

## **MIND MELD**

Everyone stands in a circle. Two people move to the center to be the ones doing the mindmeld. They can think of anything to start, and once that have something in mind they indicate it by shaking their hand. Everyone else counts "3, 2, 1" and the mindmelders say their word. Then they keep going, trying to end up on the same word. So each person needs to be focusing on what is between those two words, including the people in the outer circle. An apple and a fire hydrant can have a meeting place of "red", for example. If someone on the outer circle thinks of the same word as someone in the middle, they replace the person that didn't have that word.

## **BEASTIE BOYS**

This is a rap/rhyming game. Everyone stands in a circle, with the order of verses going clockwise. Someone starts and says a simple rap line to the beat of BUH buh buh BUH buh buh BUH following an AABCC... structure of rhyming. Example versus:

Person 1: I went to SCHOOL and ate some CAKE

Everyone: BEASTie boys beastie boys beastie boys

Person 2: I found a DIAMOND but it was

Everyone: FAKE. (everyone should try to guess what the rhyme would be)

Everyone: BEASTie boys beastie boys beastie boys

Person 3: Lets go OUT and get some LUNCH

Everyone: BEASTie boys beastie boys beastie boys

Person 4: I got a black eye, I got a

Everyone: PUNCH.

Continuing on for a few rounds.

## **BAD RAP**

Bad rap is the same structure to Beastie boys, except instead of beastie boys verse you say "Bad rap, bad rap bad rap" and the goal is everyone shouts something that doesn't rhyme, hence "Bad" rap. The person doing the verse should still set up for a rhyme. Here's an example from IRC Improv Wiki:

All: "Bad rap, bad rap, bad rap" // A: "I went to the store to buy a shirt." // All: "Bad rap, bad rap, bad rap"

B: "I got punched in the arm and it really..." // C: "...stunk!" // All: "Bad rap, bad rap, bad rap"

C: "I live in a monastery, I'm a..." // D: "...priest!" // All: "Bad rap, bad rap, bad rap"

D: "Come one, come all, for the Thanksgiving..." // E: "...food!"