

THE JOKER SPACE

The Joke Teller has two choices:

1. Tell a joke of their own instead of reading one from a card. If they choose this option they cannot use any of the special sound effects. The Joke Teller moves **two spaces forward** for each opponent who cannot keep a straight face.
2. Read a joke from a card AND use any of the sound effects. If the Joke Teller goes for this option they do NOT score double points. They move **one space forward** for each opponent who cannot keep a straight face.

During each turn Players must listen out for the BEEP from the timer telling them the time has run out and that the turn is over. With all the laughter it is easy to miss the beep!

WINNER

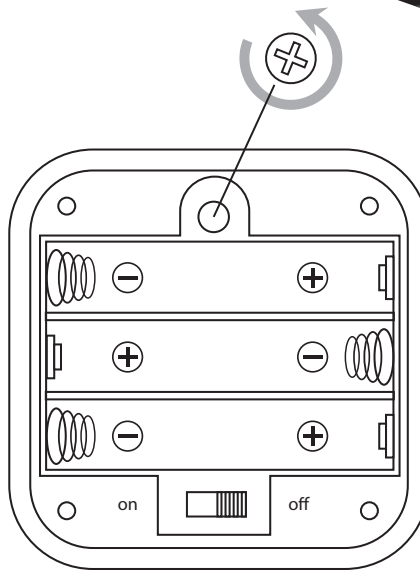
The first player to reach the FINISH space is the winner.

**DRUMOND
PARK**

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Insert 3 x AAA batteries

Battery information

- Remove rechargeable batteries from the toy before recharging.
- Only recharge batteries under adult supervision.
- Do not recharge non-rechargeable batteries.
- Do not mix different types of batteries, or new and used batteries.
- Use only AAA or their equivalent as stated.
- Insert batteries in the correct polarity (see diagram)
- Remove exhausted (used) batteries from the toy.
- Do not short circuit the supply terminals of the batteries.
- Do not insert connecting wires into electrical socket outlets.

Disposal of old Electrical and Electronic Equipment.

This symbol on the product or its packaging indicates that this product shall not be treated as household waste. Instead it should be handed over to the appliance collection point for the recycling of electrical and electronic equipment. For more detailed information about recycling of this product, please contact your local Civic Office, your household waste disposal service or the shop where you purchased the product.

If returning the old product to the store where you purchased the new item from you should first check they are in an applicable scheme.

The old product must have the same function as the new product and may have to be returned within a set period from the date of purchase of the new item. You must take proof of purchase of your new item when returning your old product to the store.

Requires 3x AAA Batteries NOT INCLUDED. Please remember that small button cells and AAA batteries should be kept away from young children as they could be easily swallowed.

Seek medical advice if you believe a cell has been swallowed.



Contents may vary from those shown.
Please retain this information.



1230-090714

DON'T LAUGH!

A Game for 2 to 4 Players

CONTENTS:

Don't Laugh Microphone
Playing Board
4 Playing Pieces
100 Joke Cards

OBJECT OF THE GAME

To be the first player to get to the end of the board by making their opponents smile or laugh at their jokes.

THE CARDS

Cards have blue or orange backgrounds, this is simply to make sure players get through all of one coloured side before moving on to the other side.

GETTING READY TO PLAY

Lay the board on the table. Unwrap the joke cards and shuffle them together. Place the cards and the microphone on the spaces provided on the board. Each player chooses a coloured playing piece and places it on the Start Space. Don't forget to switch on the microphone.

HOW TO PLAY

The youngest player starts, and play moves clockwise around the table. The current player picks up the top joke card and reads out one of the jokes on the side that was face down. As soon as the player finishes reading the joke they push the **TIMER** (🕒) button - the lower of the two buttons on the front of the microphone.

The other players must keep a straight face from the start of the joke until the timer runs out. During this time, the Joke Teller can use the sound effects - shown on the playing space their piece is sitting on - to try and make their opponents laugh, snigger or even just smile (see details below).

When their ten seconds run out they move one space round the board for each opponent who couldn't keep a straight face. The joke card is then placed at the bottom of the pack.

PLAYING SPACES

Each playing space has one or more of the following three icons on it:

FART 🍌
LAUGHTER 😄
FUNNY PHRASE 🗣️
JOKER 🎭

ICONS IN DETAIL

Fart Icon: 🍌

This green icon refers to the FART button, which is the top of the two buttons on the back of the microphone. Once a player has told their joke they may press this button twice during the ten seconds.

Laughter Icon: 😄

This yellow icon shows a smile and refers to the lower of the two buttons on the back of the microphone. Once a player has told their joke they may press this button twice during the ten seconds.

Funny Phrase Icon: 🗣️

The blue FUNNY PHRASE icon refers to the upper of the two buttons on the front of the microphone. Once a player has told their joke they may press this button twice during the ten seconds, producing a randomly-chosen funny phrase each time.