

MAGIC UNLIMITED PRESENTS

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MagicSports

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*How to create original magic,
develop your character,
become a better performer,
and have fun,
all at the same time!*

- All the rules on how to play .
- 39 games fully explained .
- A sample MagicSports tournament .
- Everything you need to start your very own MagicSports group .

BY TIM ELLIS - WITH AN INTRODUCTION FROM GASTON.

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MagicSports

Why MagicSports?	4
The history of MagicSports	6
Training games	7
QUICK TRICKS - a creativity game	7
ONE WORD PATTERN - a patter game	7
ILLUSTRATION - a presentation game	7
REPEAT GAME - a rollercoaster game	7
DEAD TIME GAME - a presentation game	8
DIFFERENT TRICK GAME #1 - a creativity game	8
DIFFERENT TRICK GAME #2 - a creativity game	8
PLEASING THE SPECTATOR - a spectator game	8
FAILURE - a rehearsal game	8
EYE CONTACT GAME - a spectator game	9
FILL - a patter game	9
The Rules	10
Make-A-Trick	11
Creativity games	12
CONVENTION FUN	12
ASSISTANT FROM HELL	12
SURPRISE	12
Expert games	13
ARMS EXPERT	13
TRANSLATOR EXPERT	13
ARMS TRANSLATOR	14
Rollercoaster games	15
EMOTIONAL ROLLERCOASTER	15
STYLE ROLLERCOASTER	15
Choice games	16
INSTANT TRADESHOW	16
THE SECRET GAME	16
THE ACTION GAME	16
THE PLACE GAME	17
THE CHARACTER GAME	17
THE AUDIENCE GAME	17

Misdirection games	18
THREE SECRET TASKS	18
THE DISTRACTION GAME	18
Music games	19
DRUNK TECH	19
DRUNK TECH MIXMASTER	19
DRUNK TECH DOUBLES	19
Just for fun	20
CHARADES	20
EMOTIONAL BODY PARTS	20
BALLOONATICS	20
CARD STORY	21
TWO-HEADED MAGICIAN	21
INTERVIEW	21
TEACHING VIDEO	22
PHOTO-SHOOTING	22
A sample program	23
Appendix A: Styles	24
Appendix B: Emotions	25
Appendix C: Recommended Reading	26

Photographs used in this booklet were taken by Tashkah at a MagicSports match in Melbourne, Australia in April 2003. The match was hosted by Sue-Anne Webster and played by Tim Ellis, Thomas Fraps, Gaston, Sean Taylor, Ben Profane and Helge Thun.

Special thanks to Gaston for suggesting many of the games within these pages.

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MagicSports

An Introduction from Gaston

Why MagicSports?



This is a question that inevitably comes up when thinking about experimental, improvised magic. Why should a half-way cultivated and accomplished magician expose himself to this kind of risk in front of a paying audience?

To answer this question one has to dig a bit into the history of MagicSports. Basically it all began with TheatreSports™ which was created/invented by Keith Johnstone.

He was born in the UK in 1933. From 1956 to 1966 he worked as a dramatist and acting teacher at the London Royal Court Theatre where he founded the legendary author-workshop. Writers like John Arden, Edward Bond and Arnold Wesker were members. 1971 Keith Johnstone went to Calgary, Canada, where he taught at the University and founded the Loose Moose Theatre, home of TheatreSports.

The main aim of the authors-workshop was to develop new and creative approaches to drama and acting. Many interesting plays came out of this fruitful collaboration, and also some of the first impro-games were created, rehearsed and improved during these sessions.

As a teacher at the Royal Court Theatre, Keith Johnstone was at the same time keen to develop new strategies for teaching actors. He realized that his acting pupils always had the same kind of problems and thus he developed step by step certain games and exercises which should enable the actors to overcome certain problems and play to his full potential... These were basically the first Impro-Games played by actors as part of their drama school education.

The actual genius behind this was, the realization that these games could be played in public (for a paying audience)! As the legend goes the idea hit him while attending a wrestling match. He wanted to recreate the atmosphere of a wrestling match into the rather dull theatre halls of that time. And thus TheatreSports was born.

The idea spread very fast, since actors and audiences alike had a lot of fun during these improvised theatre shows where two teams of actors „competed” against each other.

As a side-effect the actors trained and improved their creativity, spontaneity and stage presence. Soon public audiences worldwide were exposed to and entertained by TheatreSports shows.

In the early nineties several magicians including, Tim Ellis, Helge Thun and Gaston independently attended theatre sports workshops and joined TheatreSport groups in their hometowns, recognizing the potential of theatre sports for their own magic performances.

Why MagicSports?

However it was left to Tim Ellis who first had the idea of actually playing MagicSports. He developed the first games for magicians and put the first MagicSport shows on stage in Melbourne, Australia.

But still the question remains - why? Well, one of the best reasons to play MagicSports is fun! It is a lot of fun playing these games and it is an old rule that if the performer loves what he does, so will his audience.

Fun alone however wouldn't be enough of a reason. Another very important one is the fact that MagicSports provides a possibility to explore all those tools of presentation a magician needs apart from his mere technical skill trick-wise.

A magician should have some stage-presence, he (or she!) should be able to tell stories (by using words or to music). Magicians should be able to deal with special (hyperactive) audience-members (eg. "hecklers") or unplanned mistakes (technical problems, "disturbing" waiters, etc.) and they should be flexible enough to adjust to the most diverse of situations/audiences (eg. kids shows or management staff).

