

# LCD

## Chain Death Murder

### Description

This improv game is called Location, Career, Death (LCD).

One player on stage, the others off stage. The audience provides a location, an occupation and an object, only known to the player on stage. Second player enters and a scene is played in gibberish. Player one needs to communicate the location to player 2; as soon as player 2 thinks he's got it, he claps his hands and spins around. Then player 2 needs to guess the occupation; clap and spin when you think you got it. Finally, the object needs to be revealed. As soon as player 2 has the object, he needs to kill player 1 with it.

Then the next player comes on stage and the game recommences, until all players have played. Afterwards, line up the players and ask them where they think they were, what their occupation was and what the murder weapon was - usually quite far off the original suggestion, much to the audience's amusement.

Also known as LOW. (Location, Occupation, Weapon). Also known as Chain Murder. See also Hijacker for a similar game without the Gibberish component.

### Variations

Use a bell, every 10 seconds or so; at the bell players need to clap and spin and proceed to the next step, even if they are not sure about the where, who and what. Kind of LCD on speed.