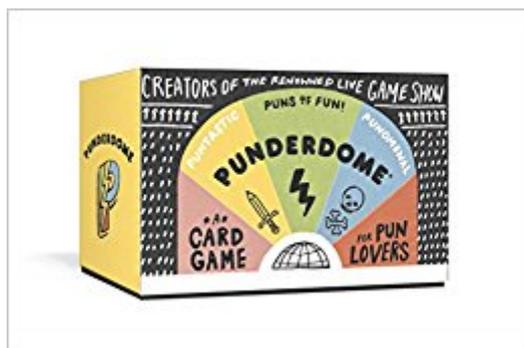


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Punderdome: A Card Game For Pun Lovers



Synopsis

The "Punderful card game [that] will replace Cards Against Humanity at your next party" (Mashable.com)--from the daughter-father duo that created Brooklyn's beloved live pun competition. One part game, one part conversation starter, you don't need to be a pun master to master Punderdome: the goal is to make bad jokes and have fun along the way. A player (the prompter for that round) draws two prompt cards from the deck, and then reads the prompts to the rest of the group, who have 90 seconds to create a single, groan-worthy pun that combines the two prompts. When time is up, pun makers share their puns with the prompter, who awards the prompt cards to the player whose pun he or she likes best. The winner then draws the next pair of prompt cards and the process repeats. Players win by obtaining 10 pairs of cards.

- 200 double-sided cards (100 White and 100 Green)
- 2 Mystery Envelopes with fill-in prize slips
- 2 80-page pads for drafting puns
- 1 instruction card and 1 pun example card

A stu-PUN-dous time for 3 or more players

Book Information

Game: 200 pages

Publisher: Clarkson Potter; Box Gmc Cr edition (June 21, 2016)

Language: English

ISBN-10: 1101905654

ISBN-13: 978-1101905654

Product Dimensions: 5.7 x 2.4 x 3.7 inches

Shipping Weight: 1.3 pounds (View shipping rates and policies)

Average Customer Review: 3.5 out of 5 stars 255 customer reviews

Best Sellers Rank: #3,155 in Books (See Top 100 in Books) #1 in Books > Humor & Entertainment > Humor > Puns & Wordplay #1 in Books > Humor & Entertainment > Puzzles & Games > Card Games #2 in Books > Humor & Entertainment > Puzzles & Games > Word Search

Customer Reviews

Praise for Punderdome: A Card Game for Pun Lovers "with the right mix of people you'll be rewarded (or punished, depending on your tolerance for puns) when the mix of "Beatles" and "diner" leads to people singing lines like "I

want to hold your hamâ and âSgt. Pepperâ Lonely Hearts Club Sandwich...â the fusion of âdessertâ and âfraternityâ leads to suggesting college students with a sweet tooth rush Kappa Theta Apple Pie and avoid hazing-nut ice cream.â-- A.V. Club âThis punderful game will replace Cards Against Humanity at your next party."--Mashable.com â "First, there was Apples to Apples, the game of absurd comparisons. Next, there was Cards Against Humanity, the R-rated Apples reboot for basics.â And now, thereâ Punderdome,â a card game created by Fred and Jo Firestone." --Brokelyn.com â "[The] new Pun-Based Card Game Will Shuffle Your Boredom."--Mental Floss "Now the worldâ best/worst pun contest has escaped Brooklynâ bars and is on the way to your home,â courtesy of the Punderdome home game...Inside is everything anyone would ever need to turn their living room into the scene of a no-puns-barred cage match...The game is hilariously groan-inducing fun, and a good one to pull out for a party or night in with the family."-- SUVUDU Gaming â "This game is a witty way to get families to put cellphones, and other technology away for a bit and interact with each other face-to-face." -- Cover Lovers Book Review Praise for the Live Game Show, Punderdome 3000 â â"But for the contestants in a monthly pun competition at Littlefield, a performance space and bar in Brooklyn, forming puns is a spigot they canâ turn off.â--The New York Times â â(The PUNDERDOMEâ) was unabashed silliness that I longed to bottle and smuggle out in my purse.â--The New Yorker â â"The lowly pun has long been considered the bottom-feeding bristle worm of the comedy worldâ. That has changed with the arrival of Punderdome 3000, a now monthly event that has turned punning into a high-functioning competition that is equal parts stand-up, beat poetry â--The New York Post â â"Father-daughter pair Fred and Jo Firestone have started a family together. To clarify: Itâ a figurative family,â but indeed, âfamilyâ is the right word; the Punderdomers are more loyal and tight-knit than just a âcommunity,â and have more inside jokes than your average âclan.â--Bustle

