

Emoji Puzzles



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Dedication





Code available on GitHub



Intro






How to Play

1

Each page features 5 emojis. Your goal is to figure out which **Movie**, **TV Show**, or **Book** they represent.

2

At the top of the page are clues including , , or  to let you know the category.

3

The clues also include the **genre**, **sub-genre**, and **release year**.

4


Once you've made your guess, you can check the answer in the back of the book. Remember, no peeking! 

Table of Contents



Movies ##



TV Shows ##



Books ##



Answers ##

Movies





Comedy | Fantasy | 2014



Answer on page 20



Comedy | Sports | 1996



Answer on page 21



Comedy | Sports | 1998



Answer on page 22



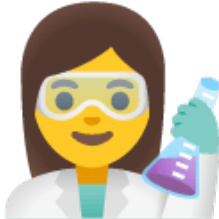
Comedy | Fantasy | 2000



Answer on page 23



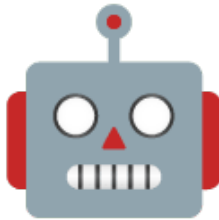
Romantic | Comedy | 2004



Answer on page 24



Comedy | N/A | 2006



Answer on page 25



Romantic | Comedy | 1998



Answer on page 26



Comedy | Romance | 1995



Answer on page 27



Crime | Thriller | 2019



Answer on page 28



Fantasy | Comedy | 2006



Answer on page 29



Comedy | Action | 2008



Answer on page 30

The Cobbler

A lonely, third-generation New York City cobbler discovers a magical sewing machine that allows him to step into the shoes of his customers and experience their lives.



A man with facial hair, representing Max Simkin, the cobbler protagonist in the movie



A shoe, symbolizing the cobbler profession and the shoes Max repairs



A wrench, representing the magical sewing machine that plays a key role in the story



A potion bottle, alluding to the transformative magic the sewing machine grants Max



A cookie, representing the baked treats from Max's mom that show the importance of family in the movie

Happy Gilmore

A rejected hockey player leans on his powerful swing to dominate the game of golf, with the ultimate goal of saving his grandmother's house from being foreclosed.



A hockey stick, representing Happy's background as a hockey player



A golf flag, symbolizing the sport that Happy transitions to



An angry face, reflecting Happy's short temper on and off the golf course



A money-mouth face, representing Happy's goal to win money to save his grandma's house



A trophy, signifying the golf championship competition Happy must win

The Waterboy

A socially awkward waterboy for a college football team discovers he has a unique tackling ability, becoming a member of the team and transforming their success.



Dang, a water droplet, 'cause that's my job - the waterboy for the football team, y'all!



This here's a football, the sport I end up playin' when I find out I got some fierce tacklin' skills!



Uh huh, that's me, Bobby Boucher, the main character who comes outta his mama's shadow and makes it big on the football field



Now, this here's an alligator symbolizing my love for alligators and, well, my mama says they're so angry 'cause they got all them teeth but no toothbrush



This pretty lady is Vicki Vallencourt, the girl who believes in me and... we kinda start likin' each other

Little Nicky

The youngest son of Satan, Nicky, must travel to Earth to save his father and stop his two older brothers from creating a new hell on our planet.



A devil face, representing Nicky, the main character who's the son of Satan



A fire, symbolizing hell where Nicky and his family reside



A bird, representing Nicky's talking bird friend, Mr. Beefy, who helps him throughout the movie



A guitar, showcasing the film's references to rock music and its influence on the story



A cityscape, illustrating the movie's setting in New York City where Nicky ventures to save his father and stop his brothers

50 First Dates

A marine veterinarian falls in love with a woman who has short-term memory loss, leading to daily challenges as he must make her fall in love with him every day.



An island, representing the movie's setting in Hawaii



A woman scientist, representing Lucy who is an artist and has short-term memory loss



A calendar, symbolizing the daily challenge to make Lucy fall in love



A ship, representing the Sea Life Park where Henry works as a marine veterinarian



A penguin, referencing the animals in the Sea Life Park and Lucy's favorite, Willy the penguin

Grandma's Boy

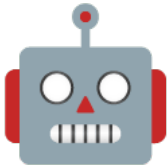
A 35-year-old video game tester moves in with his grandma and her elderly roommates after getting evicted, while trying to finish a new game he's developing.



A grandma, representing the protagonist's grandma, who he moves in with



A joystick, symbolizing the main character's job as a video game tester



A robot, representing the video game 'Demonic' the protagonist is working on



A leaf, signifying the character's frequent use of marijuana



A leopard, representing the pet kitty that turns out to be a wild animal

The Wedding Singer

A wedding singer falls in love with a waitress but must win her heart before she marries the wrong guy.



A microphone, representing Robbie, the wedding singer's, profession



A broken heart, symbolizing Robbie's heartbreak after being left at the altar



An airplane, showing the climax where Robbie pursues Julia on her way to Las Vegas for her wedding



A love letter, as Robbie writes a special song for Julia to express his feelings



Sunglasses, to emphasize the cool and fun personalities of Robbie and Julia; bonus points for nodding to the movie's 1980s setting!

Billy Madison

Billy Madison, a spoiled rich man-child, must go back to school and complete each grade in just two weeks to prove himself worthy of inheriting his father's business.



A pencil, representing Billy's need to study and participate in school



A school bus, symbolizing Billy's journey through the different school grades



A school building, where the majority of the story takes place



A fire, alluding to the memorable scene where Billy extinguishes a fire set in his school



A heart, representing the romance between Billy and his teacher, Veronica

Uncut Gems

A charismatic New York City jeweler and gambling addict risks everything in pursuit of the ultimate win.



A gem, representing the valuable uncut gem central to the plot



A basketball, signifying the high-stakes sports betting involved in the story



A stack of money, symbolizing the immense debts and financial trouble faced by the main character



A running man, illustrating the constant race against time and pressure the protagonist experiences



A gun, reflecting the dangerous and criminal world the character finds himself entangled in

Click

A busy architect finds a universal remote that allows him to fast-forward, rewind, and pause his life. But soon, he realizes the remote is controlling him, causing him to re-evaluate his priorities.



A button, representing the magical remote control Michael Newman discovers



A dog, symbolizing the family's pet named Sundance



Fast-forward symbol, reflecting how Michael uses the remote to speed up parts of his life



A family, highlighting the importance of Michael's relationships with his wife and kids



A house, indicating family's where Michael learns the most important lessons of his life

You Don't Mess with the Zohan

A skilled Israeli counter-terrorism agent fakes his own death to move to New York City and become a hair stylist. He falls in love and must eventually confront his past.



A detective, representing Zohan's past as an Israeli counter-terrorism agent



A pair of scissors, showcasing Zohan's desire to switch from being a soldier to a hairdresser



A shower, a reference to the funny scenes where Zohan washes client's hair vigorously



A bowl of food, to symbolize the diversity and culture in the movie, particularly Zohan's love for hummus



A heart-eyed emoji, highlighting the love story between Zohan and hair salon owner Dalia