

DON'T LAUGH!

A Game for 2 to 4 Players

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.

CONTENTS:

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


GETTING READY TO PLAY

Lay the board on the table.
Unwrap the joke cards and shuffle them together.

Place the cards in a pile on the space provided on the board.

Each player chooses a coloured playing piece and puts it on the Start Space.

HOW TO PLAY

The youngest player starts by picking up the top joke card and reading out either of the two jokes on the side that was face down. As soon as the player has finished reading the joke they push the **TIMER BUTTON** –  (the lower button on the front of the microphone)

The other players must try and keep a straight face from the start of the joke until the timer runs out.

While the timer is running, the joke teller may be able to use specific sound effect button according to the space their piece may be resting on to try and make their opponents laugh, snigger or even smile.

The player wins one space forward for each opponent who cannot keep a straight face.

When the timer has run out they move round the board by this number and place the joke card at the bottom of the pack.

Play moves in a clockwise direction round the board with the next player taking the next card off the top of the pack.

ICONS IN DETAIL

Fart Icon:

The green fart icon shows a puff of air. The fart button is the top of the two buttons on the back of the microphone. The player may press this button up to three times during the timer period after they have told their joke.

Laughter Icon:

The yellow laughter icon shows a smile. It is the lower of the two buttons on the back of the microphone. The player may press this button up to three times during the timer period after they have told their joke.

Funny Voice Icon:

The blue funny voice icon is a speech bubble. To use the funny voice-changer the player must keep their finger pressed down on the top button on the front of the microphone while reading out the joke. Talking quietly into the microphone allows the funny voice from the speaker to sound louder and clearer than your natural voice.

The Joker Space:

The player may tell a joke of their own with no sound effects instead of reading one from a card. Any moves won with their own joke score double. Otherwise they can use any of the effects with a normal card joke.

WINNER

The first player to reach or pass the last space on the board is the winner.



Designed and produced by
Drumond Park Limited
PO box 790, Ipswich, IP1 9GP, UK
© 2009 Drumond Park Limited

See and play more great Drumond Park games
www.drumondpark.com

DON'T LAUGH!





ICONS IN DETAIL