

Games People Play

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MUSIC: "Games People Play" The Way That You Love Me by Nathan Carter
SOURCE: Itunes or Amazon download
RHYTHM: TWO STEP
PHASE (+): II
FOOTWORK: Opposite unless indicated (*W: Woman's footwork in italics*)
SEQUENCE: Intro A B A B C A B D B End

PHONE: +81-90-8079-6201
TOTAL TIME: 2:48
DIFFICULTY: Average
SPEED: *100%
*Please adjust the tempo to a comfortable speed for dancing.

INTRODUCTION

1 - 8 2 MEASURES WAIT;; OPEN VINE 4;; CIRCLE AWAY 2 TWO STEPS;; STRUT TOGETHER 4; (SCP/LOD);

- 1 - 2 Bfly pos fc Wall ld ft free wait 2 meas;;
3 - 4 {op vin 4}sd L, -, XRib (W XLib) to LOP RLOD, -; trng to fc sd L, -, XRif (W XLif), - to OP LOD;
5 - 6 {circ awy 2 two stps}curves LF twd COH fwd L, cl R, fwd L, - (W curves RF twd Wall fwd R, cl L, fwd R, -);
cont twd COH fwd R, cl L, fwd R, - (W cont twd Wall fwd L, cl R, fwd L, -) to fcg ptr;
7 - 8 {strut tog 4}fwd L, -, fwd R, -; fwd L, -, fwd R, - to SCP LOD;

Part A

1 - 8 2 FORWARD TWO STEPS; (CP/WALL); BOX;; BACK HITCH 3; SCISSORS THRU; 2 TURNING TWO STEPS; (CP/LOD);

- 1 - 4 {2 fwd two-stps}fwd L, cl R, fwd L, -; fwd R, cl L, fwd R, - CP Wall; {box}sd L, cl R, fwd L, -; sd L, cl R, bk L, -;
5 - 6 {bk hitch 3}bk L, cl R, fwd L, -; {scis thru}sd R, cl L, XRif, - to CP Wall;
7 - 8 {2 trng two-stps} sd L, cl R comm RF trn, sd & bk L comp 1/2 RF trn, -; sd R, cl L comm RF trn, fwd R comp 1/2 RF trn, - fc LOD;

9 - 16 2 FORWARD TWO STEPS;; PROGRESSIVE SCISSORS 2X; (BJO/DLC); HITCH 3; HITCH SCISSORS (SCP/LOD); SCOOT; WALK 2;

- 9 - 10 {2 fwd two-stps}fwd L, cl R, fwd L, -; fwd R, cl L, fwd R, - CP LOD
11- 12 {prog scis 2X}sd L, with slight R bdy rotation cl R, XLif, -; sd R, with slight L bdy rotation cl L, XRif to BJO, -;
13- 14 {hitch 3}fwd L, cl R, bk L, -; {hitch/scis } bk R, cl L, fwd R, - (*W sd L, cl R, XLif, -*) to SCP LOD;
15- 16 {scoot}fwd L, cl R, fwd L, cl R; {wlk 2}fwd L, -, fwd R, -;

Part B

1 - 8 LACE UP;;; (OP/LOD); HITCH 6;; BASKETBALL TURN;;

- 1 - 4 {lc up}passing bhd W w/ld hnd jnd mvg diag acrs LOD fwd L, cl R, fwd L, - (*W passing in frt of M undr jnd ld hnds & mvg diag acrs LOD fwd R, cl L, fwd R, -*) to LOP LOD; fwd R, cl L, fwd R, -; passing bhd W w/trail hnd jnd mvg diag acrs LOD fwd L, cl R, fwd L, - (*W passing in frt of M undr jnd trail hnds & mvg diag acrs LOD fwd R, cl L, fwd R, -*) to OP LOD; fwd R, cl L, fwd R, - to OP LOD;
5 - 6 {hitch 6}fwd L, cl R, bk L, -; bk R, cl L, fwd R, -;
7 - 8 {bball trn}fwd L and chk trng 1/4 RF (*W LF*), -, rec on R cont RF (*W LF*) trn to LOP RLOD, -; cont by stp fwd L and chk trng 1/4 RF (*W LF*), -, rec on R cont RF (*W LF*) trn to *SCP LOD, -; *2nd & 4th times...both fc LOD (OP LOD is also allowed), 3rd tims...OP LOD

REPEAT Part A

REPEAT Part B

Part C

1 - 8 CIRCLE CHASE ;;; (CP/WALL); BROKEN BOX ;;;

