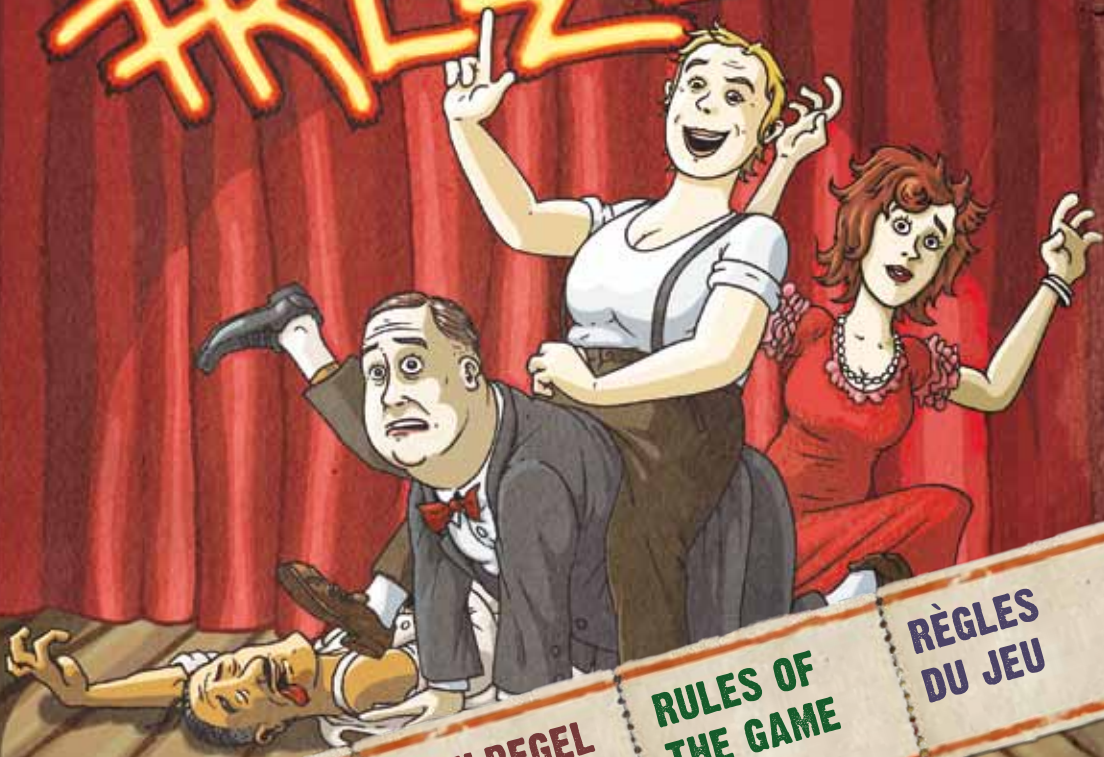




FREEZE



SPIELREGEL

**RULES OF
THE GAME**

**RÈGLES
DU JEU**

SPIELMATERIAL

CONTENTS

MATÉRIEL



- 10 **Schilder** mit Punkteleiste (0-21) und je 1 Büroklammer
- 10 **badges** with scoring track (0-21) and 1 paperclip each
- 10 **badges** avec une piste de scores (de 0 à 21) et un trombone



- 10 **Spielerkarten**
- 10 **player cards**
- 10 **cartes Joueuses**

- 1 **Spielanleitung**
- 1 **rulebook**
- 1 **règles du jeu**



- 8 **Rangkarten** (je 2 x 1-4): Die Zahlen auf den Karten stehen für die Rangfolge der Darstellerinnen untereinander. Die 1 ist der höchste Rang, die 4 ist ganz unten in der Rangfolge
- 8 **rank cards** (2 times 1-4 each): The figures on the cards describe the rank and file among the actors. The 1 is the highest rank, the 4 is at the bottom of the rank and file
- 8 **cartes Rang** (2 fois chaque valeur de 1 à 4) : les chiffres sur les cartes représentent les rangs des actrices ; le 1 est le rang le plus élevé, et le 4 le plus faible



- 40 **Situationskarten** mit je 4 Situationen
- 40 **situation cards** with 4 situations each
- 40 **cartes Situations**, chacune avec 4 situations



- 1 **Sanduhr** (45 Sekunden)
- 1 **sand timer** (45 seconds)
- 1 **sablier** (45 secondes)



- Je 1 Karte **Bühne** und **Saal**
- 1 card each **stage** and **auditorium**
- 1 carte chacune **Scène** et **Salle**



- 1 vierseitiger **Würfel**
- 1 **four-sided die**
- 1 **dé** à quatre faces

AUFBAU

SETUP

MISE EN PLACE

{ Darstellerinnen }
{ actresses }
{ actrices }



{ Zuschauerinnen }
{ spectators }
{ spectatrices }



» Seite 4



» page 11



» page 17

FREEZE

An improv theatre game for 5 to 10 players ages 10 and up

by Hans-Peter Stoll and Andrea Meyer

Illustration: Frédéric Bertrand

Artwork: Sebastian Wagner

Length of a game: 20 minutes +

Translation: Andrea Meyer, Jeff Sumner, Tery Noseworthy, William Attia

This rulebook refers to the players in the female form. Of course this includes male players, too.

