

## What is it for?

.....  
A fun, challenging game that tests spontaneity and presence

## Time & People

.....  
8 to 25

## Materials

.....  
None

## Source

.....  
Applied Improv Game

## And also...

.....  
This game is harder to play than it looks but is a fun challenge to get a group working together

## Description

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Everyone stands in a circle.

Create a metaphorical string of connection between players by asking each player to choose one other, who then chooses the next, until each player has indicated one other player.

The simplest way to set this up the first time is to have all players raise their hands. You point to player A, say "you", and then lower your hand. Player A then points to one other player who still has their hand up, says "you", and player A the lowers their hand. This continues until all hands are down and the last player completes the chain by pointing to you, the person who started the chain.

Now run the chain in order by pointing to Player A, but this time instead of saying "you" you say the name of a one item in a category. If you start with the category vegetable, you might point to A and say "cauliflower". A points to the person they chose in the set up and says eg "potato". Set up the chain using this category and then run the chain two or three times to practice.

Once the chain runs well, explain you are going to add a second chain, with a different running order and a new category eg pets.

Run both chains simultaneously. Add further chains as needed to maintain excitement!