer sits on a stool on the stage, in between the two teams. Then, one team starts out by saying something like, "I heard the other team saying you had a face that could stop traffic." The other team must then turn that insult around to something positive, i.e. "You're so beautiful, cars slow down and stop to get a better look at you." The team then must insult back. The whole time, either the crowd, or the person who is subject to these insults may deny the explanation. The first team with three denials loses.

