

**DON'T MAKE ME
LAUGH**





A COMEDY SHOW WHERE LAUGHING IS FORBIDDEN!

In this comedy sketch show, seven well-known comedians come together in a specially designed studio resembling a living room and kitchen. They engage in a comedic battle, trying to make each other laugh while struggling to contain their own laughter. A respected moderator and an assistant observe their every move from a separate viewing room equipped with screens. The house itself is a cleverly constructed labyrinth of humour, with cameras are hidden throughout to capture every funny gesture and punchline, ensuring that no comedic moment goes unnoticed.

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| TITLE: | Don't Make Me Laugh |
| GENRE: | Comedy Sketch Show |
| PRODUCTION COMPANY: | Day Time / Prime Time (Adaptable) |
| TIME SLOT: | Prime-Time |
| DURATION: | 60 – 90 minutes (Adaptable) |
| TARGET AUDIENCES: | <ul style="list-style-type: none">• Comedy Enthusiasts• Entertainment Seekers |
| UNIQUE SELLING POINTS: | <ul style="list-style-type: none">• The show promises to be a laughter-inducing experience, not only for the contestants but also for the viewers.• The competition lasts a grand total of thirteen weeks, offering a prolonged and immersive experience for the audience. |

DESCRIPTION

Picture this... Seven famous comedians spend a full day in a studio designed as a living room and an open kitchen. Once a week, they gather, armed with their wit and charm, to make their opponents laugh while fighting back their own fits of laughter.

But wait, there's more! A renowned moderator, who is a doyen of comedy, and an assistant watch their every move from a viewing room decked out with screens. They eagerly await those uproarious moments when laughter erupts.

Oh, did I mention the house? It's a masterfully crafted maze of hilarity, with cameras lurking around every nook and cranny. Every whimsical gesture and the uproarious punchline is captured, ensuring no comedic move goes unnoticed.



COMPETITION

Now, let's talk about the competition. It's a wild ride lasting a grand total of thirteen weeks! In the first three weeks, there are no eliminations. At the end of the third week, the contestant who laughed the most will have to say goodbye, regardless of his/her own comedic performance.

But, the show must go on! Starting from the fourth week, a fresh-faced contender joins the ensemble, filling the spot of our dearly departed comedian. Throughout this thirteen-week spectacle, the home will always be bursting with seven talented jesters, keeping the laughter rolling.

After thirteen weeks of laughter, the comedian with the highest average of uproarious chuckles takes home the grand prize. It's a laughter-filled quest where every giggle counts, and the funniest comedian emerges victorious.

STRUCTURE

Get ready for some laughter-inducing jokes! The contestants have one mission and one mission only: to crack each other up! They're unleashing their entire talent and putting their comedic skills to the ultimate test.

But hold on tight, because our mischievous moderator is here to spice things up! They guide the contestants with directions, games, and hilarious tasks. Their goal? To maximize the chances of uproarious laughter and create side-splitting moments that'll have the audience cracking with laughter.

Oh, but that's not all! Each competitor gets their own special performance time, where all eyes are on them. No distractions allowed! The other comedians must direct their undivided attention towards the performer, ready to be dazzled by their laughter-inducing prowess. It's a moment for our comedic contenders to showcase their skills and leave everyone in laughter.

During the free moments when the moderator has no instructions or duties, the competitors take centre stage in their quest to provoke laughter. They can individually target a fellow comedian or team up for attention-grabbing performances that'll have everyone rolling on the floor with laughter.

These clever comedians have their bag of tricks at the ready! They can bring along their own materials for their acts and make use of the accessory area, courtesy of our fantastic production team. Think wigs, costumes, and make-up galore! It's a playground of comedic possibilities, where anything goes in the pursuit of uproarious hilarity.



EPISODE CONTENT

Each 75-minute episode opens with a pleasant conversation between the moderator and his/her assistant. In the first episode, a special video clip introduces all the contestants. Starting from the fourth week, a shiny new clip is prepared to welcome the fresh-faced competitor joining the gang.

