

Head to Head Games Instructions

6 Things (*Difficult*)

very similar to Sideline Debate

This game requires each team to have a guesser to leave the room. The remaining members of the team get suggestions from the audience.

Once the guesser comes back into the room, the team has to pantomime the suggestions to the guesser to get them to guess correctly. Each team has roughly 15 seconds to guess at a time. You switch back and forth with the other team guessing.

You cannot speak when you mime. You can use gibberish and make sound, but you cannot speak. The suggestions you get are as follows...

1 Activity = (For example)

Boxing

1 Common associated item	Gloves → Tiger at a restaurant	(common item gets changed)
1 Common associated item	Ropes → Cops eating donuts	(common item gets changed)
1 Common associated item	Mouthguard → LeBron James	(common item gets changed)

KOPY'S TIP!

- *The guesser should never stop guessing they should never be silent even for a second. If they are silent, they are doing it wrong*
- *The mimers should mime one at a time. 3 mimers miming at the same time is confusing to the guesser*

9 Out Of 10 (*Popular game*)

You stand in a line shoulder to shoulder with the other team. 1 performer stands in front of the line speaking about a suggestion. The suggestion should be something small, insignificant, and can fit in your hand. (a pencil, a tic tac, lipstick, etc).

The performer standing in front of the line starts speaking about the suggestion. At any point, anyone in the line can say "CHALLENGE". Their goal is to find an argumentative stance to oppose what the person is talking about. The host will hear their challenge, and decide if they can step forward or not.

This is a timed game. When the performer who is speaking is talking, the clock runs. When someone yells CHALLENGE, the clock stops. Whoever is standing in front of the line at the end of 2 minutes on the clock, wins for their team.

KOPY'S TIP!

- *Don't challenge with opinions, challenge with true or untrue facts*
 - *Let whoever is speaking, talk. If you challenge without letting them speak, you were not listening to know what you could challenge. Close to the end of the 2 minutes, the sense of urgency should be high where everyone is trying to be the one in front of the line speaking*
-

Beastie Rap

similar to To Do Rap Rap

Both teams stand on opposite sides of the stage. 1 member of each teams stands in front of the other 3 as their leader. You need a suggestion of a one syllable name. In the style of the Beastie Boys, one leader from one team will lead their team to a rap lyric that ends with the suggested name. The opposing team leader will lead their team to a rap lyric that ends in a word that rhymes with the suggested name. Each team goes back and forth until they run out of rhymes or the audience eliminates them.

An audience volunteer does a beat box for the game. Once one elimination occurs, rotate who leads their team.

For example:

Team 1: I just met this guy, and his name was **TOM!**

Team 2: She gave birth to him, it's his **MOM!**

Team 1: It's set to explode, it's a **BOMB!**

Team 2: Cheerleaders cheer with pom **POMS!**

KOPY'S TIP!

- *Dance! (If you are having fun, the audience is having fun)*
- *When the rest of the team says the final word of the lyric, they need to say it loud, together, and as confidently as possible. Sell the fact that you know the word!*

Crazy Country Mixed Up Hijinx

similar to Replay

One team leaves the room. The other teams acts out a short 1 minute improv scene. After the scene, the team that is out of the room comes back in and watches the first team replay the exact same scene except it will be performed in gibberish. Once the gibberish replay is finished, the 2nd team will perform what they think the gibberish scene was.

After those 3 scenes are completed, the teams switch and start the process over again.

KOPY'S TIP!

- *The set up scene needs to be as solid of a good improv scene as possible with movement. Do not stand still through the entire scene.*
- *The gibberish scene should have loud confident gibberish.*

Grand Theft Auto

similarities to What Are You Doing?

2 chairs are placed in the middle of the stage. One team starts out with 2 people sitting in the chairs, the other 2 team members standing behind the chairs. This is supposed to represent a car.

You need a suggestion for 2 letters from the audience. For example “L” and “T”.

The scene starts with the one team in the car driving. The other team comes up alongside the car preparing to “steal” the car. Once the other team is next to the car, the team sitting in the car endows the other team using the suggested letters.