JO and FRED FIRESTONE, a daughter-father duo, are the creators and hosts of Punderdomeâ, NYCâ Most Puntastic Competitionâ part of New Yorkâ comedy landscape since 2011.â JO FIRESTONE, named a â"comic to watchâ by Comedy Central, is a regular contributor toâ The Chris Gethard Showâ on Fusion TV. Her radio show,â Dr. Gameshow, can be heard every Monday night on WFMU, a freeform New Jersey radio station.â â FRED FIRESTONE is a keynote speaker and

workshop facilitator, who specializes in customer/client satisfaction, branding, and ethical selling, for corporations across the country. His clients include AT&T, Enterprise Rent-A-Car, and Hewlett-Packard. He enjoys impersonating Rodney Dangerfield.

Here's how I played this game. My 3 friends and I sat in a circle, drew green and white cards, and looked at them until we had a pun. When we had one, we'd lay down our cards and say whatever silly thing we'd come up with - or if we couldn't come up with one, we'd draw new ones, no big deal! We were whipping through the deck quick as could be. About 50% of our jokes were funny, but we didn't care. It was quick, mentally stimulating, and really funny (with plenty of good pun-groans). When we ran out of cards we just shuffled and we were back in business. Did anyone win? Nope. Did we have fun? Absolutely. I had brought this game on vacation with friends and they were constantly asking to play. I cannot speak to the rules or rulebook or any of the other material contained there in as I did not read/use any of them. But if you love puns, I would 100% recommend this game if only for the well thought out and structured green/white cards which you can use for endless fun. BONUS: There are hilarious pun jokes on the back of the cards which I discovered during my 3rd play through. Just imagine for \$12 you can have a great book of puns with a BOARD GAME FOR FREE.

Harder to come up with a pun than I thought. Went into this game with high expectations and after playing, I am not so sure whether I like it or not. You have only a couple minutes to come up with a pun based on a couple words. It is not as easy as it sounded, and I am not blaming the game at all. I think my family and I will need to keep playing so we get better at it, but I would not replace my Cards Against Humanity with this game - not even close.

I overall like this game, it's just a little too confusing. A couple of friends and I always make Puns so we figured this game would be right down our alley. But after playing this game it seems a little too clustered and it makes it really really hard to make anything sound good. We maybe would get one out of a whole game. I would recommend this for people who expect and really want a challenge.

We have played this game as a family and with a group of unrelated (and non-friend group) teenagers on a school trip - everyone has loved it. The teenagers chose to play this game each night, over all the other games that had been brought along. It comes in a small box so very easy to bring on vacation or road trips.

More of an activity than a game, which as an avid board gamer I would ordinarily hate. In this case, though, the fun of just grabbing a white card and a green card and crafting a painful pun is worth the lack of competitive game-ness. Everyone just writes their puns on a piece of paper, so the "judge" can easily pick a winner based on handwriting, but we just did a group vote on who won the round, which allowed the reader to participate and reinforced the activity (as opposed to game) aspect.

This game is SO hard to play. In theory, this is a fantastic game to play with groups of witty people, but in practice, you end up with a lot of mediocre puns with the occasional gem. It is a fun game to try, but it gets used very little.

My friends love puns. Like, love them. We hated this game. We couldn't get through a whole game- we played three rounds, and switched to a game that was fun. Where we still made puns, because we like puns. But half the examples they give in this game aren't even puns. The only good thing I can say is that for the rest of the week whenever someone made a pun we shouted punderdome, but I could have done that without spending money on this game.

Almost impossible, unless I am not understanding the game. Not as pun as I thought it would be.

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