

Free Associate

Introduce a new idea/topic by taking something the previous player has said, and associating it to something new - say something it makes you think of, something related to it, something it reminds you of. Take the conversation in a new direction.

What related idea does this make me think of?

Previous Player
Pineapples.

You
It makes me think of monkeys.

Name a Related Aspect

Ideas can be broken down into aspects:

Characters, locations, things (nouns), actions/behaviors (verbs), characteristics (adjectives).

Abstract categories it belongs to, descriptions. Statements, opinions, questions about it. Analogies, assumptions, expectations. Annoying/exciting/weird things about it. Things it symbolizes, mental images it evokes. Patterns it is a part of.

Take the previous player's idea, and name a related aspect. The most useful aspects can be associated to many different, unrelated ideas.

Idea
Cell phone

Possible Aspects
Teenager, cellphone factory, camera, battery, texting, calling, expensive, addictive.

Brilliant inventions, things you can't use on an airplane, brings me bad news in the morning, worth waiting 8 hours in line for, something to angrily scream into, every kid in school wants it, tool for long-distance relationships, my only connection to outside world, symbol of my generation's laziness.

Absurdify

Take an aspect of an idea, and make it unusual, unexpected, weird, interesting, surprising, absurd.

You can reverse it, exaggerate it, replace it with something unrelated, combine it with something it doesn't belong with.

You can take two previously mentioned ideas that don't belong together and juxtapose them.

Previous Player
Celebrating a birthday party at a restaurant.

You
(take a character aspect - waiter, and make it unusual)
The waiter is secretly a serial killer.

Create a Situation

Take an idea, or a combination of ideas, and turn it into a situation.

To create a situation, you need to define 3 things - Who, Where, and What.

[Characters] in a [Location] doing [Action]

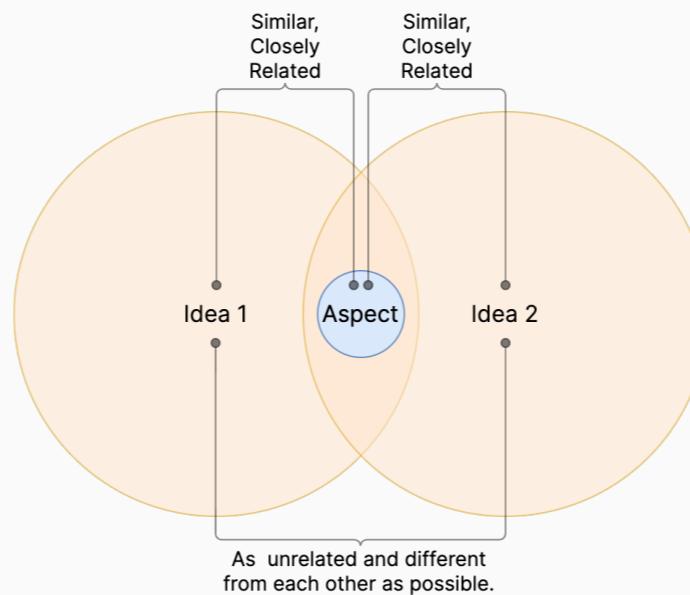
Previous Player
Monkeys.

You
Family with kids feeding monkeys at the zoo.

Absurd Associations

Take an aspect of an idea, and associate it to something as different from the idea as possible.

Or take two unrelated ideas, and find a surprising connection, an aspect they have in common.



How can I make a surprising connection between unrelated ideas? What is the weirdest thing I can associate this idea with?

Previous Player
Shopping at a supermarket.

You
(aspect - buying something)
Buying drugs from a drug dealer.

Justify

Come up with a justification for an absurdity, rationalize it, explain it, make it make sense.

Or think of a different situation where the absurd aspect would make more sense.

If this is true, then why is it true?

Previous Player
A group of friends are ordering a pizza at a restaurant, and the waiter blows on the pizza to cool it down.

