

**Addicts Anonymous** - (4) One person is the leader of an addicts' group; the other three are trying to recover from an unusual addiction.

**Advertisement** - (1) Player must advertise an audience-chosen product in a certain musical style.

**Alphabet/ABC** - (2-4) The players must act out a scene starting each sentence with the next successive letter of the alphabet.

**Animals** - (3) The players act out a scene using the characteristics of an assigned animal.

**Audition** - (4) One player is the director, the other three are auditioning for his play. Only played once or twice on the show; performed as part of the live show in Las Vegas and worked much better.

**Authors** - (4) The players stand in a line and tell a story in the style of a pre-chosen author.

**Backwards scene** - (2-4) The players act out a scene starting with the ending and working back to the beginning.

**Bartender/Psychiatrist/Prison Visitor** - (2-4) One person is the game's title character. The other one(s) have a problem they sing to the psych/tender/visitor, who then sings advice.

**Book Writer** - (2) One player is the author of a fictitious book; the other interviews him/her about the book's content.

**Broadway Musical** - (1) Player performs a song about an audience member in the style of a Broadway musical.

**Changing Emotions** - (3-4) Players hold two objects, which they pass around. Their emotions change depending on which object is in their hand.

**Couples** - (2) Players act out a scene as various couples.

**Courtroom Scene** - (4) Players are judge, prosecution, and witnesses in a court case.

**Credit Reading** - (1-4) The "winner" of the episode reads the credits in a style chosen by Clive.

**Daytime Talk Show** - (4) One player is the host of a talk show. Two of the others are guests, and the final one is an audience member asking questions.

**Dead/Fainting Bodies** - (4) Three players are actors in a play who have died. The fourth moves the bodies around in a valiant effort to continue as though everything's fine.

**Director** - (3) Two players are actors in a movie. The third is the director, who keeps having them redo the scene with increasingly silly suggestions.

**Duet** - (2) Two players sing a song, usually about a person in the audience.

**Emotion Option** - (2) Similar to Film & Theater styles, but with various emotions being thrown into the scene instead.

**Expert** - (1) Player is an expert on something unusual.

**Expert Translation** - (2) One player speaks in a foreign language, the other translates what's being said.

**Every Other Line** - (2) One player reads every other line from a play. The other improvises on what has been said.

**Film & Theatre Styles** - (2) The players act out a scene in the manner of different styles that are randomly thrown in.

**Film Dub(bing)** - (1-3) Players make up dialogue for a film clip.

**Film Trailer** - (4) One player narrates the trailer for an upcoming film. The other three act out the film's scenes.

**Fixed Expressions** - (4) Each player is given an emotion, such as Ecstatic, Furious, Shocked, etc. No matter what happens in the scene, they must keep that emotion expressed on their face.

**Foreign Film Dub** - (4) Two players act out a film in a foreign language, the other two translate what's being said.

**Funeral** - (4) One player leads a funeral service, while the other three read various eulogies.

**Greatest Hits** - (3-4) Two players are pitchmen for a record album, while the other player(s) sing snippets of the songs.

**Hands Through/Helping Hands** - (3) Two players act out a scene with props. One of them is unable to use his own hands, and has them provided for him by the third player.

**Hats/Dating Service** - (4) A hybrid of Props and World's Worst. Players use various hats to inspire one-liners, usually based on the World's Worst Dating Service Video or something similar.

**Here He Is Now** - (4) Two players are onstage discussing the unusual characteristics of the offstage players. The other players must then take on those characteristics when they come onstage.

**Hey You Down There** - (3-4) A spoof of 1950's-era Public Information films. One player narrates instructions on how to do an activity, which are followed by the others.

**Hoedown/March/Gospel/Rap** - (4) Players each sing a verse on the same topic, using the assigned musical style. Of the four, Hoedown is by far the most-played, and a very popular game with the audience.

**Home Shopping** - (2) Players are on a Home Shopping Network and must come up with creative ways to sell completely useless items.

**Interview** - (2) One player is a historical figure, the other is interviewing him/her.

**Let's Make A Date** - (4) A parody of The Dating Game. One player interviews the other three as potential dates, and must guess their idiosyncracies.

**Letter Changes** - (2) Each player has to change a letter in their dialogue, i.e. replacing the letter 'G' with 'L'.

**Mission Impossible/Improbable** - (3-4) All the players but one are assigned to perform a mundane activity Mission: Impossible style. The remaining player is the voice on the tape that gives them their instructions.

**Moving People** - (2) Players act out a scene but must stay still unless moved by audience volunteers.

**(American) Musical/(Rock) Opera** - (4) Players act out the life of an audience member as a musical or opera.

**Multiple Personalities** - (3) Players each hold an object in their hand. With each object, they are a specific person, usually a historical or pop-culture figure. Their personality changes when they trade props.