Now these abilities are related to the actor's tool of the trade and thus lots of the existing TheatreSport games are a very good training for magicians (see the books "Impro" and "Impro for Storytellers" by Keith Johnstone!).

However by combining these games with magic tricks one is able to use these MagicSports games in order to specifically rehearse improve or even create (new) presentatoinns for certain routines and tricks. Thus MagicSports can increase your creativity in a playful way.

Another point is that you can test the borders of magic and theatre which very often go hand in hand at least for stage performances. One can test this fine borderline where acting either enhances or diminishes the actual impact of a trick. Most often the effect is overshadowed by comedy or a character even though spectators love to see it.

On the other hand comedy or acting can improve the overall effect, but this is a very fine line to walk on. MagicSports can help a lot to truly understand what are some of the rules of combining theatre and magic in such a way that they support and not destroy each other.

I don't see MagicSports in itself as a radical new way of presenting magic to the public (yet) as TheatreSports turned out to be. However at a magic convention or in the right balance within a public show (e.g. as an encore after they "normal" magic show) it definitely has great potential entertaining a (lay-) audience.

So, let the games begin!

Gaston,

May 2003

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MagicSports

Where did these crazy games come from?



The history of MagicSports

How can you develop your creativity in an art form with as many rules as magic?

Break them!

Remember the old saying: "If an accountant makes a mistake, he calls it a "computer error". If a plumber makes a mistake, he charges you more. If a doctor makes a mistake, he buries it. But if a magician makes a mistake, he's a bad magician." Does it really have to be so? Many great new effects have been created when magicians have made mistakes and dealt with them on the spot. Improvising. One way actors improve and develop their improvisational skills is in a show called 'TheatreSports'TM, invented by Keith Johnstone. TheatresportsTM is an improv show based on two teams challenging each other to games and scenes.

So in 1991 Tim Ellis developed a series of games for magicians called, you guessed it, MagicSports. Many of the games are based on mistakes which have occurred in real life situations which put the participants under pressure and push their creativity to new limits, other games are based on those developed by TheatresportsTM.

MagicSports can be played for fun, but every time you play any of the games, you are actually improving as a performer. Some games will improve your ability to work with music, and not work against it. Some will help you to develop your on-stage character and show you how strong a character or story can make any trick. Most will help you develop the ability to think on your feet and all will increase your confidence and help eliminate those pre-show nerves.

Keith Johnstone always told his TheatresportsTM people that he wanted to see "*at least three mistakes*" from each of them in every show. He figured that if they didn't make any mistakes, they weren't taking any risks. The way any performer improves is to try new things, step outside of their comfort zone, and take risks. MagicSports is the safest way for magicians to make mistakes, and most of the "spectacular failures" are much more entertaining than the tricks with predictable successful outcomes. Why? Because the players were trying something new and the audience was grateful!

In Australia MagicSports is usually played behind the closed doors of a magic club or at a convention as a "late-night" event. In Germany, The Flicking Fingers even play some MagicSports games in their public shows. If you get really good though, try playing a whole match in front of the paying public, you'll be surprised how much they love it!

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MagicSports

Before we begin... let's warm up!

Training games

Like Theatresports™, MagicSports has a number of 'Training Games' you can play at home or in a small group to prepare yourself for competition.

QUICK TRICKS - a creativity game

Requirements: One randomly selected non-magic item.

All of the players stand in a line and one item is passed from player to player. Each player has 20 seconds to present a different trick, gag, or a bit of business with that item.

ONE WORD PATTERN - a patter game

Requirements: Any trick that can be performed with patter.

The player performs a trick, but is only allowed to say one word (suggested by other players) instead of their usual patter. As well as allowing the player to concentrate on the technical aspect of the trick, this game also helps the player to discover the power of altering the tone of their voice while delivering patter.

ILLUSTRATION - a presentation game

Requirements: A blindfold and a trick.

One player is blindfolded and tells a story or discusses a theme. At the same time another player must illustrate this theme using magic. (Card tricks, cups and balls, ropes, etc.)

REPEAT GAME - a rollercoaster game

Requirements: A trick that may be repeated several times (Sympathetic Silks, Ambitious Card, Egg Bag, Torn and Restored Paper, etc), or a trick with a few similar phases (Cups and Balls, Macdonald's Aces, Card Rise, etc).

The player performs the trick once, focussing on the magic. Then the trick is repeated two or three times in different variations suggested by other players (an emotion, a profession, a situation, a magician, etc).

Training games

DEAD TIME GAME - a presentation game

Requirements: Simple props like a deck of cards or stack of coins.

The player's challenge is eliminate the "dead time" in otherwise very boring actions in magic. (eg: shuffling, culling, counting something, etc.) The other players nominate the action, and the player has to come up with a creative presentation to make that action interesting.

DIFFERENT TRICK GAME #1 - a creativity game

Requirements: A whole selection of tricks.

The first player does a trick, and the second one has to do a trick that is as different to the first one as possible.

DIFFERENT TRICK GAME #2 - a creativity game

Requirements: One trick.

The first player does a trick. Next, the second player has to do a trick that is as different to the first one as possible while using the same props (Billiard Balls, cards, cups, etc).

PLEASING THE SPECTATOR - a spectator game

Requirements: One deck of cards.