For example, you endow them like... “Oh my got it’s Little Turtles!”

Once the other team is endowed, they must get into the car acting like their endowment. They do this for roughly 10-15 seconds before the other team comes back to steal the car back. This process repeats back and forth many times.

KOPY'S TIP!

- *Once endowed, use your words when acting out whatever your endowment is. The more words you use, the more you can create.*
- *When the teams are trying to steal the car, collectively approach the car in the same manner. Everyone walks up to the car pretending to be swimming, hoping like a bunny, pretending to skate. Wait outside the car until you are endowed!*

Hype

You need a suggestion of a small object that can fit in your hand. (a pencil, a tic tac, lipstick, etc)

Both teams stand on stage pretending to be bored. One performer starts off stage. After roughly 15 seconds, that performer gets on stage bringing the suggested item. Everyone is still bored, until they present the item to the group. Once presented, everyone on stage breaks into hysterical excitement. As if this item will change their lives. Once the initial blow up of excitement ends, one performer explains a way they can use this item. Once they finish explaining, everyone again, breaks into hysterical excitement. Then every performer has a chance to explain an idea. This process repeats until all performers have this chance.

Once everyone has presented their ideas, everyone on stage must create a slogan or a jingle to advertise this item. Create the slogan or jingle together, and this ends the scene.

KOPY'S TIP!

- *Every performer must have the same level of excitement. If they do not, it takes away from the game.*
 - *It doesn't matter how bad or dumb the ideas for how to use the items are, your hysterical excitement makes it seem like the best idea in the world.*
-

Machines

A suggestion is needed from the audience of a common item to shop for. You also need an audience volunteer and your host to perform with you.

Both teams start off stage. The host and the audience volunteer start a scene shopping for this item. One performer from one team will enter the scene gradually as a machine version of the product they are shopping for. The host and Audience volunteer (herein AV) will react to the machine in favor of purchasing it, until a performer from the other team enters as a machine version of the product they are shopping for except they will be a rival product! The rival product will now sway the host and AV to purchase them until another performer from the first time enters as a machine attachment to their teams' machine. This back and forth repeats until all performers are on stage and the host and AV will decide which team's machine they want to buy.

KOPY'S TIP!

- *Everyone needs to sell the machine part of this scene. Everyone needs to commit to the idea that they are a robotic version of the product.*
- *Take your time, no rush to enter scene.*
- *Physically attach the attachments to the machine (linking arms, hands, shoulders, whatever)*

Radio *(Popular game)*

Both teams stand shoulder to shoulder in a line. Each performer gets a unique suggestion which inspires their radio station. Examples of these suggestions are typically common ideas with a twist. A garbage man who can fly, A therapist with the flu, a Russian soldier who likes tea parties, etc. These radio stations are verbally driven as opposed to musically driven. Think talk radio.

Once each performer has their own suggestion, the host will act as the tuner and will scan station to station looking for something to listen too. They will stop on a station, and each performer will be on their own to host a radio station using their suggestion. Each time the hosts points to a station, they will speak. When the host moves their arm back and forth, the performers will make static background noise as if they were scanning through radio stations. Each time the host lands on a radio station, the host will only keep it on the station for roughly 15 seconds at a time.

KOPY'S TIPS!

- *Tell a story with each station, each time the host comes back to your station, progress your ideas further. Let time elapse in your station and story.*
 - *You can find clever ways to tie stations together later in the game if needed or necessary.*
-

Replay *(Popular game)*

very similar to Crazy Country Mixed Up Hijinx

One team starts off performing a short set up scene. This scene takes roughly 1 minute. Once this scene is completed, the other team will replay that same scene taking on a suggestion from the audience. Typically both teams will have a chance at replaying the set up scene 2 times.

Common types of suggestions to get are genres of TV, theater, or film, emotions everyone could feel, accents everyone could speak in, celebrities everyone could impersonate, specific movies that scene could be replayed in, etc.

KOPY'S TIP!