As the episodes unfold, we witness the contestants entering the house one by one, signaling the start of a brand-new full day of comedic gestures. From the beginning of the fourth week onward, the newest contender, replacing the eliminated one, enters last to meet their fellow funny folks.

Once all the contestants have settled in the house, the moderator steps into the spotlight, ready to ignite the contest. They kindly remind everyone of the rules: laughs equal victory, while laughter means elimination. It's a simple equation—don't crack up and make them crack up!

In each episode, contestants have their free moments to make each other laugh in the natural flow. Each episode also features individual performance moments and reporting moments.

Moreover, the contestants engage in one or two collective games or tasks and the episodes include interviews with the contestants, where they discuss significant moments.

Throughout the show, the moderator and assistant provide monitoring, comments, and directives to the contestants based on their progress.

As a delightful twist, every episode features a celebrity guest who visits the house. They have the privilege to make the contestants laugh and, after their visit, join the moderator and assistant to watch the rest of the show.

Additionally, throughout the competition, some moments of laughter and amusing reactions captured by the audience are shown from the moderator's room. However, the full extent of these moments is not revealed, creating anticipation and allowing the audience to share the excitement of the final moments.

LAUGHS ARE THE CURRENCY OF VICTORY!

INDIVIDUAL PERFORMANCE

Starting from the fourth episode, each competitor must perform an individual performance of at least 3 and at most 5 minutes at the time determined by the moderator. This moment is very important for the competitor to increase his/her laugh score. It is also a difficult moment for competitors not to laugh, as they have to watch with full attention.

The moderator decides who gets to perform, and when it's time for their turn, the house is filled with excitement as flashing lights and sirens go off. To add to the anticipation, a ball with a name is sent home by the moderator. The arrival of this ball, its journey through the pipes, and the mechanism involved are all shown, heightening the excitement even more.

The name on the ball reveals the performer for their individual act, which is set up as a scene in the decor. This scene may be visible at any time or hidden within the house until the individual performance moment arrives.

In the first three weeks, since there are no eliminations, the seven contestants have their individual performances divided as follows:

- Episode 1: Individual performances of three competitors.
- Episode 2: Individual performances of the remaining three competitors.
- Episode 3: Individual performance of the last two contestants.

REPORTING MOMENTS

Each episode consists of two reporting moments. The first one occurs midway through the program, where the moderator provides warnings to the contestants without revealing the exact number of times they laughed or made others laugh.

The second reporting moment happens towards the end of the show, where the contestants confront the moments they laughed at and made others laugh throughout the program. These moments are shown to them, and the total count of laughter and making others laugh is determined.

The final reporting occurs at the end of each episode. In the initial two episodes, contestants are confronted with their own laughter and moments of making others laugh from the screen inside the house.

Starting from the third week, the elimination moment is introduced during reporting. The contestant with the most smiles within the first three weeks is eliminated, even if they received the most laughs.

MODERATOR

The moderator, a seasoned comedian respected by both the public and fellow comedians, plays a crucial role in the show. Their experience and reputation not only attract comedians to join the show but also create a comfortable atmosphere for them to tackle the assigned tasks.

The moderator's responsibilities include:

- Delivering a humorous pre-opening, engaging in scripted dialogues with the assistant in each episode before proceeding to gather the contestants and kickstart the contest. Once the contest begins, the laughter race is on, and participants are strictly prohibited from laughing or even smiling.
- Collaborating with the assistant in the control room to identify those who provoke laughter and those who succumb to it. This is accomplished through a viewing area equipped with screens that display the movements of all seven contestants captured by multiple cameras throughout the episode.
- Issuing tasks and games to the contestants through their earbuds. These missions and games are presented as a separate segments. (Check out "Tasks and Games" for more details!)



Additionally, the moderator takes charge of determining when and who will step forward for their solo act using the ball mechanism on the playing field. By pressing the button, signaling the start of the individual performance, a flurry of light and sound fills the contestants' house, setting the stage for anxious anticipation. Who will be chosen by the moderator? All the contestants gather eagerly, waiting to see whose name will appear on the ball that emerges from the mechanism.

