**3 Lines**

Description

A great exercise to train scene start-ups. 2 players initiate a scene; the scene is broken off after 3 lines. The goal is to establish as much as possible as fast as possible. We want to understand the [Platform](http://improvencyclopedia.org/glossary/Platform.html), the [Characters](http://improvencyclopedia.org/categories/Characters.html) , the [Environment](http://improvencyclopedia.org/categories/Environment.html) and the points of view or drivers of the characters.

Once 3 lines of dialog have been uttered, restart a different scene.

**Switcheroo**

Description

This is like [Simple Continuation](http://improvencyclopedia.org/games/Simple_Continuation.html) , except that the MC interrupts the scene several times, and at each interruption all actors in the scene get switched; no new actors join in, and no actors leave. Also known as **Actor Switch**. . See also [Hat Continuation](http://improvencyclopedia.org/games/Hat_Continuation.html) .

**Assassin**

Description

Great warm-up for a group of 7+ people. Everyone picks someone to be their bodyguard, and somebody to be their assassin. Don`t say out loud who picked who for what.

Game starts, and everyone tries to protect themselves from their assassin, by trying to keep their bodyguard between themselves and their assassin.

After several minutes of chaos everyone reveals who was picked for what.