- *The set up scene needs to be as solid of a good improv scene as possible with movement. Do not stand still through the entire scene.*
- *You want to incorporate as much of the set up scene in your replays as possible.*
- *If you do not know a suggestion, make at least 1 reference to the suggestion weather it is right or wrong, 1 reference is all you need.*

Scenes From a Hat *(Popular game)*

You stand in a shoulder to shoulder line with the other team. The host draws random scene suggestions out of a hat that were placed there by other people other than the performers so they have no prior knowledge to the suggestions. One performer at a time, you step forward and act out an idea that inspired you from the suggestion. It typically will be a one liner, or a 5 second idea you act out, before you step back in line. As many ideas as the performers can come up with is normally allowed, until the host will draw another suggestion.

KOPY'S TIP!

- *If nobody has an idea and nobody is stepping forward, it is better to take the bullet, and step forward and say a bad idea then to not say one at all. The bullet taker gives time to everyone else to think of a connecting idea.*
- *Be brave. This game is about making ideas succeed when failure is normally the only option.*

Sideline Debate *(Difficult)*

very similar to 6 Things

This game requires each team to have a guesser to leave the room. The remaining members of the team get suggestions from the audience.

Once the guesser comes back into the room, the team has to pantomime the suggestions to the guesser to get them to guess correctly. Each team has roughly 15 seconds to guess at a time. You switch back and forth with the other team guessing.

You cannot speak when you mime. You can use gibberish and make sound, but you cannot speak. The suggestions you get are as long multisyllabic words. Words with at least 3 or 4 syllables if not more will be used.

You must break the words into parts in order to get the guesser to put the parts together to guess the words. For example...

Communication →

Call (Act out the word *Call*, cut off “all” sound)
Moon (Act out the word *Moon*)
Knee (Act out the word *Knee*)
Kangaroo (Act out the word *Kangaroo*, cut off the “ngaroo” sound)
Shhhh (Act out “Shhhh”)
Unlock (Act out the work *Unlock*, cut off the word *Lock*)

In result you are left with...

Ca – Moon – Knee – K – Shh – Un Or (hopefully) Communication.

KOPY'S TIP!

- *The guesser should never stop guessing, they should never be silent even for a second. If they are silent, they are doing it wrong*
- *The mimers should mime one at a time. 3 mimers miming at the same time is confusing to the guesser*

Switch Interview *(Popular game)*

Both teams line up alternating school colors behind 2 chairs placed in the middle of the stage. The performers sit in the chair. The performer in the stage left chair will be the “Interviewer”, they will be conducting an interview. The performer in the stage right chair will be the “Interviewee”, they will be getting interviewed about something. These interviews will all be made up on the spot and will last normally no longer than 10 seconds. After one interview ends, the player in the Interviewers chair will move into the Interviewees chair, the performer in the Interviewees chair will move to the back of the line, and the performer in front of the line will sit in the Interviewers chair. Each interview must be a different scene.

KOPY'S TIP!

- *Sitting in chairs does not mean be quieter, all stage rules apply, PROJECT!*
 - *Have a rollercoaster of scenes, if one interview is high energy, have the next interview take it down a notch. Let each interview be as different as possible.*
 - *Follow Yes, And! (This game is easy to break improv rules, don't... Yes And!)*
 - *Yes And... Twist! A twist in the yes, and progression is what will get the interview to switch to the next interview!*
-

To Do Rap Rap (*Popular game*)

very similar to Beastie Rap

This game is modelled after an old song from the 1960's called Do Ron Ron. Everyone either sings or raps the chorus together in-between improv-ing your lines.

Both teams stand shoulder to shoulder in a line alternating colors. You need a suggestion of a one syllable name. One performer will start by singing or rapping a lyric that ends with that name. The next performer in line will have to sing or rap a lyric that ends in a word that rhymes with the suggested word. The 3rd performer in line will have to sing or rap a lyric that ends in a word that rhymes with the suggested word, 3 times.

For example:

Performer 1: I just met this girl, and her name was SUE!

Performer 2: She's feeling kind of down, she's feeling kind of BLUE!