**Musical Film Review** - (4) One player reviews a movie, the other three act out scenes from it.

**Narrate (for each other)/Film Noir** - (2-4) Each player narrates their own thoughts and/or actions, as in Film Noir-style movies.

**News Flash** - (3) Two players are anchors in a newsroom. The third is a reporter in a mysterious locale. The anchors give hints so the reporter can try to guess where he is.

**News Report** - (4) One player is the news anchor reporting on a topic. The second is an expert on that topic. The third is a field reporter, and the fourth is various people being interviewed.

**Number of Words** - (4) Each player is assigned a specified number of words they may speak at a time - no more, no less.

**Old Job, New Job (or vice versa)** - (3-4) One player is in a new job, but still uses elements of his old job.

**Party Quirks** - (4) One player is the host of a party. The other three are guests who enter one at a time. Each guest has an unusual quirk (hence the name), which the host must try to guess.

**Panel** - (4) Players act as members of a panel discussing a given topic.

**Picture** - (2-4) Players provide the faces for a classic painting and act out a scene based on what's in the picture.

**Press Conference** - (4) Three players are reporters asking questions. The fourth is the person giving the press conference, who must guess their particular claim to fame from the questions asked.

**Props** - (4) In two teams of two, players must come up with as many creative uses as possible for an unusual object.

**Questions Only** - (2-4) Earlier episodes of this game had two players act out a scene speaking only in questions. Later versions are done as a one-on-one rapid-fire game. If a player makes a mistake, they are buzzed out and replaced with another player.

**Quick Change** - (3) Two players act out a scene while the third watches. The watcher shouts "change!" at random intervals, and the players must change what they have just said into something else.

**Quiz Show** - (4) One player hosts an unusual TV game show. The other three are contestants.

**Remember That Song?** - (4) Players recall past songs which other players must then perform.

**Remote Control** - (4) Each player is a different TV show, all discussing the same topic.

**Scene to Music** - (2) Players act out a scene normally until background music comes in. They must then take their emotions from the style of music.

**Scene to Rap** - (4) Players act out a scene, but must rap all their dialogue.

**Scenes from a Hat** - (4) Clive draws suggestions from a hat, and players act out mini-scenes based on the suggestions.

**Scene with a Prop** - (2) Players are given a prop, and must use it in a scene.

**Secret** - (2) The scene starts about 30 seconds before a secret is discovered. The place the secret is found is chosen by the audience, and the scene can go in many possible directions from there.

**Song Styles** - (1) Player sings a song in an assigned style, usually about an audience member.

**Song Titles** - (4) Players can only use song titles as their dialogue.

**Sound Effects** - The only game to have two distinctly different ways to play it. A: (2) One player mimes an activity while the other provides sound effects for it. B: (2-4) Players act out a scene, reacting to recorded sound effects that are inserted in.

**Sports Commentators/Sportscasters** - (4) Two players act out an everyday activity in slow motion. The other two comment on it as if it's a sporting event.

**Stand, Sit, Lie (Down)/Bend** - (3) At any given time during the scene, one player must be standing up, another sitting, and the third either lying down or bending.

**Story** - (4) The audience chooses a title and moral. One player narrates a story while the other three act it out.

**Strange Bedfellows** - (3-4) Players must perform a scene as an assigned character.

**Superheroes** - (4) The first player is given a "Superhero name" by the audience (i.e.: Potato Man, Mr. Floppy, Captain Hot Studmuffin). He must solve a world crisis. The other three enter one at a time, and each are assigned a super name by the previous player.

**(Freeze) Tag** - (4) Two players are put into a position suggested by the audience. They act out a scene until another player shouts, "Freeze!", tags one player out, and takes their place to do an unrelated scene.

**That'll Be Charlie Now** - (4) Three players discuss the unusual quirks of their friend Charlie, who must take on those quirks when he enters.

**Three of A Kind** - (3) Players perform a scene, all as the same person (John Wayne, Elvis, etc.)

**Two Characters** - (2) Players act out a scene as two given characters.

**Video Players** - (4) One contestant runs the video player, fast-forwarding, rewinding, etc. The other three act out the video's scenes.

**Weird Newscasters** - (4) One player is the "normal" anchor of a news program. The other three are co-presenters, and each one has been assigned an unusual characteristic.

**Whose Line** - (2) Players are given paper with written lines of dialogue on them, which they hold onto unread. They must read the papers out loud at some point during the scene, then explain why they said what they said.

**World's Worst** - (4) Standing in a line, players step forward and give one liners on the topic "World's Worst ..." (i.e.: ..."Person to be stuck in an elevator with"; "...Outtakes from News Reports").

**Wrong Theme Tune** - (4) Players act out a TV show, but in the style of another TV show whose theme is played.