

PARK BENCH

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In this game, one person decides the character for both participants. The other player has to react to this while trying to determine their character. One player sits on a bench. The setting is a park, and the person on the bench has no character until the second participant enters. The second player has decided who she is, and who the person sitting on the park bench is. For example, the person entering could decide, "The person on the bench is a famous author, and I am a great fan of his work." In this situation, the action would recognize the person on the bench, react to seeing their favorite author in person, ask for an autograph, and tell the author about which books she likes best. The actor on the bench, meanwhile, has to adapt to the situation, developing their character bit by bit. The improvisation ends when one actor exits, hopefully after everyone figures out who they are.