When selecting the individual performer, the moderator may choose someone who has been less active in provoking laughter or may opt for someone to add some chaos to the environment. Randomly, throughout the episode, the moderator sends the task ball for the individual performance to all seven contestants.

The moderator and assistant have another important duty: reporting. However, the contestants are kept in the dark about how many times they made others laugh or were caught laughing until the end of the episode. This allows them to act freely, thinking they haven't been caught laughing. The moments of being caught are shown to the audience, but not to the contestants in real time. Only during major laughs or when the atmosphere needs to be brought back to the competitive spirit, does the moderator or assistant step in.

There are two reporting instances throughout the show. The first is the mid-competition warning report, and the second is the final report at the end of the program. The details of the reporting are explained separately. (Check out "Reporting" for more information.)

Additionally, the moderator and assistant host special famous guests in the control room, away from the competition area. They watch the show together with the guests. The details of the famous guest episodes are explained separately. (See "Famous Guest Episode" for more details.)



MODERATOR ASSISTANT

The moderator is joined by an assistant who is a beloved comedian from the new generation. Their dynamic creates the foundation of the control room.

The audience witnesses the relationship between the moderator and the assistant from their very first interaction, which continues throughout the program. It's a delightful blend of sweet and playful conflict.

The assistant playfully insults the moderator, who responds with a mix of hesitation and humorous retorts. The moderator enjoys teasing the assistant, assigning challenging tasks and directing them to interact with the contestants.

The relationship and dialogues between the moderator and assistant, along with specially crafted texts, add an engaging element to the program, complementing the competition within the show's playground.

COMPETITORS

The competition begins with 7 competitors, and in the 3rd week, the first elimination occurs. Each subsequent week sees another elimination and a new competitor taking their place. This results in a total of 17 competitors across 13 rounds.

The contestants are well-known figures, including comedians, stand-up artists, actors, singers, or other famous individuals recognized for their humour. It's crucial that they possess diverse comedic talents. Some may excel in situational comedy, while others showcase strong imitation skills or witty verbal humour. The inclusion of someone with an eccentric or absurd personality adds an extra level of provocation.

The contestants receive support from the production's creative team, as well as the freedom to incorporate their own ideas into their individual performances. Special shows are scheduled to enhance their acts.

The moderator intervenes with warnings when contestants become less active in eliciting laughter or attempt to hold back their own laughter. If there is no improvement despite these warnings, an additional penalty is added to their laugh count.



FAMOUS GUEST

Every week, a renowned guest graces the house with their presence. This illustrious guest has the opportunity to entertain the contestants with an individual performance, participate in collective plays, or attempt to provoke laughter through jokes.

But here's the twist: the famous guest doesn't leave the program once they're done with their involvement with the contestants. Instead, they join the moderator and assistant in their room to continue watching the show.

RULES

- Competitors are required to actively strive to make their opponents laugh.
- Contestants must refrain from even smiling once the moderator initiates the contest. Laughing is strictly prohibited.
- Competitors should not evade their opponents' attempts to make them laugh, nor should they hide or exhibit passivity during the competition.
- They must adhere to the instructions and responsibilities provided by the moderator, both through their headphones and within the house.
- Competitors must attentively observe their opponents' individual performances.



TASKS & GAMES

In each section, the contestants participate in one or two ball games directed by the moderator. These games can vary, with some being weekly fixtures such as the superhero team game, while others involve famous guests, like karaoke.

The games are designed to immerse the contestants in absurd situations, guided by the improvisation directions given by the moderator. In addition to collective games, the moderator also provides individual directives to liven up the contestants' free moments.

GAMES EXAMPLE

Karaoke

A famous musician guest performs, and each contestant hilariously transforms an unfamiliar song into a brand-new version with musical accompaniment. The comedic interpretation of the song is enhanced with a prepared environment and choreography.

Personating

Three contestants are guided by the moderator to reenact a scene from a cult movie. Prompts from the loudspeaker make the situation even more challenging and funnier.

