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300 Question cards

100 Answer cards

OVERVIEW

Can your friends crack you up, or will you successfully maintain your stone-cold composure? When you're in the hot seat, you'll have to reply to every question with the same exact answer written on your card. Keep a straight face until the end of the round or give the card to the player who gets you to crack. Whoever collects the most cards wins!

SETUP

- Shuffle the Question cards and Answer cards (separately) and stack each deck face down in the center of the playing area.
- 2. Deal 3 Question cards to each player. (Look at your cards, but keep them secret.)

HOW TO PLAY

Whoever most recently saw a real-life donkey starts in the "hot seat."

When you're in the hot seat, draw an Answer card — without looking at it — and show it to all the other players. **This is your one and only answer to every question this round.**

Starting with the person to your left, each player chooses 1 question to ask you from their hand of Question cards. (Note: In a 3-player game, players take turns asking 2 questions each.) Respond by looking at your Answer card and saving aloud the toxt without loughing (or grasking a second saving aloud the toxt without loughing (or grasking a second saving aloud the toxt without loughing (or grasking a second saving aloud the toxt without loughing (or grasking a second saving aloud the toxt without loughing (or grasking a second saving aloud the toxt without loughing (or grasking a second saving aloud the toxt without loughing (or grasking a second saving aloud the toxt without loughing (or grasking a second saving aloud the toxt without loughing (or grasking a second saving aloud the toxt without loughing (or grasking a second saving aloud the toxt without loughing (or grasking a second saving aloud the toxt without loughing at your loughing (or grasking a second saving aloud the toxt without loughing (or grasking a second saving s









Tip for question askers: Delivery matters! The style in which you ask your question can make all the difference in getting the player in the hot seat to laugh.

If you successfully answer each player's question without laughing or smiling, congrats! You win the round! Collect your Answer card face down in front of you.

If you laugh or smile at any point during your turn, the round ends immediately and the player who got you to crack wins your Answer card.

STARTING A NEW ROUND

Any player who asked a question discards their Question card face up next to the Question deck and draws a new one. The player to the left of whoever was in the hot seat is now in the hot seat for the next round.

GAME END

The first player to collect the following number of Answer cards wins:

3-5 players: 5 cards 6-8 players: 3 cards

A WORD FROM GAMEWRIGHT

This game is working proof of the old adage that repetition is a key to comedy. (So is repetition, by the way...) When we first played Chonky Donkey we were immediately tickled by how quickly it warmed up the room and got us laughing at all of the hilarious question and answer pairings. With 30,000 different possible combinations, we hope you'll get an even bigger kick than we did!

> **Game by Galactic Sneeze** Donkey illustration by Pete Whitehead Special thanks to Laurie Keller for creative input



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