



LAST ONE LAUGHING

THE BOARD GAME

The game adapted from the Amazon Prime show for 3 to 8 comedy fans aged 14 and up

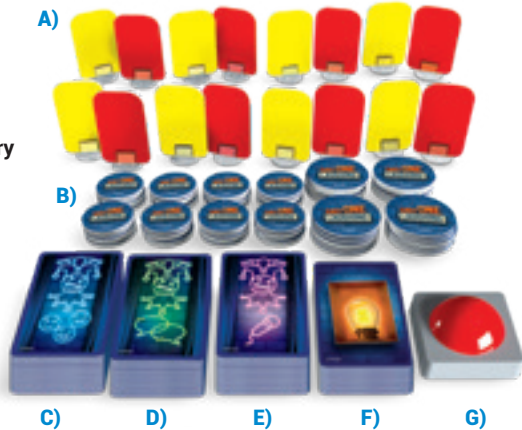
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Game concept

The principle is very simple: the last one to **laugh** wins. Almost anything goes. Dress up, do unexpected things, tell jokes, and perform skits—the main thing is to make others laugh.

Contents

- A) 16 cards (8 yellow, 8 red) with holders
- B) 64 laugh tokens
- C) 60 Joker Cards: Group Category
- D) 50 Joker Cards: Duo Category
- E) 45 Joker Cards: Read Aloud
- F) 18 Inspiration Cards
- G) 1 buzzer



Aim of the game

The aim of the game is not to laugh. Anyone who laughs once gets a yellow card. Anyone who laughs twice gets a red card and is eliminated... but they can still try to make the others laugh and earn points towards victory. The game ends either when the time is up, or there is only one player left without a red card. At the end there are two titles to be won:

Champion of LOL and the Buzz King or Queen!

1. If there is only one person left without a red card, the game ends and that person becomes **Champion of LOL**.
Or, if time runs out, there is a final round: all the people who do not have a red card tell each other jokes (either their own creations or from the cards) for 2 minutes to determine the overall winner. Anyone who has not laughed will then be declared joint winners.
2. Then, players count their laugh points to see who has the most and becomes the **Buzz King or Queen!**
3. If a player is both the last one left without a red card, and has the most laugh points, then they win both titles.

Before playing

It's best to let everyone know before the party so that they can prepare and bring costumes, props and funny jokes. In fact, (almost) anything that can make people laugh is allowed in Last One Laughing. The more unpredictably you behave, the funnier it will be and more difficult for others.

Preparing for the game

1. Place the **yellow and red cards** in the center of the table and insert them into the **corresponding holders**. These are the cards you will give to a person when they laugh. Shuffle the **inspiration cards** and deal **one card** per person, face down. Before starting the game, read your inspiration card. It contains suggestions on how you can make others laugh.
2. Sort the **Joker cards** according to the colour on the back: **blue (smileys)**, **green (bubbles)**, and **pink (microphone)**. Place them in piles, face down, in the middle of the table.
Important: to keep the game fun for as long as possible, avoid reading the joker cards in advance. Instead, let yourself be surprised each time you play!
3. Make a pile with the **laugh tokens** with the show's logo facing up, then place the **buzzer** in the middle of the table so that it is accessible to everyone.
4. Also have a smartphone, paper, and pencil ready. Now the game can begin!



How to play

Set a **timer** on your smartphone for 20 minutes.

The game begins when someone presses the buzzer. **As soon as the sound starts you are no longer allowed to laugh.**

If you catch someone laughing or smiling press the buzzer. The game is paused and the person caught red-handed receives a card (yellow or red). If you make someone laugh, you receive a bonus laugh point. After, the game resumes as soon as someone presses the buzzer.

Note: during the game pause, you are allowed to laugh. But as soon as you press the buzzer and the game resumes, you are not allowed to laugh.

If you laugh a second time, you will be eliminated... but you can continue to cause mischief by trying to make the active players laugh: this is the revenge of the eliminated players. You can collect laugh points and be voted **Buzz King or Queen** at the end of the game.

Important: eliminated players are of course allowed to laugh!

What does 'laughing' mean?

You are considered to be laughing when you make the typical sounds of laughter, even if it is not apparent from your mouth. Smiling (corners of the mouth turned up) is also considered laughter, especially when teeth are visible. The easiest thing to do is to agree before the game starts on what you consider to be laughter. It is of course forbidden to hide your mouth when laughing or to hide in a corner to laugh.

Have you been caught laughing?

Then you take a card - yellow if it's the first time and red for the second time.

Important: in this game, the fun and laughter is what counts, which is why honesty is the key word. If you laughed, admit it and don't argue!

If you were caught laughing, decide who made you laugh. If in doubt, you make the final decision. Give a laugh token to the person who made you laugh. These tokens are placed in front of you, with the smiley face facing up. **Note:** the tokens are worth the same amount of points each, no matter the token size.

Where to play?

The person hosting Last One Laughing decides. But it is recommended that you don't limit yourself to the table. You should, as much as possible, be able to move freely between rooms. This allows you to avoid others, prepare for a new joke, or focus on certain people to make them laugh. You can all move freely within the playing area!

How do you make someone laugh?

There are no limits to your imagination. You can bring props, costumes, or anything to make others laugh. Gags, skits, jokes—anything goes! The game also offers suggestions and jokes to help you. These ideas are listed on the game cards. The only thing that is not allowed is touching or tickling people (unless a card suggests it and everyone agrees).

The cards

Inspiration Each person receives a card at the beginning of the game. On this card, you will find ideas for making others laugh. These are only suggestions; you **can** do the suggested actions, but don't feel obligated. They may inspire you to come up with other ideas.



Joker!

You can trigger a Joker at any time: as soon as someone shouts, "JOKER!", everyone else must immediately stop what they are doing and return to their seats at the table.

Important: Eliminated players, i.e. those who have left the game, can also trigger a Joker action.

Take a laugh token

Take a laugh token. Then draw a joker card from the pile of your choice and follow the instructions on the card.

You can choose from three different categories:



Read aloud! These cards contain jokes or funny sayings. You can read the jokes or phrases of your choice, or the entire text. *Be careful: you might laugh yourself!*

Group category! Everyone (including those who have been eliminated) participates in these games. No one can refuse. Follow the rules shown on the card.



Duo category! When you play one of these cards, you choose a person (active or eliminated) to perform a mini-game or a funny skit with. The exact rules of the game are described on the corresponding card. The chosen person cannot refuse to play.

Important: winning Last One Laughing is not about winning the mini-games! Only the person who goes the longest without laughing, or who makes others laugh the most, can win a game of Last One Laughing.

Note: have you prepared your own jokes or skits ready to make people laugh? If so, you can trigger a Joker action and bring out **your own creative ideas**. Take a laugh token without drawing a card.

The content of the cards in this game is intended for people aged 14 and over.

The free Joker actions also give you the flexibility to adapt the humour to your group.

For example, in groups of adults, it is possible to make the jokes and sketches more 'adult'. We recommend that you agree on this in advance.

End of the game

The game ends when the timer runs out or when only one person remains without a red card. Then, as described in the aim of the game, announce who has won the titles.

Good luck, we hope you don't laugh!



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