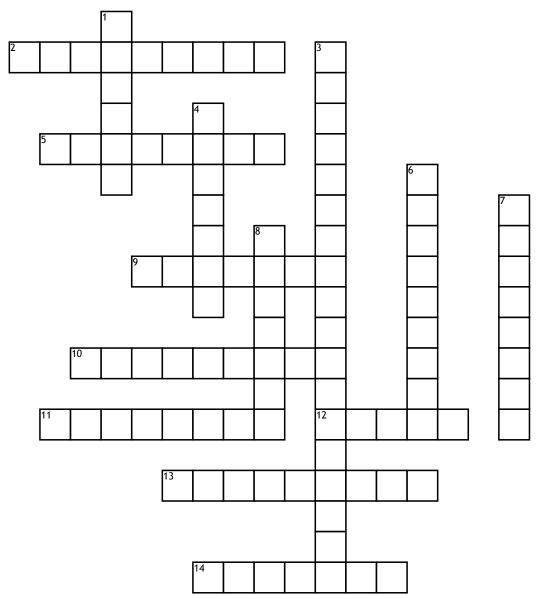
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## Improv crossed word



## **Across**

- **2.** The process of moving the scene forwards
- **5.** Many (but not all!!) scenes are about a conflict of some sort. If there is no conflict, the scene may still be truthful but somewhat dull
- 9. Doing something cute and silly that makes the audience laugh but doesn't do anything to advance the scene. Very annoying for the other improvisers
- **10.** The story told by a scene, scenes should have a clear beginning, middle and end.
- 11. Rejecting information or ideas offered by another player. One of the most common problems experienced by new improvisers. In conventional theater, the term is used to mean something different (pre-plan stage movement).
- **12.** Any dialogue or action which advances the scenes. Offers should be accepted
- **13.** Embracing the offer is made by other performers in order to advance the scene
- **14.** A period during which a scene is not advancing. Usually a bad thing. **Down**
- **1.** Identifying characters, objects, places and so forth in the scene
- **3.** Interpreting an action with another action in order to advance the scene

- **4.** excepting an offer by failing to act on it
- **6.** The thing that a character in a scene is trying to achieve
- 7. Discussion of the show by the performers and crew after the performance, in order to identify problem areas that may have arisen as well as things that worked practically well
- **8.** Play full getting another performer to do something difficult or unpleasant which you probably wouldn't do yourself. Used sparingly, can be quite entertaining. Best strategy is to choose things the other performers does well.