Performer 3: Let me tell you what I'm gonna DO!
I'll make you my girl, make you my BOO!
But that's something you already KNEW!

You continue down the line of performers following the same pattern of 1, 1, 3, until somebody gets eliminated. How they get eliminated is if you repeat a Rhyming word that has already been said, if you hesitate for too long, if you say words in gibberish that aren't actually words, and all of these eliminations are judged by the audience.

Once one performer is eliminated, you start a new round with the remaining performers and continue that process until there is only one performer remaining.

(DJ plays an instrumental rap song... try to follow the rhythm of the beat)

Performer 1: I just met this girl, and her name was SUE!

To Do Rap Rap Rap, To Do Rap Rap

Performer 2: She's feeling kind of down, she's feeling kind of BLUE!

To Do Rap Rap Rap, To Do Rap Rap

Say WHAT!

Performer 3: Let me tell you what I'm gonna DO!

Say WHAT!

I'll make you my girl, make you my BOO!

Say WHAT!

But that's something you already KNEW!

To Do Rap Rap Rap, To Do Rap Rap

TOWN HALL MEETING

Both teams scatter themselves into the audience to any place or seat they would like. The host serves this game as the mayor of a town. A suggestion is needed of something small, insignificant, and that can fit in your hand. (a pencil, a tic tac, lipstick, etc). Once the suggestion is chosen, one team will be in support of this object, the other team will be against this object. The audience is supposed to transform into a small “Town” during this game and they are the towns people.

Once the game begins, the Host will open the floor to “Public Opinion” in which anyone can speak their opinions about the suggested item. The teams will go one by one creating a character and a supporting story why they like or do not like the item. The game ends once all performers have contributed to the scene.

KOPY'S TIP!

- *This game is driven by the characters that are created. They must be large, confident, and on your toes the entire game. The more in between bickering created by the characters, the better.*
 - *Introduce your characters once you are called upon and stay in character the entire scene.*
-

What Are You Doing?

very similar to What Else Ya Got & Grand Theft Auto

One performer from each team goes on stage. A suggestion for 2 letters from the audience is needed. For example “**L**” and “**T**”.

The scene begins with one performer asking the other “WHAT ARE YOU DOING?” That performer responds with something using the letters “**L**” and “**T**”.

For example, they can respond with “**Little Turtles!**” The performer who asked WHAT ARE YOU DOING will have to turn around and act out “**Little Turtles**”. This will carry on for roughly 10 seconds until the other performer asks “WHAT ARE YOU DOING?” This will go back and forth until one performer is eliminated.

How they get eliminated is if you repeat a word that has already been said, if you hesitate for too long, if you say words in gibberish that aren't actually words, and all of these eliminations are judged by the audience. After one elimination, another performer from that team will get up and take their place.

KOPY'S TIP!

- *This game is about confidence. Be confident even with the weirdest of endowments.*
- *The more words you use, the more you create. Use your words when acting them out!*

What Else Ya Got?

very similar to What Are You Doing?

One performer from each team goes on stage. A suggestion of an everyday activity is needed.

The scene begins with one performer making a movement that looks like they could be doing this activity. This performer will start out by saying the activity that was actually suggested, and then challenge the second performer by saying “WHAT ELSE YA GOT”.

The second performer will copy the movement made by the first performer and then say something other than the actual activity BUT what it looks like they could be doing. They will be followed by challenging the first performer again by saying “WHAT ELSE YA GOT.”

This will go back and forth until one performer is eliminated.

How they get eliminated is if you repeat an action that has already been said, if you hesitate for too long, if you say words in gibberish that aren't actually words, and all of these eliminations are judged by the audience. After one elimination, another performer from that team will get up and take their place.

KOPY'S TIP!

- *This game is about confidence. Be confident even when you don't know what you are saying, and in this game, you won't know half the things you are saying.*
- *Just talk... make what you say connect to what your actions are later.*
- *Have a verbal difference between how you say what your action is, and how you say “WHAT ELSE YOU GOT”. Treat them like two different statements!*