

Expansion Deck 1  
**HUMOR IN A BOX**

**For 4 or More Players • Ages 14 to Adult**



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107 Topic Cards, Response Pad

**OBJECT**

The true object of the game is laughter, but if you are concerned about winning... here's how you play: Pick a topic, have everyone write a response, take turns trying to guess who said what.

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## SET UP

- Place the cards in a pile, so everyone can reach them.
- Each player needs a pencil and several response strips.
- Decide how many rounds to play. We recommend enough rounds so each player can be the Reader at least once, but smaller groups may want to add a few more rounds.
- Choose a Score Keeper. That player needs a sheet of paper to write down points scored.

## Play

- The player who suggested playing (great idea!) is the Reader for the first round. Draw a Topic Card and read it aloud.
- Everyone, including the Reader, writes a response on one response strip. Fold it twice and give it to the Reader. *Note: There are no right or wrong answers. Be as funny, creative or straightforward as you like!*
- Once all players have handed over their responses, the Reader reads them aloud twice.

- The player to the left of the Reader guesses first: Whose response is whose? Choose any one of the responses and try to match it with a player.
- If you guess correctly you get **one point** and the Reader hands that response strip back to its writer who is now knocked out of the round (which means they don't get a chance to guess when it's their turn). The Score Keeper records one point for the player who guessed correctly.
- When you guess correctly, you get to keep going. Once you guess incorrectly, you must stop, but you keep any points earned. The player to your left now has the opportunity to match any one of the remaining responses to their writers that have not yet been eliminated.
- The Reader may reread the responses as needed. However, the Reader should only read them aloud, not taking advantage and studying them quietly during game play.
- The round ends once every response has been matched to its writer except one. The last player who has not been matched to their own response receives a two-point bonus.
- The player to the left of the Reader is now the new Reader. They draw a new Topic Card and the next round begins.

## WINNING

After the agreed-upon number of rounds, the player with the most points wins!

## SUGGESTIONS

- We like to keep the Reader in play, but to avoid giving them an advantage try to disguise your handwriting using block letters. If that doesn't work, have the Reader write a response but pass when it is their turn to guess.
- If you'd like to play with children, simply sort through the Topic Cards in the deck and remove the more difficult ones.
- Want a bigger challenge? Make it a rule that the responses can only be read aloud once...and everyone has to just remember them!

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