You
That's because this is a part of their customer service - treating clients as babies is how the waiters show that they really care about them.

Build on top of the idea

Use "Yes, And..." to build on top of the previous player's idea, add some information to it, explore and develop it further.

Use "Yes, But..." to change it in some way, suggest a variation of it.

Previous Player

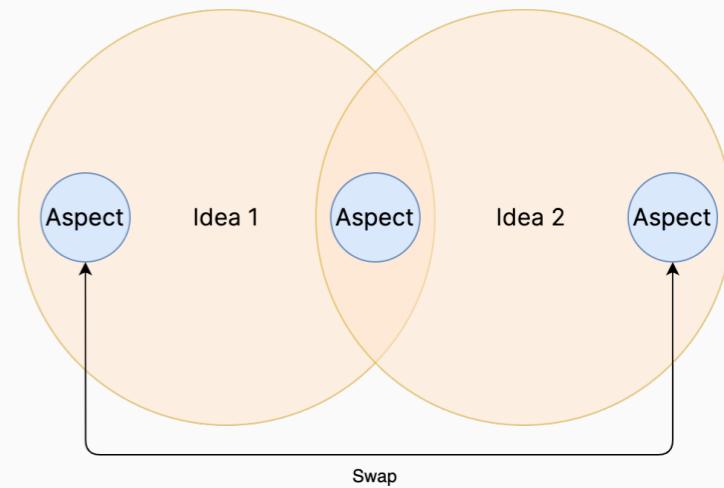
Family with kids feeding monkeys at the zoo.

You

Yes, and the monkeys are very annoyed by the kids throwing food at them.

Mix Ideas

Take two ideas and mix them together. You can do that by "swapping" aspects of these ideas - take an aspect of one idea and apply it to another one.



Previous Player

Shopping at a supermarket, buying drugs.

You

Buying drugs from a drug dealer, but acting like an old lady in a supermarket - asking for coupons, slowly counting coins, trying to gossip.

Heighten

Make the idea more absurd - escalate it, make it weirder, exaggerate it, take it farther away from the normal reality.

You can heighten multiple times, until you've pushed the absurdity as far as you can.

If this is true, then what else is true?

Previous Player

A group of friends are ordering a pizza at a restaurant, and the waiter blows on the pizza to cool it down.

You
The waiter tries to play the "Here comes an airplane" game with them to try to trick them into eating broccoli with their pizza.

Give Examples

Give an example of what you think might happen in the scene.

You can just say what's going on, or act it out by saying some in-character dialogue lines, or describe the action in the scene.

If someone else has just said something in character - you can respond. Do a micro improv scene - play out a part of the scene, interesting moments, quick dialogue exchanges.

Situation
Old lady in a park feeding pigeons, except that gathers a crowd of hobos who want the food.

You
(in an old lady's voice) "Here we go my pretties, eat until you're full!"
or:
Old lady has thick glasses, she can't see so well so she still treats hobos as pigeons.
or:
Maybe the hobos hiss at each other as angry raccoons.
or:
Maybe when someone walks by they scatter.

Pitch a Scene

Take the ideas we have developed so far, and try to summarize them, pitch an interesting improv scene, or a comedy sketch based on them.

Typical sketch structure

- Set up the scene. Who, what, where.
- Introduce the absurd/unusual aspect.
- Heighten it a couple of times.
- End the scene once it's as absurd as you can make it.

You

So to summarize, we have a scene where a group of friends sit at a restaurant, a waiter comes over with pizza, and blows on it as if to cool it down.

One of the customers indignantly asks "why?"

Waiter: "We're dedicated to providing exceptional customer service by treating you as the people we care the most about - our children!"

The waiter proceeds to put on the bibs on the customers, to play an airplane game with them, then summons a waitress to breastfeed them.

Play the Scene

Once we have an idea - a couple of players improvise a scene based on it.