No contact

Two contestants are chosen to portray a married couple. However, one of them wears earphones playing loud music and must answer their partner's questions without hearing properly. Hilariously irrelevant answers arise during relationship-related questions.

Who are you?

Contestants receive an envelope with the name of a famous celebrity and must embody that persona without speaking. They can dress up using clothes and accessories from the adjacent room.

Bantering

In each episode, an outside player, unbeknownst to some contestants, joins the house. For example, an actor disguised as a courier delivering pizza creates hilarious problems, especially for a specific competitor. This character is part of the show's fiction and adds comedic entanglements.

Emotion Change

A selected contestant begins describing a situation, but the moderator intervenes, prompting them to switch to a different emotion each time. With each directive, the contestant must transition into a more challenging feeling, aiming to create funny mood swings and surprise the other players with their changing emotions.

Collective Improvised Games

These games, initiated by the moderator, involve all contestants. The accessory room can be freely utilized while playing these games.

DECOR

The studio must be designed with specific areas to accommodate the contestants throughout the day. This includes a main living area, an open kitchen, and a performance space.

A backstage area, connected to the living area by a corridor, should be available for accessories, wigs, costumes, and dressing tables.

Furthermore, there should be a moderator room connected to the living area, equipped with screens displaying footage from all the cameras capturing the action.

An essential feature is the mechanism system responsible for delivering the ball from the moderator's room to the living area. This mechanism determines the individual performance moments and the performers.



EPISODE SAMPLE FLOW

- 00:00:00** GENERIC
- 00:00:30** Moderator Explaining What the Program is - (Finally reaches the living area by walking through the decor)
- 00:01:30** Meeting of the moderator and his assistant (is the program is completed with a humorous text)
- 00:03:00** Video Clip-A video clip of 7 contestants decorated with interesting exterior shots)
- 00:05:00** Contestants one by one entrance to the house/introductions/interim interviews/moderator and assistant comments
- 00:12:00** The moderator arrives at the living area explains the rules to the 7 contestants and starts the contest.
- 00:15:00** Free Time (contestants try to make each other laugh without the command of the moderator, intermediate video clips and moderator comments)
- 00:21:00** First Individual Performance Moment - Lights flash in the living area, siren sounds to give the news of the individual task moment, competitors, the name is written on the ball, nervous wait
- 00:22:00** The name of the 3rd competitor had come up from the ball - he takes the stage for his individual performance, the others take their places for close attention watching, and the reactions of the moderator and his assistant come in between them simultaneously.
- 00:27:00** Post-performance interview and commentary
- 00:28:00** First collective game mission – The first collective game tasks are given to the competitors in their free time, the instructions in the moderator room and the experiences in the living area are given together
- 00:35:00** Living area post-game comments, special comments
- 00:36:00** 2nd. individual performance moment description, sirens, lights, name learning - 5th competitor is on

EPISODE SAMPLE FLOW

- 00:37:30** 5. Contestant individual performance
- 00:41:30** Post-performance interviews and general in-home commentary
- 00:43:00** INTERIM REPORTING
- 00:47:00** Living area reporting post comments/interim interviews
- 00:48:00** 3. Description of individual performance moment-learning the name (the 7th competitor is on)
- 00:49:30** The 7th competitor will be individual performance show-stand up
- 00:53:30** Celebrity guest entry, at the last moment of the 7th competitor's performance, a famous stand-up guest enters and takes over the performance and 7 contestants have a hard time not laughing, they walk together with the reactions of the moderator room
- 01:01:00** Celebrity guest exits, domestic comments, celebrity guest moves into moderator room
- 01:02:00** Celebrity guest comes to moderator room speech comments chat contestants' interim interview
- 01:03:00** Collective Play 2-team of superheroes
- 01:09:00** General comments, interviews, after the collective game
- 01:14:00** FINAL REPORTING Who laughed how much, how much they made others laugh, by showing the contestants on the screen.
- 01:14:30** Closing