



COMEDY GAMES
THE STUPIDER – THE BETTER!

HOW TO PLAY

Use these comedy games and exercises to make it easier and more fun to brainstorm funny ideas and get better at writing jokes and comedy sketches.

Use these cards as a party game, or as a practice tool to improve your comedy skills. You can play these games in your head, by yourself, or with friends (it's a lot more fun!)

- Draw a card and follow it to create a prompt.
- Everyone writes 1-3 answers. Don't try to make it clever or good. Say anything - the stupider, the better!
- Read your responses aloud. After each one, anyone can jump in and "yes, and" the idea - pitch a stupider version, better wording, or a follow-up line.
- Pick everyone's favorite. Draw the next card.



**SUBVERT
EXPECTATIONS**

WRONG WAY TO END A SENTENCE

Start by picking 3 well-known phrases anyone can predict an ending to: movie quotes, song lyrics, idioms, ad slogans, etc.

I think, therefore I am.

Early bird gets the worm.

One small step for man, one giant leap for mankind.

Brainstorm the wrongest (most surprising/absurd) ways to replace their endings or to continue these phrases.

Wrong endings:

- I think, therefore I am filled with anxiety.
- I think about chicken nuggets.
- Small step for man who's insecure about the size of his feet.
- Early bird gets the worm. Sucks to be an early worm I guess.
- Early bird is a nerd.

ESTABLISH AND BREAK A PATTERN

Come up with a prompt - a sentence that includes a list, like:

- I'm looking for a boyfriend who is a, b, and c.
- I always carry with me three things: a, b, and c.
- I love working out because a, b, and c.
- My grandfather taught me to a, b, and c.

Use the first 2 list items to set up a normal/expected pattern.
Use the 3rd item to subvert/break it in a surprising way.

- I always carry with me three things: my wallet, my phone, and my desperate need for approval.
- I love working out because it makes me strong, healthy, and gives me an excuse to hide from my wife.
- I'm looking for a boyfriend who is intelligent, kind, and willing to use his vampire powers for my protection.

ABSURD BEHAVIOR

In 1-2 sentences, describe a scene you might see in a serious movie (establish location, characters, and action).

Two bandits are robbing a bank.

Use this formula to come up with an absurd premise:

Normally, I assume/expect **[character]** to do, say, think, or feel **[expected behavior]**, but instead they **[something different]**.

I expect a bandit to be aggressive, but instead he's apologetic.
"Hey guys! Sorry, can everyone get on the floor please?"

Come up with a justification for the unusual thing - why does this behavior make sense from the character's perspective?

He hates confrontation - he got into robbery because his cousin was so excited about the idea and he couldn't say no.

WILDLY INAPPROPRIATE RESPONSE

Start with a situation and a line of dialogue - a familiar trope that sets up assumptions, expectations, predictions.

A soldier dying in his comrade's arms. "Tell Jessica I love her."

Name the pattern it establishes - what do you expect in this situation, what kind of reply normally belongs here?

I expect to hear a promise to a dying friend.
"I will, brother, I swear."

Write the wrongest (most surprising/absurd) reply that still fits the pattern (still is a valid reply in this conversation).

- "Sure, if it ever comes up naturally."
- "Sure thing, pal, I'll tell Jessica I love her."
- "Which one was Jessica again? The redhead or the blonde?"

THE WRONG SLOT

Describe a scene you might see in a serious movie like so:

An **[adjective]** **[character]** doing an **[action]** in a **[situation]**.

A competent lawyer defends a case in a courtroom.

Pick one **[slot]**, and replace it with the stupidest, wrongest, most out-of-place thing you can think of. Like so:

- **Adjective:** A **superstitious** lawyer defends a case. "Your honor, I've already rubbed my rabbit's foot. I can't lose."
- **Character:** A **caveman** defends a case. "Grog object!"
- **Action:** A lawyer **flirts** with the judge. "Objection sustained? More like connection sustained."
- **Situation:** A lawyer defends a kid **at a school**. "My client has never received the homework in question."



**PUNS AND
WORDPLAY**

SIMPLE PUNS

Puns are words that sound alike. Take a word, change a few letters to turn it into a different word, and you've made a pun.

Bear/bare, paws/pause, cards/carbs.

You can also make puns by combining or separating words.

- Catastrophe = cat + astrophe.
- Salami + calamity = salamity.

Pick a topic. Take common phrases (idioms, movie titles, band names, quotes, song lyrics, etc.) and turn them into puns connected to the topic.

Topic: Food

- House of Cards > House of Carbs.
- Break a leg > Bake a leg.

ACTION MOVIE PUNS

Describe a movie scene that includes 2 characters.

The villain gloats over the hero who fell into his quicksand trap and is slowly sinking.

List related words, and puns/reinterpretations based on them.

Pit / pitiful. Sink / think. Earth / down to earth.

Write a dialogue line that uses the pun, while still being a valid thing to say in this scene.