One player plays a spectator, and the other acts as the magician who is going to perform a card trick. He makes offers to the spectator like "Would you like to choose a card?" and the spectator can either accept the offer (choose a card) or reject it and make a counter-offer ("I want to choose three cards.") If the spectator makes a counter-offer, the magician must accept it enthusiastically and still try to make a trick out of it. Every part of the trick, from choosing a card, replacing it in the deck, shuffling etc, should involve offers and acceptance or counter-offers. This game really teaches both players the value of teamwork and highlights the role of the spectator.

FAILURE - a rehearsal game

Requirements: 4 to 5 juggling balls.

The aim of this game is to attempt to juggle more balls than you can possibly manage. When the inevitable happens and you drop them, instead of getting angry, annoyed or upset, laugh about it and take a big bow as the other players go wild with applause. By doing this over and over and over again, it helps to make rehearsal (and performance) fun by taking the "sting" out of failure.

Training games

EYE CONTACT GAME - a spectator game

Requirements: Nothing at all.. well, maybe a billiard ball or a card.

This is a Theatresports™ game known as 'The Beep Game'. The player performs a trick and attempts to maintain eye contact with every one of the spectators. As soon as his eyes make contact with a spectator, that spectator must raise his arm. As eye contact is lost, the arm slowly lowers until eye contact is made again and the arm again is fully raised. If the arm reaches the bottom, the spectator goes "Beep, beep, beep" and the game is over.

Gaston's variation on this game has the performer also palming a billiard ball in each hand. In addition to keeping eye contact, the performer must also avoid flashing the palmed objects. If any spectator sees the objects, he or she is to call out "Flash!" and the game is over.

FILL - a patter game

Requirements: Nothing.

The player assumes the role of the MC of a magic show, only the next act isn't ready. He must fill in for 60 seconds based only on the name of the act. Points are subtracted for profuse sweating, excessive praise of the act, saying ummm a lot, etc



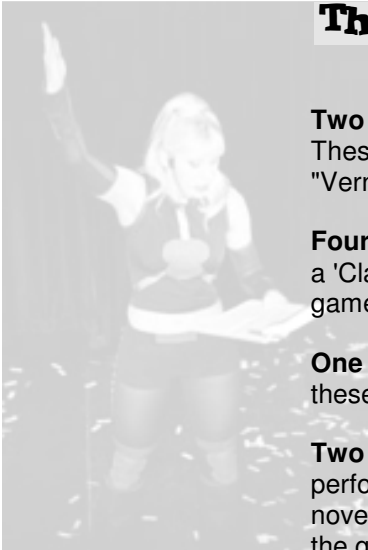
Thomas Fraps, Gaston and Tim Ellis creating magic on the spot...

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MagicSports

Let's get a few things straight...

The Rules



Two teams of two to four players each are chosen to compete against each other. These teams should choose exciting names for themselves, like: "Eight Kings", "Vernon's Vermin", or "The Ten Foot Poles"... you get the idea.

Four judges are chosen and armed with score cards from 0-5 each. (Or you can use a 'Clap-o-meter' and let the audience's applause determine the winner of each game).

One scorekeeper/timekeeper is chosen, though two separate people can handle these jobs if you want to get more people involved.

Two tricks or routines should be brought by each team member, which they can perform either to music or patter. They must also bring along an unlimited supply of novelties, gimmicks or accessories, which they may find useful during the course of the games.

An MC (MagicSports host) is chosen and armed with a list of the games, rules and any small accessories (bells, pens and paper etc) required for the selected games.

The stage manager needs to provide a selection of standard music, familiar to most magicians, which the contestants can call for should they wish to perform an effect without patter. This music can be on CD, MP3, MiniDisc or on a laptop computer... whichever format offers the operator fastest access to the music. Of course, if you can organise a live musician, even better!

Cheating is allowed, as long as you don't get caught.

Toss a jumbo coin at the start each game to determine who plays first.

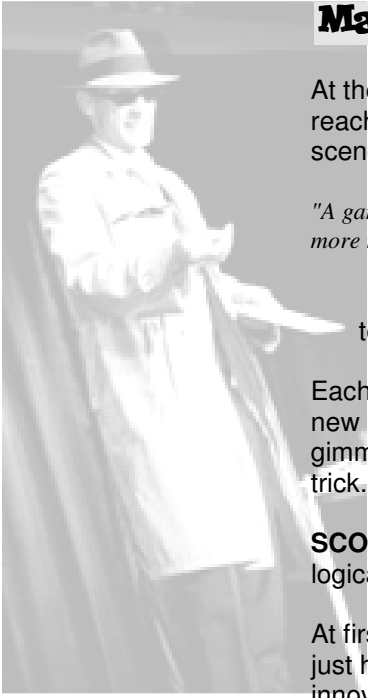
Decide what games you'll play. Choose about 6 or 7 of the following games. Try to play at least one from each of the different categories. If you like, let each team choose it's own game from each category. (eg: in the Rollercoaster Games section, one team might play Emotional Rollercoaster, while the other chooses to play Style Rollercoaster).

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MagicSports

Before we begin... let's warm up!

Make-A-Trick



At the very start of a night of MagicSports, each member of each team takes turns in reaching into a box without looking, and removing one weird object. This sets the scene for the final game of the night, Make A Trick.

"A game based on the real life experience of getting to a venue and discovering that you need one or two more tricks to "pad out the show", but you had nothing with you..."

Requirements: An assortment of strange and unusual items - either novelties, toys, or standard household goods, anything at all except magic props!

Each team has until the end of the match to combine their items to create a brand new magic trick. They can use any other items they find backstage - including magic gimmicks - to aid in the performance. One player, or the entire team, can present the trick.

