

eeboo

# SLOTH IN A HURRY

**A game of imagination & improvisational dramatic play.**

2-4  
PLAYERS



Sloth in a Hurry is an opportunity for each child to have some time in the spotlight, inhabiting a character for a very brief time, imaginatively exploring silly situations and cooperating with partners.

Youngest Player goes first. Play moves clockwise. With each turn, a Player draws a character card (WHO), an action card (WHAT), and then spins for a modifying twist (HOW). The Player acts out an improvised scene combining these elements.

For example, the Player may draw a "Monkey" and "On the Moon" and then spin "Backwards." Once the Player has a WHO, WHAT and HOW, the other players say together: "*Get up and GO, GO, GO!*" and the Player acts out the combination: a monkey on the moon, in backward motion! The performance should be brief, but long enough to convey each element of the prompt. The performance ends when the Player decides to stop, or when the audience claps. Players keep the cards they have drawn, for use at the end of the game.

If a Player spins "Add a Partner," the Player immediately to the right draws a WHO Card and collaborates with the first Player to perform the prompt. When working with a

Partner, let the action occur with no conferring or planning the performance. Players are free to move around, and can use words or sounds, but must remain in character!

At the end of each turn, the Player to the left of the Performer announces the number of Stars earned; every performance earns at least one Star; good performances that do not include all three variables earn two Stars, and great performances that incorporate all three variables earn three Stars. Stars are only awarded to the main player; Partner's performances are not eligible for Stars.

The Player collects the Stars and the next Player's turn starts.

Play continues until all the Stars have been given OR until players decide to end the game. The game ends with an "Encore:" Each Player chooses a Character from a card already drawn to reprise in a final group performance. The player with the most Stars draws a WHAT Card for the group, and all of the characters perform the final action together!

## HAVE FUN!