© Andrea Meyer, Hans-Peter Stoll 2010

CONCEPT AND AIM OF THE GAME

Freeze lets you act out different roles in scenes just like in the **improvisational theatre**. You may be the principal in the schoolyard or the bank clerk lying on the floor during a bank robbery. Whether actress or spectator – in the end you shall find out who on the stage played which rank.

The player who manages to act out her ranks well AND to guess which ranks the others have will win the game. Time to start improvising ...

BEFORE THE GAME ...

Sit down so that everybody can see an **imaginary stage** in front of you. You will play several rounds until somebody has gathered **16 or more points**.

Each player takes a **badge** with paperclip and the matching player card. With less than 10 players return the remaining badges and player cards into the box. Put on your badge and use the paperclip to mark 1 point on the scoring track.

Place your face up player cards and the cards stage and auditorium into the centre of the table (see picture at page 3). Find **four volunteers** who are willing to act in the first round. Put their player cards above the stage card onto the stage. Everybody else will be a member of the audience in the first round. Shuffle the remaining player cards and place them below the auditorium card into the auditorium in one horizontal row. If you are five players, you can of course put the fifth player card into the auditorium without shuffling. The spectator whose player card is at the right edge of the auditorium is in charge of the **sand timer**.

Have the die and the face down stack of shuffled **situation cards** ready so that both are easily reachable from your imaginary stage. Put the face up **rank cards** on the table.

THE ROUNDS

The game is played in several rounds in which you are sometimes an actress and sometimes a spectator. Each round consists of four phases:

PHASE 1: BEFORE THE SCENE

PHASE 2: DURING THE SCENE

PHASE 3: AFTER THE SCENE – GUESS AND SCORE

PHASE 4: PREPARE THE NEXT ROUND

After each scene lasting 45 seconds **you can score** by guessing who had which rank in the scene just played. The game ends after the round in which somebody has scored 16 or more points. **The winner is** the player with the most points.

PHASE 1: BEFORE THE SCENE ...

Divide the 8 rank cards into two face down stacks each containing one card each with the values 1-4.

Shuffle one stack and draw one face down rank card. Place the remaining three cards from this stack face down next to the left side of the auditorium card. Shuffle the other stack and the card just drawn and give one of these 5 cards to each of the actresses. Put the remaining card face up next to the right side of the auditorium card.

Each actress looks secretly at her rank card and puts it aside face down so that nobody else can look at it. The actresses **enter the stage**. One actress rolls the

die and draws the topmost situation card. All actresses read the situation indicated by the die roll secretly, this is where their scene will be set. **NOTE:** The spectators must not be told yet where your scene is

set. The actresses secretly and independently choose a role that refers to their rank in the situation they are in. For example, rank 1 at the hospital could be the head physician, the 2 the senior physician, the 3 could be a nurse and the 4 the patient. When all actresses have seen the situation card, put it aside face down. Then the spectator with the sand timer says „**And action!**“ She flips the sand timer and the scene starts.



PHASE 2: DURING THE SCENE ...

The actresses try to play their role so that their rank becomes clear. They may use language, movement, interaction, props etc. However, the actresses **must not name their ranks or the situation** in which their scene is set. Every time anybody does so, everybody else will score one extra point afterwards.

While the actresses are playing, the spectators try to find out which actress has which rank and where the scene is set. As soon as the sand timer has run out, **all spectators shout "Freeze!"** The actresses freeze in their movements.



PHASE 3: AFTER THE SCENE ... GUESS AND SCORE

The spectator with the lowest score may now **guess the situation** in which the scene was set. In case of a tie for the lowest score the spectator whose player card is closer to the right edge of the auditorium may make the guess. Of course actresses must not guess as they know the situation. A **right guess scores 2 points**, mark that with the paperclip on your badge. There is no penalty for a wrong guess. There is only one guess, no matter if it is right or wrong.

If an actress **said the situation** in which the scene is set during the scene, there is no guessing of the situation. Instead, everybody but this actress receives one extra point. The same happens if an actress said her rank during the scene. She will also not take part in the guessing of ranks described below.

Roll the die and determine **which rank you shall guess**.

Now **everybody** – including the actresses – **raise both hands**. Count down “3 – 2 – 1 – guess!” Simultaneously everybody points at the actress/es who they think have the rank indicated by the die roll. If you have the rank indicated, you must use one hand to point at yourself. If you don't, you **lose 5 points**.