SCORING: The score should be higher if all of the items feature prominently, and logically, in the completed presentation.

At first this game appears an almost impossible challenge. You can't rehearse it, you just have to play it. Often it's the first time players who come up with the most innovative effects, old hands often try to think too hard or be too clever.

Ali Bongo was given a chef's hat and twenty plastic golf balls. He came up with a way to show the hat completely empty and still produce every single golf ball. No-one had any idea where they were all coming from.

Tim You, a young Melbourne magician, was given a rubber band and a CD. He performed cable car ring using the CD, and it looked even better than the original trick does with a ring.

Thomas Fraps, Gaston, and Tim Ellis were challenged with a computer mouse, a bottle of revitalising pills, and a small piece of butter. Believe it or not, they performed a very entertaining seven-minute routine based on these three objects. The beauty of this game is that not only is the audience seeing the first-ever performance of a brand new trick... but so are the performers!

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MagicSports

Creativity games

CONVENTION FUN

"This game developed after hearing "rumours" about what really goes on backstage at FISM."

Requirements: A table and a trick comprised of at least three pieces.

The player sets their trick on the table on stage. (eg. zombie ball with cloth, stand and gimmick). A member of the opposing team then offers to bring the table on at the appropriate time. That person then takes the table and props off stage and, while out of sight, secretly removes one item (eg. the cloth). The MagicSports MC introduces the performer, and the opposing team member brings the table on.

SCORING: The performer scores according to how well they perform with the remaining items on the table. They don't have to do the trick they originally intended to do, as in many cases they won't be able to, they just have to improvise and be inventive.

ASSISTANT FROM HELL

Requirements: A trick, a table, and any props you've brought or anything you find backstage.

The player starts to perform their prepared trick at the table on stage. His assistant however, is from the opposing team and keeps bringing objects onstage to the magician, which he then has to integrate into the trick.

TIPS: Gaston discovered that it is more effective for the assistant to bring ordinary items (the performer can make more out of it). Also, it's better to do a trick with this game that is not too complicated (no constant palms etc.) but is constructed in a way, so the performer is busy with the trick the whole time. The assistant should also time his or her entrances to help the performer to successfully incorporate each item. Coming on at natural breaks in the routine works much better than simply interrupting the performer. The performer can also call the assistant on from time to time.

SCORING: The better the performer makes use of each item, the better the score.

SURPRISE

Requirements: A bell. An object hidden under a cover.

The opposing team secretly chooses any object, places a cover over it, and puts it anywhere on the stage. The player performs a trick. When the MagicSports MC rings a bell, the performer has to use the hidden object and integrate it into the actual performance. (Slightly easier than "Assistant From Hell").

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MagicSports

Expert games

ARMS EXPERT

"This game was introduced into Theatresports™ after Keith Johnstone saw it on a Laurel and Hardy film."

Requirements: Two chairs set on stage like a television interview program.

Two players from the same team work together on this one. One is the "Expert", the other is to be his or her "Arms". The "Expert" is sent out of the room, so he can't hear what is about to be said.

Once the "Expert" has gone, the audience decides what he specialises in. (Mentalism with rabbits, the pass with gigantic cards, vanishing the Golden Gate Bridge, etc.) When he returns he takes a seat and places his hands behind his back. His teammate sits behind him and slides his arms through his colleague's armpits so that they become the "Expert's" arms. The MagicSports MC then interviews him, and as he answers the questions, the other player uses only his arms to try and give clues to the expert as to what his area of expertise actually is.

TRANSLATOR EXPERT

"Great for those who want to perform, but have nothing to say."

Requirements: A trick that can be performed while speaking.

Once again one player will be an "Expert". He can remain in the room while the audience decides what he specialises in... and what language he speaks. While the player acts out or explains his trick speaking in a gibberish version of the nominated language, his teammate acts as the translator, explaining to the audience exactly what he said.

A more challenging version of this game involves replacing the theoretical trick with a real trick, and having the translator played by a member of the opposing team. As the translator "interprets" what the player has apparently said, he can alter the whole course of the trick. Please remember that even though the two people are playing "against" each other, co-operation is the aim of the game. The translator should not try to make the "Expert" fail, but should challenge him and actually assist him so they can both create a wonderful effect together.

SCORING: Points are given according to how well the scene plays out.

Expert games

ARMS TRANSLATOR

"One of the most challenging of all MagicSports games."

Requirements: A trick that can be performed while speaking.

Two people play. One person is the arms and does a trick (preferably a card trick) while the other is the body and the voice, he directs the action of the effect. Can be played by opposing team members, or even with an audience member as the body.



Gaston (arms), Thomas Fraps ("Expert") and Tim Ellis (interviewer).

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MagicSports

Rollercoaster games

EMOTIONAL ROLLERCOASTER

"These are modified Theatresports™ games."

Requirements: One trick. A bell. Pen and paper.

The MagicSports MC asks the audience for six different emotions. Three positive and three negative. These should be extreme emotions like: furious, over-excited, confused, murderous, paranoid etc. The performer then presents his or her trick normally until a member of the opposing team rings a bell and reads out one of the emotions. The performer must continue the trick in that emotional state. Try to get through all six emotions during the course of the trick, and try to end on a positive emotion.

STYLE ROLLERCOASTER

Requirements: One trick. A bell. Pen and paper.

