## **CONTENTS**

For	eword by Ken Livingstone	vii
Intr	roduction Shaking Hands with Difficulty	xv
Ack	nowledgements	xxix
Par	t One – ENGAGEMENT	
1.	Name Three Times	2
2.	Football Teams	3
3.	Identifying Objects	4
4.	Passing the Object	5
5.	Newspaper Race	6
6.	The Chairs Game	7
7.	Bomb and Shield	8
8.	Yes / No	9
9.	Numbers Game	10
10.	Numbers Game 2	11
11.	Hiss and Boo	12
12.	Bang!	13
13.	Drama Nein Danke	14
14.	Ailments	15
15.	Continuum	16
16.	Tin-Can Pulse	17
17.	Dog and Bone	18
18.	The Don	19
	Working with Images	20
20.	The Scarf Game	21
21	Prisoner's Dilemma	22

Part	Two - PLAY	
22.	No, You Didn't	24
23.	Complete the Image	25
24.	Antiques	26
25.	Changeable Object	27
26.	Vampires	28
27.	Shoes Game	29
28.	The Bears are Coming	30
29.	Cat and Mouse	31
30.	Zoom – Screech	32
31.	Staring Competition	33
32.	Word Smuggling	34
33.	Wizards, Giants, Elves	35
34.	Russian Shoemakers	36
35.	The Egg Game	37
	Three - COLLABORATION	
36.	O	40
37.		41
38.	Map of the Town	42
39.	Clint Eastwood	43
40.	Body Map	44
41.	,	45
42.	The Truth About Drugs and Crime	46
43.	Hunting the Lion	47
44.	Newspaper Game	48
_		
	Four – SKILLS	
	rvation	
	Kim's Game	52
	The Behaviour of the Room	53
47.	Find Your Gang	54
48.	0	55
49.	Bandleader	56
50.	Whose Story is True?	57

Reas	soning	
51.	Predicaments	60
52.	Press-Ups	61
53.	Shortest Time Possible	62
54.	Name That Object	63
55.	Obstacle Race	64
56.	Missing Character	65
57.	What Happened Here?	66
58.	Priorities	67
59.	The Balloon	68
60.	Gossip	69
Kina	esthetic	
61.	Boxing	72
62.	Sticks	73
63.	Shapes in the Dark	74
64.	Journeys	75
65.	Fast-Food Martial Arts	76
66.	Lightest Point of Contact	77
Com	munication	
67.	The Argument Game	80
68.	I'm a Celebrity Prisoner, Get Me	
	Out of Here!	81
69.	Word Smuggling 2	82
70.	Animals / Drink / Sport	83
71.	Minefield	84
72.	Chinese Mime	85
73.	The Argument Room	86
74.	Community Centre	87
Nego	otiation	
75.	Taxi Ride	90
76.	The Jobsworth Line	91
77.	Both Want the Car	92
78.	Blue Room, Green Room	93
79.	The Wedding Funeral	94
80.	Drunk on the Bus	95
01	Thurs Nations	01

Perfor	rmance	
82.	Reactions	100
83.	Following	101
84.	Two People Meet	102
85.	First Lines of Scenes	104
86.	Blind Offers	106
87.	The Bridge	108
88.	Park Bench	110
89.	Two Rush In	111
90.	Selling	112
Part	Five – CHALLENGES	
Medi	ation Skills	
91.	The Stolen Jacket	120
	The Chat-Up	122
93.	The Old People's Home	124
94.	Forged Tickets	126
95.	The Couple Who Argue	128
-	munication Skills	
96.		132
	The Christmas Present	134
	The Youth Club	136
	The Untrustworthy Partner	138
100.	Cold Turkey	140
-	tiation Skills	
	The Job Centre	142
	The Burger Bar	144
	The Post Office	146
104.	Drugs in Prison	148
105.	The Mobile Phone Shop	150
	tiveness	
	Carpets by Moonlight	154
	Bullying at Work	156
	Taking Care of Grandpa	158
	The Fire Station	160
110	Talking to the School	162

Managing Emotions	
III. The Broken Radio	164
112. The Adult Education Class	166
113. The Bully Boyfriend	168
114. Zone of Confrontation	170
115. Mistaken Identity	172
Part Six – TRAINING	
116. Pushing	176
117. Brilliant / Shit	183
118. A New National Flag	187
119. Ladder of Engagement	191
Index of Games	
Keywords	196
Alphabetical List	