- If you do *not* think *anybody* has the rank indicated, keep both hands up (person E in the picture).
- If you think only *one actress* has the rank indicated, just point at her and keep the other hand up.
- If you think *two actresses* have the rank indicated, use both hands to point at them (persons C, D, and F in the picture).
- If *you have the rank indicated* and think nobody else has it use one hand to point at yourself, and keep the other hand up (person A in the picture).
- If *you have the rank indicated and* think *somebody else* has it, too, use one hand to point at yourself and the other to point at the other actress (person B in the picture).

EXAMPLE: Players A, B, C, and D were actresses and players E and F were spectators. Both A and B held the rank indicated. A only points at himself and scores 3 points because others pointed at him as well. B points at herself and at A and thus receives $3 + 3 = 6$ points. C points at A and D and gets $3 - 1 = 2$ points, D points at A and B and scores 6 points. E does not point at anybody and does not score, F points at C and D and gets 2 negative points for 2 wrong guesses.

HINT: The **open rank card** on the right side of the auditorium card gives you an idea **which ranks were distributed** before this scene. If this is e.g. a 1, this means that at least one actress each must have the ranks 2, 3, and 4. The rank 1 can only be on the stage once because you can see the second 1 displayed face up. However, it can also be missing on the stage altogether! An overview of the possible combinations can be found on page 16.



SCORING

- If you point at an actress who also points at herself, you receive **3 positive points**.
- If you point at somebody who does not point at herself, you receive **1 negative point**.

- If you have the rank indicated yourself and thus are pointing at yourself, you score **3 positive points** if at least one other player points at you. Otherwise you receive **1 negative point**.
- Each hand that is raised up does not score.
- Everybody scores their points on their scoring track on the badges by moving the paperclip accordingly.

Important: If somebody reached 0 points, she will get only positive points until she has **more than 0 again** at the end of a round.

END OF THE GAME

If somebody has reached **16 or more points**, the game ends. The player with the highest score wins the game. In case of a tie all players in the tie win. Play another game of Freeze to determine the “real” winner!



PHASE 4: PREPARE THE NEXT ROUND

After each round 3 of the 4 actors exit the stage, afterwards 3 spectators become actresses and enter the stage.



Shuffle all but the leftmost players' cards on the stage face down and add them face up to right edge of the line of spectators in the auditorium.



Move the 3 leftmost players' cards in the auditorium to the left edge of the card that remained on the stage. The player card that was the leftmost in the auditorium before now is the leftmost card on stage.



Move the row of player cards in the auditorium left so that it lies below the auditorium card again. Move the row of player cards on stage right so that it lies above the stage card again.



Continue with the next round and start with **PHASE 1: BEFORE THE SCENE ...** (see page 12).

POSSIBLE COMBINATIONS OF RANKS ON THE STAGE

Open rank card



combinations of ranks on the stage

1	2	3	4
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4
2 2 3 4	1 1 3 4	1 1 2 4	1 1 2 3
2 3 3 4	1 3 3 4	1 2 2 4	1 2 2 3
2 3 4 4	1 3 4 4	1 2 4 4	1 2 3 3

THANKS

Authors and publisher thank the translators, the lecturers, and those who helped assembling the game. Hans-Peter Stoll thanks his improvisational theatre group Improtöre for a lot of fun and inspiration. Andrea Meyer thanks her life partner Karin for her support and Christophe Hermier for an important inspiration.



DIE AUTORINNEN

Hans-Peter Stoll (rechts) kommt aus Lampertheim in Deutschland. Er ist Berater, Trainer und Inhaber von Stoll Training & Consulting. Freeze ist sein zweites veröffentlichtes Spiel.

Andrea Meyer (links) lebt in Berlin in Deutschland. Sie ist hauptberuflich im Umweltministerium tätig. Sie ist Inhaberin von BeWitched-Spiele und hat seit 1998 12 Spiele im eigenen Verlag veröffentlicht.

THE AUTHORS

Hans-Peter Stoll (right) lives in Lampertheim in Germany. He is coach, trainer and owner of Stoll Training & Consulting. Freeze is his second game published.

Andrea Meyer (left) lives in Berlin in Germany. Her main job is in the environment ministry. She is the owner of BeWitched-Spiele and has published 12 games since 1998.

LES AUTEURS

Hans-Peter Stoll (à droite) vit à Lampertheim en Allemagne. Il est conseiller, entraîneur et propriétaire de Stoll Training & Consulting. Freeze est son deuxième jeu publié.

Andrea Meyer (à gauche) vit à Berlin en Allemagne. Elle travaille au ministère de l'Environnement. Elle est la propriétaire de BeWitched-Spiele et a publié 12 jeux depuis 1998.