Exactly the same format as Emotional Rollercoaster, but this time the MC collects six different styles from the audience like: horror movie, infomercial, street magic, musical, slapstick etc. The technician can help by adding the appropriate mood music to each style, and the opposing team to add to the challenge by combining styles as the game progresses (musical street magic, horror infomercial etc).

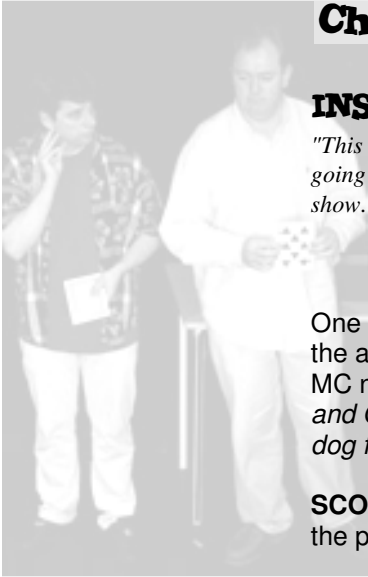
If you have an especially talented player in your group, create a rollercoaster that will focus on and challenge his or her abilities. Maybe it's a Magician Rollercoaster where the trick is performed in the styles of well-known magicians. The ideas are unlimited: Celebrity Rollercoaster, Music Rollercoaster, Nervous Twitch Rollercoaster, etc.

See Appendix A for a list of styles and Appendix B for a list of emotions to get you started.

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MagicSports

Choice games



INSTANT TRADESHOW

"This game developed after experiencing this situation several times in real life: Just minutes before going on stage the client has asked Tim if he could incorporate their fantastic new product into the show... then they introduced him."

Requirements: A trick that can be performed while talking.

One team member waits side stage, ready to perform, as the MagicSports MC asks the audience to nominate a product of any kind (eg. Clothes Pegs). The MagicSports MC now plays the role of the client and introduces the performer like this: "*Ladies and Gentlemen, it's great that you could all come for the launch of our fantastic new dog food. And now, here to tell you all about it, please welcome (performer's name).*"

SCORING: The player scores highly depending on how well he or she incorporates the product into the patter line of the trick.

THE SECRET GAME

Requirements: A trick that can be performed with patter.

One or more players are to perform a pre-rehearsed trick. The MagicSports MC asks the audience to nominate a secret for the player (or different secrets for different players), eg. they just won a million dollars, or she met the man of her life, or his wife has left him, or he is jealous of his colleagues, etc. The secret must be transparent in the performance, but it should never be mentioned directly.

THE ACTION GAME

Requirements: A group trick that can be performed with patter or to music.

The opposing team presents a choreographed routine of magic. The player has to integrate himself into this choreography as perfectly as possible (like in those movies when the hero flees and rushes into the middle of a ballet or theatre and has no other choice but to play along as well as possible in order not to be caught). The opposing team must perform it's routine as planned and leave the integrating entirely up to the player.

Choice games

THE PLACE GAME

Requirements: A trick that can be performed with patter.

The player has to do perform their trick, but the MagicSports MC asks the audience to suggest a place (a church during a funeral, or on a mountaintop during a blizzard, etc), and the performance must reflect the location.

THE CHARACTER GAME

Requirements: A trick that can be performed with patter.

The player sits on a chair in the middle of the stage, prepared to do a trick. The MagicSports MC asks the audience to help create a fictional character for him by asking questions like: What is his profession? Why does he do magic? If he would be an animal, what animal he would be? How old is the character? Which colour he likes best?

At the end of this questioning, the player gets up and tries to be that character as he performs his trick.

THE AUDIENCE GAME

Requirements: A trick that can be performed with patter.

The player has to do perform their trick, but the MagicSports MC asks the audience to suggest a specific audience (a thousand bakers in Carnegie Hall, or in front of the President of the United States in the oval office, or in front of 12 dangerous criminals). The performance must reflect this location.

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MagicSports

Misdirection games

THREE SECRET TASKS

"This game was created by our friend Christof!!"

Requirements: Any trick.

The performer is given three tasks to do by the MC, or audience (maybe one task is kept secret from the audience until the conclusion of the game). The tasks might be: steal a watch, get a card into someone's pocket, move a pair of glasses from your jacket pocket into your pants pocket. These tasks must be accomplished, undetected, during the performance of a trick. The whole team can assist.

THE DISTRACTION GAME

"This game is for advanced players only."

Requirements: Any trick performed with patter.

The performer is introduced and sets out to do a trick or short routine. The opposing team members place themselves in the audience with specific roles. For example: One may be a waiter who has been sent out to clear some plates or refill the empty wineglasses on the tables. One person may have a coughing fit. Another might have his phone ring and try to take the call discreetly. The key to the success of this game is that the "distractions" act naturally. If the waiter has to serve the tables he is aware of how he's interrupting the act, but he doesn't want to lose his job, so he tries not to be obvious. The cougher should be embarrassed and try to stop. The phone call might be from the man's pregnant wife and he doesn't want to be the focus of the show, but he must take the call. All of these distractions are irritating to the performer, but they must be legitimate.

SCORING: How well the performer deals with the distractions. Does he work them into the act? Avoid them? Or make it look like he caused them?

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MagicSports

Music games

DRUNK TECH

"A game developed from working in venues where the sound technician was drunk and inevitably played the wrong music for the magic act."

Requirements: A trick and a dozen CDs numbered from 1 to 12. Only the stage manager knows what the titles of these CDs are.

