The Playbook: Improv Games For Performers

Collected and Edited by
WILLIAM HALL

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**Synopsis**

Improvisation Games, formats and instruction. This book is perfect for improv groups who want to expand their collection of performance games and for students who want to play new games. Teachers will love the variety of drama games for their classes. The games are categorized and indexed by type of game. Quotes, performance tips, recommended reading and a few long form formats are also included.

**Book Information**

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**Customer Reviews**

This is the definitive (until the next edition, that is) compendium of improv (or impro) games, which the author has collected, curated, and codified during his long and illustrious career performing and teaching improvised theatre and comedy at BATS Improv in San Francisco and around the world. If you are a student of improv or an actor, you will find this guide equally useful. I always seem to forget the games I have the most fun playing and I love trying new games too. I can always find them in "The Playbook:" everything from Dolphin Training to Genre Rollercoaster, Moving Bodies to Foreign Film Dubbing, you'll find it in here. You may already be familiar with some of these from "Whose Line is it Anyway," or you may have learned (and forgotten) them along the way... either way, this is a very accessible, easy to use guide to laughter, human connection, and "what comes next." Say "Yes, and" to "The Playbook!"

A fairly comprehensive list of improvisation games and (basically) how to play them. Many of the
games have names different than you might be used to, but most everything you’ve heard of and many you haven’t are included. I’d suggest using some of the games like any suggestion in improv and let them inspire you to modify & create new versions for yourself.

A super practical book for the improv group or coach! I have used this book coaching teens, finding new games(or new variations) for our Hit & Run Theater group, passed these books out to improvisers in Germany, Austria and Switzerland, and made a point of giving the fabulous William Hall credit for a job well done. All the games are succinctly and straightforwardly described. William is also very accessible for further explanations. We improvisers have needed this collection for a long time and now this most official version is out at . You go William Hall!

This book is a comprehensive guide to having fun. I can think of no "instructional manual" that is both so easy to use and so entertaining. Don’t get me wrong, the book has been well thought out and edited, is greatly utilitarian yet still retains a sense of playfulness. If you work in the world of Improvisation or you just like to play the games, this book is for YOU!

an excellent book with a great list of improv games. Just enough of a short description to understand how a game works. Ideal for any improv group, classroom, or for fun party games. Definitely a book to add to your collection!

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