

# **Knock Knock™**

## **GAME**

### **For 2 to 4 players**

What fun! A game full of silly Knock Knock jokes. Here's how you play. You and your opponents each move two pawns around the gameboard along the path of colored doors. When you land on a colored door assigned to an opponent, challenge that player to answer a Knock Knock joke. If the challenged player knows the answer to the Knock Knock joke, you are penalized . . . your turn is over and your pawn does not advance; if the challenged player does not know the answer to the Knock Knock joke, he or she is penalized and must move a pawn backward along the path and you win another spin. As you can see, if you can answer a Knock Knock joke by knowing "Who's There", you have a good chance at staying in the lead. Be the first player to bring both of your pawns home and you'll win the game!

### **OBJECT:**

Be the first player to bring both of your pawns home to the Start Space.

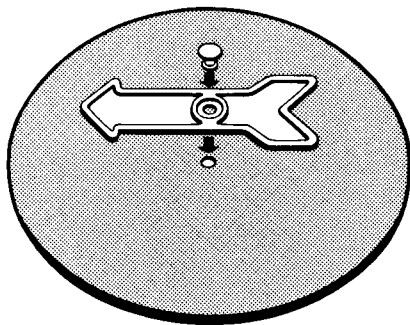
### **CONTENTS:**

• 1 gameboard • 8 plastic pawns • 96 playing cards (48 Knock Knock cards and 48 Who's There cards) • 1 spinner with plastic spinner arrow and plastic knob

### **HOW TO SET UP THE GAME:**

1. Open up the gameboard and put it on a flat surface so it's accessible to all players.
2. Shuffle the 48 Who's There cards, deal 4 of them facedown to each player and place the remaining cards facedown in a pile on the Who's There space on the gameboard. Players look at the cards dealt to them and then place them facedown in front of them.
3. Shuffle the 48 Knock Knock cards and place them facedown in a pile on the Knock Knock space on the gameboard.
4. **ASSEMBLY OF THE SPINNER:** the plastic spinner arrow must be attached to the cardboard spinner in the box platform. Do so, as shown in Figure 1. above, using the plastic knob to secure the arrow.

**FIGURE 1.**



5. Each player chooses two pawns of the same color to move and places them on the Start Space (Home) on the gameboard.
6. Make sure the spinner platform is accessible to all players.

## **HOW TO PLAY:**

1. Spin the spinner. Whoever spins the highest number plays first followed to the left by the other players.
2. **THE BASIC TURN:** on your turn, spin the spinner and move ONE of your pawns the number of spaces on the gameboard indicated by the spinner. Notice the gamepath is made up of colored doors. Count each colored door as a game play space. Always move your pawns in a CLOCKWISE direction . . .for example, from the Start Space, circle around the gameboard and return back to the Start Space as your final destination.

**IMPORTANT:** after you move your pawn, you could win an EXTRA SPIN. Extra Spins are beneficial for they help you to advance your pawns quickly around the board.

**NOTE:** you can only move one pawn on each spin. The choice of which pawn to move is yours. But remember, you must move BOTH pawns to Start to win the game.

3. **HOW TO WIN AN EXTRA SPIN:** when your pawn lands on a colored door space that matches the color of your pawns, you automatically win an Extra Spin. To take an Extra Spin, spin the spinner again and move either of your pawns (not both of them) the number of spaces indicated by the spinner. Your turn is then over.

**IMPORTANT:** an Extra Spin is also given as a reward if you win a Knock Knock challenge. See Rule 4., below, for details.

4. **KNOCK KNOCK CHALLENGE:** on your first spin in your turn, if your pawn lands on either a grey colored door space or a colored door space that matches an opponent's pawns, then you must Knock Knock someone\* . . .which means you must challenge a player to answer a Knock Knock joke.

**\*PLEASE NOTE:** if you land on a grey colored door space, pick any player you want to challenge; if you land on a colored door space that matches an opponent's pawns, then you must challenge that matching pawn/door player.