After the toss of the jumbo coin, one member of the team who is going to play first ("Eight Kings") gets their trick ready. Meanwhile the opposing team ("Vernon's Vermin") selects a number from 1 to 12. The stage manager tells the MagicSports MC how many tracks are on the CD, and the MagicSports MC asks the audience to choose a track number.

As the player from "Eight Kings" is introduced and walks on stage to perform his or her trick, the stage manager plays the selected track, no matter how inappropriate it seems.

SCORING: The player is scored according to how well they can work to the music.

Have you ever seen the Chinese Sticks performed to 'Bohemian Rhapsody'? How about the Professor's Nightmare performed to 'The Mexican Hat Dance'? You'll be surprised just how well some tricks work with the most unlikely pieces of music. Try it at home with a video of your own act and a collection of CDs.

VARIATIONS: You can even play:

DRUNK TECH MIXMASTER

by having an opposing team member (or the stage manager) change the music several times during the performer's trick. It's like a musical rollercoaster!

or try

DRUNK TECH DOUBLES

if you bring in some illusions!

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MagicSports

Just for fun

CHARADES

"Basically... the original game of charades, with a magic theme."

Requirements: Two lists of ten well known tricks provided by the MagicSports MC.

The team who is going to play first nominates a team member who will perform the charades. The other team members assemble on stage ready to interpret the "mimes". They have two minutes to correctly guess as many of the tricks as possible.

SCORING: Each team should receive one point for each trick guessed correctly.

EMOTIONAL BODY PARTS

"This game was adapted from the world of Theatresports™."

Requirements: Two hats, one contains slips of paper with body parts, the other is filled with emotions: angry, suspicious, tired etc.

The performer then must do their trick with (eg: angry fingers, suspicious eyes, or a tired neck). Can be played by more than one player at a time, they can all have different characteristics.

BALLOONATICS

"A game developed from the arrogant challenge that "I can make anything out of one modelling balloon.""

Requirements: Plenty of modelling balloons.

All players are on stage and each is armed with a balloon.

- 1 - They have sixty seconds to make any **animal** nominated by the audience.
- 2 - They have sixty seconds to make any **object** nominated by the audience.
- 3 - They have sixty seconds to make any **concept** nominated by the audience.

SCORING: Two points are given to the best creation from each round.

Just for fun

CARD STORY

Requirements: A jumbo deck of cards. A blindfold.

For this Game you need four players. The MagicSports MC takes a pack of jumbo cards and has a spectator select a card, show it to the rest of the audience, and then sit on it. The remaining cards are well shuffled by a spectator and then divided evenly between the four players. The MagicSports MC is then blindfolded and sits on the side of the stage. He then asks the audience to suggest what the story will be about. (Ballerinas playing ice hockey, for example).

Just before each player begins their story, the MagicSports MC also asks the audience to suggest a story style. (Greek tragedy, Woody Allen movie, Horror, etc).

Each player has to use the cards in his hands as a guideline. (As in the classic 'Sam The Bellhop'). When he has exhausted his stock of cards, the story should be finished.

As each player tells his story, the MagicSports MC listens carefully. When all stories have been told the MC is able to calculate, in a very dramatic manner, the identity of the only card missing from the deck is, and therefore the card the spectator is sitting on. (Oh yes. This card is, of course, forced).

Another version of Card Story has all of the players telling the same story. The MagicSports MC simply hands cards one by one to different players who continue the same story.

TWO-HEADED MAGICIAN

"This game was created by our friend Christof!!"

Requirements: One player from each team in a head to head challenge.

Two magicians, from opposite teams, compete against each other doing the same trick with the one set of props. They stand side by side, one being the right hand the other being the left. One begins the trick, with the first line of patter, the next continues it with the second line and so on. The winner is decided by the judges.

INTERVIEW

"This game is plucked from the pages of real life."

Requirements: A trick.

The player is given a 90 second "TV Spot" where he will be interviewed by the MC. During this interview he must attempt to plug his upcoming show as often as possible. All the MC wants him to do is to perform his trick. To make it harder, the opposing team decides what event the player is trying to subtly publicise. It may be a mind-reading show at a brothel, an underwater escape from a city fountain, a blindfold walk...

Just for fun

TEACHING VIDEO

"Did you know Max Maven once performed as a magic clown? Now that's a teaching video I'd love to see!"

Requirements: Two boxes are filled with slips of paper. One is filled with names of well-known magicians, the other is filled with different styles of magic.

The player comes on to present a teaching video as (whichever name is pulled out, eg: Jeff McBride) on whatever topic is pulled out (eg: balloon modelling).