- 1 - 4 {circ chs}begin to travel individually in a LF circular pattern fwd L, cl R, fwd L to Tandem, -;
cont to curve individually fwd R, cl L, fwd R to end side by side fcg RLOD, -; cont to curve individually fwd L, cl R, fwd L to Tandem, -; comp the circular pattern fwd R, cl L, fwd R to CP Wall, -;
5 - 8 {brkn box}sd L, cl R, fwd L, -; rk fwd R, -, rec L, -; sd R, cl L, bk R, -; rk bk L, -, rec R, - to SCP LOD;

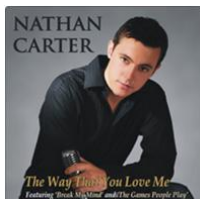
REPEAT Part A

REPEAT Part B**Part D****1 - 8 VINE APART 3; VINE TOGETHER 3 (BFLY/WALL); DOOR 2X;; SIDE CLOSE SIDE CLOSE; SIDE & THRU; TWIRL VINE 2; WALK & FACE;**

- 1 - 4 {vin apt & tog}mvg apt sd L, XRib, sd L, -; mvg tog sd R, XLib, sd R, - to Bfly Wall; {dr 2X}sd L, rec R, XLif, -; sd R, rec L, XRif, -;
- 5 - 6 {sd cl sd cl}sd L, cl R, sd L, cl R; {sd & thru} sd L, -; thru R, -;
- 7 - 8 {twrl vin 2}ld hnds jnd sd & fwd L to LOD, -, XRib, -(W sd & fwd R trng 1/2 RF undr jnd hands, -, sd & bk L trng 1/2 RF, -); {wlk & fc} fwd L, -, fwd R, - fcg ptr & Wall;

REPEAT Part B**ENDING****1 - 5 CIRCLE AWAY 2 TWO STEPS;; STRUT TOGETHER 4; (BFLY/WALL); SIDE CLOSE APART POINT;**

- 1 - 2 {circ awy 2 two stps}curves LF twd COH fwd L, cl R, fwd L, - (W curves RF twd Wall fwd R, cl L, fwd R, -); cont twd COH fwd R, cl L, fwd R, - (W cont twd Wall fwd L, cl R, fwd L, -) to fcg ptr;
- 3 - 4 {strut tog 4}fwd L, -, fwd R, -; fwd L, -, fwd R, - to Bfly Wall;
- 5 {sd cl apt pt}sd L, cl R, apt L, pt R;

MUSIC PREVIEW: [Games People Play](#)**GAMES PEOPLE PLAY (HEAD CUES)**

- Intro: Bfly pos fc W wait 2 meas ; ;
op vin 4 ; ; circ awy 2 two stps ; ;
strut tog 4 ; to SCP LOD ;
- Part A: 2 fwd two stps ; fc W ; box ; ;
bk hitch 3 ; scis thru to fc ; 2 trng two stps ; fc LOD ;
2 fwd two stps ; ; prog scis 2X ; to BJO ;
hitch 3 ; hitch scis to SCP ; scoot ; wlk 2 ;
- Part B: lc up ; ; ; to OP LOD ;
hitch 6 ; ; bball trn ; to SCP LOD ;
- Part A: 2 fwd two stps ; fc W ; box ; ;
bk hitch 3 ; scis thru to fc ; 2 trng two stps ; fc LOD ;
2 fwd two stps ; ; prog scis 2X ; to BJO ;
hitch 3 ; hitch scis to SCP ; scoot ; wlk 2 ;
- Part B: lc up ; ; ; to OP LOD ;
hitch 6 ; ; bball trn ; both fc LOD ;
- Part C: circ chs ; ; ; to Closed W ;
brkn box ; ; ; to SCP LOD ;
- Part A: 2 fwd two stps ; fc W ; box ; ;
bk hitch 3 ; scis thru to fc ; 2 trng two stps ; fc LOD ;
2 fwd two stps ; ; prog scis 2X ; to BJO ;
hitch 3 ; hitch scis to SCP ; scoot ; wlk 2 ;
- Part B: lc up ; ; ; to OP LOD ;
hitch 6 ; ; bball trn ; to OP LOD ;
- Part D: vin apt 3 ; vin tog 3 to Bfly ; dr 2X ; ;
sd cl sd cl ; sd & thru ; twrl vin 2 ; wlk & fc ;
- Part B: lc up ; ; ; to OP LOD ;
hitch 6 ; ; bball trn ; both fc LOD ;
- End: circ awy 2 two stps ; ; strut tog 4 ; to Bfly ;
sd cl apt pt ;