## **Here's how you Knock Knock an opponent. . .**

- A. First, pick a Knock Knock card from the pile and read it secretly. The card has two Knock Knock jokes on it complete with their punch line answers. Pick one of the jokes to ask.
- B. Then challenge an opponent to give you the correct punch line answer to the joke. Below is an example of the correct way to ask for the answer. . .you are the "Challenger"; your opponent is the "Challengee".

(Challenger says) Knock Knock

(Challengee says) Who's there?

(Challenger says) Cracker

Now if the Challengee **does not know** the answer, he or she responds. . .Cracker who?

But if the Challengee **does know** the answer, he or she responds with the correct answer. . .

Cracker 'nother bad joke and I'm leaving.

**IMPORTANT:** to qualify as a correct response the Challengee's answer should match the punch line answer on the Knock Knock card. . .it need NOT be word for word. **When attempting to answer a joke,** the Challengee may refer to his or her Who's There cards. On each Who's There card, there are 4 punch line answers per card. . .maybe one of them is the answer needed.

**PLEASE NOTE:** the Challengee may also know the answer to the joke from having heard it asked and answered during the course of previous play. Whichever way the Challengee knows the answer is acceptable. . .  
**either from a Who's There card or from memory.**

- C. Finally the rewards and penalties are assigned. . .

### **IF THE CHALLENGEE DID NOT ANSWER THE JOKE. . .**

— the Challengee is penalized and must do the following:

- (1) spin the spinner and move ONE of his or her pawns backward along the path the number of spaces indicated by the spinner.
- (2) then discard all, some or at least one of the Who's There cards he or she owns and place them facedown at the bottom of the Who's There Pile.
- (3) and finally redraw new Who's There cards (as many as he or she discarded) from the pile. The Challengee looks at the new cards and then places them facedown in front of him or her.

—the Challenger is rewarded and must do the following:

- (1) take an Extra Spin (see Rule 3. for details). The Challenger's turn is then over no matter what colored door he or she lands on.
- (2) read the correct answer to the Knock Knock joke aloud.

- (3) discard the Knock Knock card faceup right next to the Knock Knock pile to start a discard pile.

**IMPORTANT**—other players may try to answer a Knock Knock challenge if the Challengee is stumped and cannot come up with the correct answer. They cannot, however, refer to their Who's There cards for correct responses. They must rely on their memories for the answer. If any of the players are incorrect, they suffer NO penalty. If any of the players do respond correctly, a **Double Penalty Situation** exists. . .the Challengee is still penalized as above; the Challenger, instead of being rewarded as above, is also penalized. . .his or her turn is immediately over and no Extra Spin is allowed.

**IF THE CHALLENGEE DID ANSWER THE JOKE CORRECTLY. . .**

- the Challenger is penalized. His or her turn is immediately over. No Extra Spin is allowed.
- the Challengee is rewarded in that he or she stopped the Challenger from winning an Extra Spin.

5. **SPECIAL SPINNER DIRECTIONS**, the following instructions on the spinner mean. . .

**Knock Knock The Player On Your Right (Or Left).** . . challenge either the player to your right or your left to answer a Knock Knock joke as in Rule 4.

**Take a Card.** . .draw a Who's There card from the Who's There pile, look at it and place it facedown in front of you with the other cards you own.

**Lose a Card.** . .discard any one of your Who's There cards and place it facedown at the bottom of the Who's There pile.

**Go Back 3.** . .move one of your pawns back 3 spaces on the gamepath. Once you do so, your turn is over. You do not have an opportunity to Knock Knock someone or take an Extra Spin.

6. Two or more players can land on the same colored door space.
7. When a player moves one of his or her pawns into the Start Space or Home space, his or her turn is immediately over with no chance for an Extra Spin or a Knock Knock challenge.
8. Play as above, spinning the spinner and advancing your pawns around the gamepath towards the Start Space.

## **HOW TO WIN THE GAME:**

Be the first player to bring both of your pawns home to the Start Space and you'll win the game!