# The Improvisation Cards

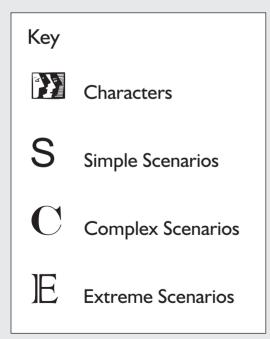
These ninety-six Improvisation Cards are for use with John Abbott's *The Improvisation Book*, published by Nick Hern Books.

I recommend you print the Improvisation Cards onto card and then laminate them. I would suggest that they are printed on different coloured card for each category so they are easily distinguishable. If you don't have a laminator, most high-street printing or stationery shops should offer the service. Laminating the cards makes the process slightly more time-consuming but will give the cards longevity. I suggest that the lamination overlaps the edge of the card and the corners are snipped off, making the cards easier to handle and more resilient.

The cards can certainly be used without lamination, but they might be slightly flimsier. With careful handling, they can easily be shuffled and used on a regular basis. If you do this, I suggest that you snip the corners as suggested above.

Blank cards are provided for you to write your own suggestions.

John Abbott





#### **ADDICT**

A strong need for something is always at the back of your mind



## **AMBITIOUS PERSON**

You want to get to the top



#### **BOSSY PERSON**

You like telling other people what to do



## **COMPETITIVE PERSON**

You want to be the best



#### **COMPULSIVE LIAR**

You continually make up lies about yourself and your past



# **CONTRARY PERSON**

You tend to disagree with everything



# PERSON AT A CROSSROADS

You have to make an important decision about something in your life



## **DO-GOODER**

You are always trying to help other people



## **EGOIST**

You have a great deal of confidence in yourself



## **ELUSIVE PERSON**

You don't really like people trying to pin you down or categorise you



## **EXPERT**

You feel you can talk intelligently about most things



## **FALLEN STAR**

You were famous once but not any more



## **GENEROUS PERSON**

You often like to give things to people



## **GUILT-RIDDEN PERSON**

You often feel guilty and tend to take the blame when things go wrong



#### **HOLIDAYMAKER**

You love to spend time relaxing with your friends



## **HYPOCHONDRIAC**

You often feel that something is wrong with your health



# **INDECISIVE PERSON**

You find it hard to make decisions



#### **LAZY PERSON**

You like to do as little as possible



## **LEADER**

You like to take charge



## **LONER**

You are not really comfortable around people



#### **LOVER**

You are in love and nothing else is as important



## **MELANCHOLIC**

You often get sad about things



## **OPTIMIST**

You always feel things will work out for the best



# **PERFECTIONIST**

You want everything to be perfect



#### PHYSICAL PERSON

You have spent more time developing your body than your mind



You are a very romantic person



#### **SEARCHER**

You are looking for some sort of spiritual meaning in life



## **SERVILE PERSON**

You are happiest when other people tell you what to do



## **SHY PERSON**

You are quite shy



## **SYCOPHANT**

You tend to agree with everyone and everything



# **VAIN PERSON**

Your appearance is the most important thing in your life



## **VICTIM**

You feel as if your life has gone wrong and that it probably always will



# **WINNER**

You feel as if things often go right for you







S A job interview	S A customer and a shop assistant
<b>S</b> A blind date	S A teacher and a student
S Strangers in an all-night café at 5.00 in the morning	<b>S</b> Flat-sharers on their first evening in a new flat
S A hairdresser and a client	S Live-in partners at breakfast
Strangers sitting next to each other on a bus	<b>S</b> Homeless people
<b>S</b> People having a break at work	S  People on a platform  waiting for a train

S People in a hospital waiting room	S Painters and decorators
<b>S</b> People in a gym	S  An employer and a  new employee on their  first day at work
S  People at an airport, waiting to get on a delayed flight	<b>S</b> Friends meeting for an evening out. One person is an hour late
Siblings meeting for a drink	<b>S</b> People by a swimming pool in Spain
<b>S</b> Friends camping in the woods	C Strangers trapped in a cellar after an earthquake
A parent and a grown-up child meet after fifteen years apart	C An armed householder discovers a burglar

People lost in the woods settle down for the night	A householder and a plumber, electrician or repair person, etc.
People in a jail cell. One has been there for ten years, the other arrived today	C A kidnapper and a victim
C The partner and the lover of a dead person meet after the funeral	A television host and a celebrity meeting just before a television interview
A boss giving a trusted employee the sack for economic reasons	C A fan has won dinner with a famous person
C Two parents of different children meet at a school parents' evening	C A customer and a barman/barwoman in a quiet pub
Musicians in a successful band disagree about the future	C Extras on a film set

A step-parent and an adult stepchild with nothing in common	C Ex-partners meeting after five years
Two ex-partners of the same person meet in the street	C A long-term couple, breaking up, divide their belongings
C Strangers stuck in a lift	C A musician and his/her manager after a gig
E A person tries to rob a bank	E Father Christmas (or Mother Christmas) and an elf on Christmas Eve
E  Identical twins meet  for the first time	E  A wounded soldier is cared for by a friendly enemy civilian
E Aliens from a different planet arrive on Earth (looking like humans)	E  Passengers on a ship  which slowly starts to sink

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A person who has become invisible tries to talk to a friend about it	E  People watching the news on TV  which says a nuclear war has started
People who have just been shipwrecked on a desert island	E A meeting between a superhero and an evil villain
E A person and a ghost	E  People who seem to be the only survivors after a nuclear holocaust
Astronauts who have survived massive damage to their spaceship	E  A wild-west outlaw and a heroic cowboy (or cowgirl)
E Time travellers go backwards or forwards in time in their time machine	E Iron-age cave-dwellers (who can speak)
A ship's captain rescues a person who has been shipwrecked for ten years	E Mountaineers on Everest. One is injured

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E Goblins in an enchanted forest	E People drink a shrinking potion
E Witches/wizards make a spell or create a potion	S
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