

IMPROVISATIONAL THEATER GAMES



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A note from Page

Fortunately this game
can be played socially-
distanced via Zoom!

Name of the Game: “Yes, and...”

Number of players:

2+

(This game can be
played with lots of
people.)

Directions:

One person starts telling a sentence or two of a story. That person will stop at a bit of a cliff hanger. (It can and should be ridiculous.)

For example, “I went to the store and the clerk who waited on me was a parakeet.” The next person picks up the story and continues it, always beginning with the phrase “Yes, and...”

(For example... “Yes, and.. the parakeet asked me if I was looking for a new jacket.”).

At the end of the story, everyone gives a big round of applause...no matter what!

Name of the Game:

“Fortunately/Unfortunately”

Number of players:

2+

(This game can also be
played with lots of
people.)

Directions:

One person begins with a sentence or a story (e.g., Jeremy walked to the ice cream store).

The next person tells of something unfortunate that happens (e.g., Unfortunately, Jeremy was hit by a refrigerator.)

The following person contributes a fortunate event (e.g., Fortunately, the “refrigerator” was made entirely of marshmallows).

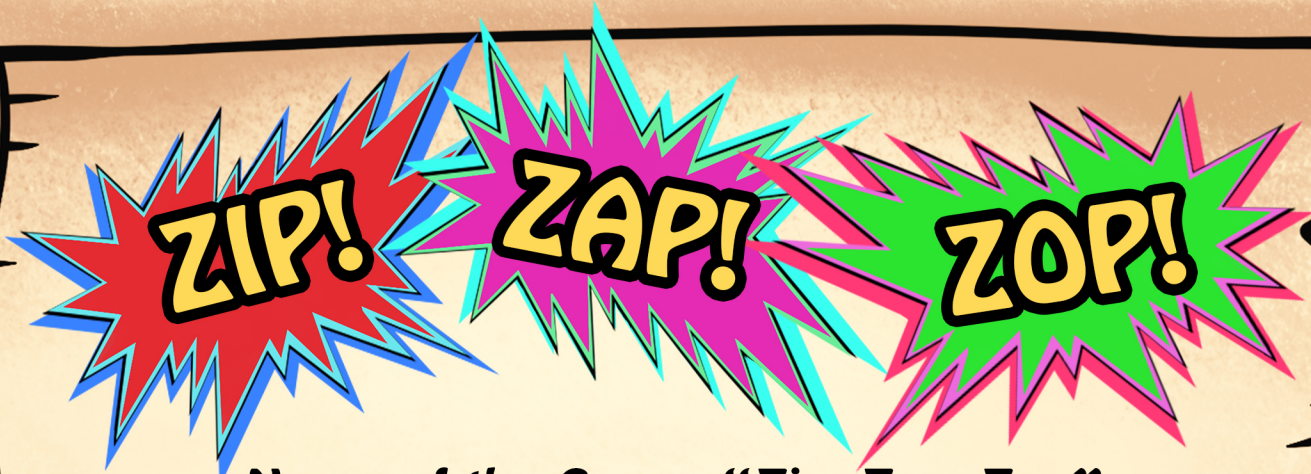
The fourth person will contribute an unfortunate event (e.g., Unfortunately, he’s allergic to marshmallows and he had a horrible allergic reaction.).

The fifth person will contribute a fortunate and it continues to a logical end.

At the end of the story, everyone gives a big round of applause...no matter what!

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If you’d like to post your antics,
let us know with the hashtag #Storyologist!



Name of the Game: “Zip, Zap, Zop”

Number of Players: 5-20.

(Note: Save this game for a time when we no longer have to be socially distant, although technically, you could stand six feet apart.)

Directions:

Everyone stands in a circle.

The first player says “Zip”, and points at another player in the circle.

The player that was pointed to must immediately point at someone else in the circle (including the previous player) and say “Zap”.

The third player continues the pattern, this time using the word “Zop”.

The pattern of words repeats, going: “Zip”, “Zap”, “Zop”, “Zip”, “Zap” etc.

If anyone hesitates or says the wrong word, or isn’t clear about who they’re pointing to, the game stops, everyone applauds, and then starts all over again.

In fact, try to play the game with some speed to increase the chances of a mistake.

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