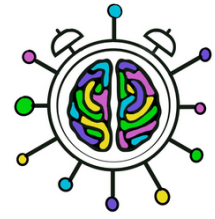




SPONTO TIME!

the party games that help you think on your feet



SET UP

Sort cards by color. Put sorted cards face down in 3 stacks.

Flip a coin. Heads - play with the top word. Tails - play with the bottom word.

Read the rules aloud. Each game has different rules. Each game only takes a few minutes to play. Feel free to bend the rules as you go along!

WARM UP GAMES

1. Five Fast Things - Each player selects & reveals any card. Take turns blurting out 5 things associated with the word on the card. Do it as fast as you can! It doesn't have to make sense: just get your mouth moving and activate your brain!

2. X is Y - Each player selects & reveals any 2 cards. Players take turns saying 3 ways the word on one card is like the word on the other. No dawdling is allowed! You don't have to make sense: say any old thing!

SOUND GAMES

3. Three Sounds & You're Done - Two players select & reveal 1 orange & 1 green card. One person starts telling a story based on the cards. When the storyteller pauses, the second player interrupts with a sound (bang, moo, siren, etc.). The storyteller adds the sound into the story as part of the narrative. After 3 interruptions, wrap up the story. Make some noise and tell some tales!

4. Gibberish Poet - Select & reveal 1 orange & 1 green card. One player is "the Translator," and the other is "the Poet." The Translator introduces the Poet and explains how the Poet will recite a poem in their native language, which the Translator will then translate. The poem's title is the 2 words on the cards. The Poet spouts nonsense, pausing after every line or two. During the pause, the Translator interprets this gibberish. When the Poet utters a short line, the Translator says, "The End." Enjoy your poetry slam!

HUMOR GAMES

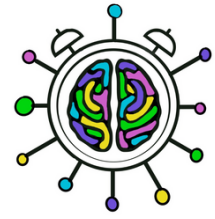
5. Questions Only! - Reveal 1 purple & 1 green card. Then, two players act out a scene inspired by the cards. Here's the catch: players can only talk in questions! Can you handle that? Can you ask at least 3 questions each before the game ends? Or will you slip up and say something that's not a question? Who knows?

6. Sixty-Thirty-Fifteen - One player with a phone or a watch serves as the timer. The rest of the players take turns telling stories. The timer reveals 1 orange & 1 green card. The first storyteller has a minute to spin a tale based on the cards. The timer stops them after 60 seconds. The next storyteller retells the same story in half the time. Then, the timer cuts them off in 30 seconds. The next storyteller has 15 seconds. Keep halving the time. What details will you omit? Or will you talk faster? Can you tell the whole story in less than one second? It's been done!



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HUMOR GAMES

7. Unfortunately/Fortunately -

Select and reveal 1 orange card as a team. One player starts a story by using a cliché like "once upon a time" and adding a sentence or two to launch the story. Players then take turns contributing only 1 line to the story. One person describes something terrible that happens, starting with the word "Unfortunately." The next player tells something good that happens, beginning with "Fortunately." The game ends when someone mercifully says, "The End!"

STORYTELLING GAMES

8. Alphabet Game - Select and reveal 1 purple card and 1 green card. Let the cards inspire a conversation. But here's the twist: follow the ABCs! The first player starts the convo with a sentence beginning with the letter "A." The next player bounces back with a "B" sentence. Keep going back and forth until you reach "Z."

9. Ta-da! Problem Solved! -

Select & reveal 1 purple, 1 orange, and 1 green card. The cards give 2 players the ingredients to create a scene where they solve a problem together. Use your wits to find a solution that makes sense (or nonsense!) When you do, one player ends the scene by yelping a triumphant "Ta-Da!" so the other person can say, "Problem Solved!"

GET CREATIVE!

10. Make your own game! -

Use any cards you wish. What games will you invent? What will you learn from playing? How will you bend the rules of the games you've already played?

There are hundreds -- if not thousands! -- of games you can play with these cards!

To discover more games, visit SpontoTime.com.

You'll discover improv games, gameplay videos, and insightful conversations about Applied Improv techniques.

HOW COACHES USE THESE CARDS

You can play these games just for fun! Fun is a great option!

You can also pause after each game to reflect & discuss what you learned. This is an approach called "Applied Improv."

APPLIED IMPROV DISCUSSION GUIDE

What did you observe about yourself, your habits, and your self-talk while playing the game?

What emotions did you feel during the lead-up to the game?

How did you feel while you were playing? After it was over?

What did you learn about the thoughts and feelings of your partner(s) during the game?

How do your thoughts, feelings & actions during the games inform you about how you are in the real world?