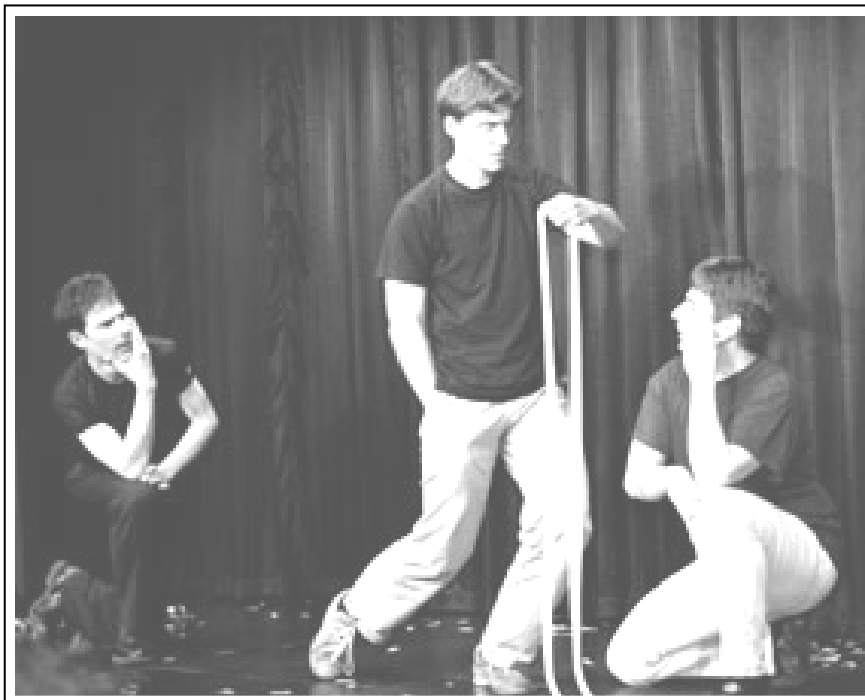
SCORING: Purely scored on entertainment value.

PHOTO-SHOOTING

Requirements: A player from the opposing team, who takes the role of the photographer.

A player is performing a trick on stage. The opposing player is in the first row and pretends to be a photographer. The photographer is giving stage directions for different body positions. The performer's job is to justify these new positions, while still doing the trick.

SCORING: Better points for seamless justification.



Tim Ellis, Thomas Fraps and Gaston strike a photogenic pose.



MagicSports

A sample program

With so many MagicSports games available and new games being added all the time (keep checking www.MagicUnlimited.com for updates), the hardest decision for any MagicSports night is "What games will we leave out?"

Here's a sample running order for a good MagicSports night to get you started:

- The MagicSports MC enters and welcomes the audience, explains a little bit about the basic idea of MagicSports, introduces the Judges, the Stage Manager, and the Teams!
- Begin with a warm up game involving all of the players. Choose from: **Quick Tricks**, a **Different Trick Game** (limited to 30 seconds per trick), or even the **Failure** game to warm the audience up.
- Have the objects chosen for **Make-A-Trick**.
- Get straight into a Music Game with any of the **Drunk Tech** variations.
- Try a Choice Game like **Instant Tradeshow**, **The Character Game**, **The Place Game** or **The Audience Game**. Let the audience choose which game each team should play!
- Follow this with an Expert Game and have one team play **Arms Expert** and the other **Expert Translator**.
- Time for a Rollercoaster ride. One team can play **Style Rollercoaster** while the other plays **Emotional Rollercoaster**.
- Each time gets to present their creations in **Make-A-Trick**.
- Finish off the night with everyone on stage for **Card Story** or **Balloonatics**.

If you keep the games moving quickly, the program above should take between 60-80 minutes. Perfect for a magic club. As a lead up to a MagicSports match, try to play at least one of the Just For Fun games at your next magic club meeting. Let anyone, and everyone, join in the fun. You may be surprised to see a lot of members who haven't performed in twenty years smiling, getting up and joining in the fun! (It certainly surprised me at our club!) And remember what Keith Johnstone says: "I want to see at least three mistakes."

Make us proud!



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Appendix A : Styles

Following are some suggestions of various styles you can use when playing Rollercoaster games. Try some out now! Grab a trick and see the transformation a different style can make to your performance:

STYLES

Action/Adventure Film, Airline Steward, Alien Invasion Movie, Animal Action Films, Antique Valuer, Auctioneer, Australian Outback, Ballet, Baywatch, Benny Hill, Biker Movie, Blaxploitation Film, Bob the Builder, Buddy Cop Movie, Butler, Casanova, Chase Films, Circus Ringmaster, Children's Theatre, Community Theatre, Cooking Show, Counselor, Country & Western, Courtroom Drama, Dance, Dating Show, David Blaine, Desert Epic Movie, Deep Sea Diver, Disaster or Domsday Film, Disney Animation, Disillusioned Teenager, Do It Yourself Handyman Show, Door to Door Salesman, Driving Instructor, Drug Addict, Educational TV, English Costume Drama, Erotic Thriller, Espionage Movie, Farmer, Fashion Model, Fashion Stylist, Fishing Program, French, Futuristic Thriller, Gameshow, Gangster Film, Gardening Show, Geisha, Harry Potter, Heist/Caper Film, Hippy, Historical Drama, Horror Movie, Humphrey Bogart, Infomercial, Jerry Springer, Jungle and Safari Movie, Martial Arts Movie, Man vs. Nature Film, Masochist, Mechanic, Melodrama, Mime, Musical, Nature Documentary, New Ager, Olympic Games, Opera, Pendragons, Perfectionist, Philosopher, Poet, Political Conspiracy Film, Prison Escape Movie, Psychologist, Puppets, Quest Film, Quiz, Rap, Real Estate Agent, Reality TV, Revenge, Restaurant, Road Movie, Road Runner & Coyote, Robin Hood, Romantic Adventure Movie, Samurai Film, Science Program, Sci-Fi, Sea Adventure, Expeditions for Lost Continents, Shakespearean, Siegfried & Roy, Silent Movie, Soap Opera, Sports Telecast, Spy Movie, Star Wars, Streetwalker, Superhero, Surfing, Survival Movie, Swashbuckler, Sword and Sorcery, Suspense Thriller, Techno-Thrillers, Teen Comedy, The Heinz, Theatre of the Absurd, Treasure Hunt, Tropical Island, TV Evangelist, TV Shopping Network, Undercover Cops, Uri Geller, War Movie, Western Film, Women in Prison, Wrestler.

