

LIVE LAUGH LOSE™ THE PARTY GAME

COMPETE TO MAKE YOUR
FRIENDS LAUGH USING ONLY
THE WORLD'S CORNIEST JOKES

INSTRUCTIONS

Contents:
300 Joke Cards
100 Delivery Cards



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THE PARTY GAME

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SETUP

Getting set up is easy peasy lemon squeezy! Simply separate the Joke Cards and Delivery Cards into 2 decks.

DELIVERY CARDS (OPTIONAL)

Delivery Cards provide various ways to enhance gameplay by making the joke deliveries funnier. If your group isn't feeling brave or drunk enough, feel free to play without these to start.

That said, we highly recommend using Delivery Cards to maximize the game's humor. If you do opt for the Delivery Cards, use 1 with every Joke Card.

HOW TO PLAY

Each player starts every round with 3 Joke Cards and 1 Delivery Card in hand. Before a new round, draw fresh cards and put the old ones in a "used" pile.

The game is simple: make your friends and family laugh! If you make them laugh, you win the point. If they hold their laughter in, they win the point. Easy, breezy, beautiful.



GAMEPLAY

To start, a player picks 1 of their 3 Joke Cards to play with their 1 Delivery Card.

FREE-FOR-ALL (FOR SMALLER GROUPS)

- Players take turns trying to make the opposing players laugh by reciting 1 of the 3 Joke Cards in their hands.
- After the joke is told, the **5-second** "Quiet Period" begins. The joke teller counts down on their fingers. The opposing players must not laugh during the "Quiet Period" in order to win the point. If they laugh, the joke teller wins the point. If the opponents don't laugh, they each get a point.
- The first person to get 11 points wins the game!

TEAM PLAY (FOR BIGGER GROUPS)

- Split up into 2 even teams. Follow the instructions for Free-for-All, except instead of playing until the first person gets 11 points, play until the first *team* gets 11 points.
- The challenging team chooses a joke teller, and that joke teller tries to make the members of the opposing team laugh. Joke tellers: feel free to focus on whichever players on the opposing team you think are the easiest targets, but, as a reminder, your team scores if *anyone* on the opposing team laughs.
- Whenever it's your team's turn again, rotate the joke teller so everyone gets a chance to deliver the jokes.
- **Survivor Mode (optional):** If any team member laughs while receiving a joke, they are out for the remainder of the game!

RAISE THE STAKES!

Feeling extra brave? Try listening to each joke with a mouthful of your favorite beverage. Warning: Red wine is not recommended if you have a white carpet!

Feel free to make the losers do things like take a lap around the house while singing Shakira, Venmo® their ex \$1, or call McDonald's® to make a brunch reservation. Get creative!