

No You Didn't

Quick Description

An improvised monologue is interrupted by someone saying "No you didn't". The player changes the monologue.

How To Play

In this improv game a player begins to tell a story and is interrupted by another player or audience member saying "No you Didn't". (or "no you didn't"). At that moment, the player stops the story, admits that they didn't do what they just said and changes their story.

The player might say, 'No, I didn't, I...'

Variations

The monologue can start off as a true story from the players life.

Notes

This game benefits from the dynamic of watching the player change course in his or her story. This builds agility for the improviser. The story can become a richer narrative or a disjointed crazy narrative. Sometimes the interruption can nudge the player deeper into emotions or motives. This game is a blend of a personal monologue and "New Choice" where a player has to change direction when a bell is rung. It also share similarities to a Keith Johnstone game called "Boris