

# Games

**Games help people get to know each other.** They're fun, sometimes funny, and often the best way for a group of people with diverse experiences and different skill levels to develop the cooperative impulses devising requires.

**Some games expect boldness from the naturally timid, while others demand kindness and generosity from the highly competitive.**

The four games here exemplify the **essential tasks and responsibilities** of the performer. Talking and listening, action and objective, supporting and sustaining the ensemble voice, sharing the text, working with and through one's partner.

- **Ball Toss**
  - Talking and listening. Sharing and supporting. Text-as-action. Helping your partner catch the ball. The ensemble voice. Finding the rhythm of the scene.
- **Alphabet Dance**
  - Listen. Speak up. Don't space out. Attend and intend. Pick up your cues, think ahead, get your motor going.
- **Hunter-Hunted**
  - Actions and objectives. High stakes. Compete and live to play again. Go for what you need. Be smart and be clever. Trust your mental imagery.
- **Obstacle Course**
  - Being heard over the din. One step at a time. Honesty. Focusing the action. Listening for that one person who means the most to your survival.

**Everybody plays the same games.** Make up variations, invent better ways to involve everyone. Borrow from others. Use whatever is in the room. Break the rules and agree on new ones. **Stop playing if it gets boring.**

**Playing prepares us to play.**