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MagicSports

Appendix B : Emotions

Following are some suggestions of various emotions you can use when playing Rollercoaster games. If you want to have some real fun, throw a random emotion into any game - at any time!

EMOTIONS

Abandoned, Abhor, Ablaze, Abrasive, Absorbed, Absurd, Abused, Abusive, Accommodating, Admonishing, Adoration, Adored, Adventurous, Adverse, Affected, Affectionate, Afflicted, Affronted, Afraid, Aggravated, Aggressive, Agitated, Agony, Agreeable, Airy, Awkward, Alienated, Alluring, Alone, Altruistic, Ambiguous, Ambitious, Amenable, Amorous, Amused, Angry, Animated, Annoyed, Anxious, Apathetic, Appeasing, Appreciative, Apprehensive, Argumentative, Aroused, Arrogant, Astounded, Attentive, Bemused, Betrayed, Bewildered, Bitchy, Bitter, Blissful, Blunt, Boiling, Bored, Bothered, Brave, Breathless, Breezy, Bursting, Callous, Captivated, Careless, Caring, Celebrating, Charming, Chastened, Clandestine, Cold-blooded, Comatose, Compassionate, Competitive, Complacent, Concerned, Confused, Cool, Cordial, Cornered, Creative, Crushed, Cursed, Dainty, Defensive, Dejected, Delicate, Delighted, Depressed, Desired, Despairing, Despondent, Devoted, Discontented, Disgusted, Dismal, Displeased, Disregarding, Distracted, Distressed, Disturbed, Doomed, Dull, Eager, Earnest, Ecstatic, Endearing, Enraged, Enraptured, Enthusiastic, Enticing, Exasperated, Excited, Fanatical, Fascinated, Fearful, Fervent, Fiery, Flattering, Flustered, Frantic, Fretful, Frisky, Frustrated, Fuming, Furious, Giggly, Gloomy, Grateful, Grave, Grieving, Grim, Gushing, Haggard, Half-hearted, Harsh, Hectic, Hopeful, Horrified, Hurt, Hysterical, Impetuous, Imposing, Impressed, Impressionable, Impulsive, Inattentive, Indulgent, Inept, Inflexible, Infuriated, Insensitive, Inspired, Intimidated, Intrigued, Irrepressible, Irritated, Jealous, Jittery, Lethargic, Lonely, Long-suffering, Lost, Loving, Lukewarm, Lustful, Mad, Manic, Martyr, Meddlesome, Melancholy, Melodramatic, Mindless, Miserable, Mopy, Mortified, Nervous, Optimistic, Panic, Paralyzed, Passionate, Patient, Perplexed, Petrified, Pining, Pressured, Proud, Provocative, Quarrelsome, Quiet, Raving, Ravishing, Reckless, Rejected, Repugnant, Resentful, Resigned, Restrained, Ridiculous, Romantic, Scared, Secretive, Seductive, Seething, Selfish, Sensual, Sentimental, Serious, Shaken, Shocked, Shy, Silly, Smug, Somber, Sorrowful, Sour, Stressed, Stunned, Subdued, Suffering, Supportive, Susceptible, Tantrummy, Threatened, Thrilled, Tickled, Timid, Tormented, Tranquil, Troubled, Twitchy, Uncomfortable, Uncontrollable, Under pressure, Unimpressed, Victimized, Voluptuous, Vulnerable, Weary, Whining, Worked up, Worried, Wounded.

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MagicSports



IMPRO
IMPROVISATION AND THE
THEATRE

Appendix C : Recommended Reading

IMPRO – Improvisation and the Theatre

By Keith Johnstone

"Impro ought to be required reading not only for theatre people generally but also for teachers, educators, and students of all kinds and persuasions. Readers of this book are not going to agree with everything in it; but if they are not challenged by it, if they do not ultimately succumb to its wisdom and whimsicality, they are in a very sad state indeed... Johnstone seeks to liberate the imagination, to cultivate in the adult the creative power of the child...Deserves to be widely read and tested in the classroom and rehearsal hall . . .Full of excellent good sense, actual observations and inspired assertions."

Review from CHOICE: Books for College Libraries

"Impro is Keith Johnstone's ground breaking book on improvisation. Impro lays the foundation for substantive improvisation with strong narratives. It exposes the mind's creative process and shows how people have been trained to stifle their creativity. More importantly, Impro shows how to release the imagination and embrace failure."



by the author of the classic **IMPRO**

IMPRO FOR STORYTELLERS

By Keith Johnstone

Impro for Storytellers is Keith Johnstone's follow-up to the classic Impro, one of the best-selling books ever published on improvisation. In Storytellers, Johnstone takes a further decade of experience as a teacher and coach and explores how an individual's potential can be released in group settings.

"Be more boring!" he might yell to a student striving to be original.

"Be more obvious!" he could advise a clever performer.

These are unorthodox techniques, but ones that are part of the games that have made Johnstone's work uniquely effective in the theatre community.

Beyond its strictly theatrical applications, Impro for Storytellers aims to take jealous and self-obsessed beginners and teach them to play games with good nature and to fail gracefully.

.....> KEITH
JOHNSTONE

If you've ever been clumsy and awkward, this book will improve your interpersonal skills and encourage a lifelong study of human interaction.

For more information on Theatresports go to: <http://www.theatresports.org>



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