- Sinking in quicksand: I like you, Jack, you're down to earth.
- Hero gets electrocuted: Looks like you're shocked to see me.
- Bad guy falls off a cliff: I guess he really hit rock bottom.
- Someone explodes: That really blew up in his face.
- Villain freezes someone: Ice to meet you.

WORDPLAY

Pick a topic (person, place, thing, situation, etc.)

Pirates.

List words/phrases related to the topic, find ones that have multiple meanings, ones you can reinterpret in two ways.

Crew, ship, plank, hook, lost at sea.

Reinterpretation of "lost": lost at a game of poker.

Write a setup that leads people to assume the first meaning, and a punchline that reveals the second meaning.

"Arr, matey, why so grim? Yer a captain!"

"I lost me entire crew."

"Storm?"

"Poker."



METAPHORS AND ANALOGIES

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Come up with a topic that has some attribute/characteristic:

- My car engine is loud.
- She was running fast.
- He is socially awkward.
- The meeting was long.

Come up with a wildly different thing that shares the same characteristic. Make it as specific as possible, add details.

My car's engine coughed to life like an asthmatic walrus.

She ran like a raccoon fleeing a vacuum cleaner.

He navigated office politics with all the subtlety of a rhinoceros dancing tango in a china shop.

The meeting dragged on like a snail pulling a freight train through peanut butter.

EXAGGERATIONS

Come up with a topic that has some attribute/characteristic:

- My roommate is so messy...
- That lecture was so boring...
- My cat is so picky...
- My job is so meaningless...
- My city is so expensive...

Brainstorm exaggerated examples.

- My cat is so picky that she sends her water bowl back to the kitchen for being the wrong temperature.
- My roommate is so messy that the health department classified our apartment as a new ecosystem.
- My city is so expensive that even homeless people charge more than I have in my wallet.

SARCASTIC AND IRONIC METAPHORS

- Come up with a topic and an opinion about the topic.

My girlfriend is clumsy.

The DMV clerk is slow.

I am unprepared for this exam.

- State the opposite opinion. Then make an analogy to something specific and wildly unrelated that shares a characteristic with your real opinion.

My girlfriend danced across the room with the grace of a refrigerator being pushed down a staircase.

The bureaucrat processed my request with the enthusiasm of a sloth on sleeping pills.

I'm as prepared for this exam as a platypus is to engineer a blimp.



ABSURD ASSOCIATIONS

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Start with a topic - a person, a place, a thing, or a situation.

Topic: Celebrating a birthday.

Describe a part of the topic in a broad, abstract way, name the general category or property.

Broad description: A thing that has a magician in it.

Find an absurd association - the most unrelated thing that also fits the description. The farther from the topic, the better.

Association: Harry Potter books.

Write a setup that establishes the topic, and a punchline that swaps a specific detail from the association into the topic.

Swap: Honey, I don't think the kids like the magician we hired. He just keeps hissing and saying "Avada Kedavra".

CONNECTING THE DOTS

Pick two random topics, a mundane/innocent one, and one that's very unrelated to it (often slightly edgy/naughty/nsfw).

- Cats and nipples.
- Socks and patriarchy.
- Children and spiders.

Come up with statements that are true about both topics. The statements should simply make sense with the first topic, and create absurd contrast when applied to the second one.

- Cats are like nipples: sometimes get too hairy.
- Cats are like nipples: my grandma has two.
- Socks are like patriarchy: feels great when thrown away.
- Socks are like patriarchy: are a must in the bedroom.
- Children are like spiders: will bite you if you aren't careful.

SEX WITH ME IS LIKE...

Combine one of these templates with a random topic:

- Sex with me is like...
- I like my lovers like I like my...
- Threesomes are like...

Name things that are true about the topic and make an absurd yet grammatically correct combination with the template.

Sex with me is like... A TV show:

- Takes way too long to finish.
- Has too many people participating in it.
- Involves someone whose name I barely remember.
- If you search the internet, you can find a video of it.
- Often enjoyed by unemployable weirdos.
- Steadily goes downhill.

THINGS YOU CAN SAY

Use this template to come up with a prompt:

Things you can say in an **[innocent situation]**,
and in a **[dirty/naughty/nsfw situation]**.

Or this one:

Things you can say about **[topic]**, but not about your partner.

Brainstorm answers to these prompts:

- Things you can say about your clothes, but not your partner: "Oh, don't worry, it's just a rental".
- Things you can say to your therapist, and when losing your virginity: "I'm sorry for crying so much".
- Things you can say when getting braces tightened, and when in a porno: "Oh, oh my god, oh, oh!"

MORE AWESOME RESOURCES

Like this game? Come play with us!

<https://rpgadventures.io/discord>

Learn comedy theory - the underlying principles these games are based on:

<https://rpgadventures.io/comedy-theory>

Check out my improv comedy sketch workshop:

<https://rpgadventures.io/comedy-sketch-workshop>

See more fun and creative games here:

<https://rpgadventures.io/>