Pun-It Squares©
Prototype

Version: 0.1.alpha

Overview

- Motivation
- How to Play
  - There are a few different sets of rules which can alter gameplay for different numbers of players as well as the age composition or competitiveness of the group
- Gameplay Resources
  - Game board example
  - Themes and Word Banks
  - Tokens
- Acknowledgments
  - This game will be the culmination of multiple open source tools and natural language resources and datasets, so my favorite links will be at the end.
  - All my wonderful friends and family whom take the time to playtest will also be credited!!! Thank you all in advance and perpetuity! :)

Motivation

I personally love dropping absolute bangers of puns in general conversation, accompanied by finger guns, and I know you do too. So when I started the idea for this game, you can bet the title came first, and the actual mechanics came second, all in an effort to make the pun work (if you couldn't tell, Punnett Squares are a loose basis for the mechanics). This game should be a fun and competitive way to test your wits against your friends, and it should remain extensible enough that you can modify and influence the game as YOU see fit, based on the way that YOU play it.

Enjoy!

- Ryan

How to Play - Goal

Simply stated, the goal of the game is to construct more puns (in the form of individual words or phrases, and can include proper nouns!) than the other players or teams. Scoring varies by mode and modifier, as well as custom rules, but the core game mechanic is driven by the Punnett Square-inspired board and themed word bank. The rough idea is that 2 themes are chosen at random each round, and a set of 3 words from that theme are selected at random from the game's word bank. These are laid along the top and side of the board, so that each combination of words is represented as a cell in the board. These combinations define the "endpoints" which your puns should connect or riff off of. The pun must make sense to the other players and link the source words or else it could be *punted* off the board by a vote or general *punsensus*.

A round setup example:

Theme 1 = Nature, Word Set = {water, **frog**, lilypad}

Theme 2 = Healthcare, Word Set = {bandage, insurance, **doctor**}

A solution for the bolded word combo above:

*"Guys I think I ate a fly. I'm in desperate need of a... **frogtor**"*

How to Play - Modifiers

- **General Rules**
  - Start each round as described on the previous slide, making sure board is cleared and new themes and words are chosen
  - Reset timer before starting (1:30 is a good amount of time)
  - Before ending around, calculate scores, and take any actions denoted by your game mode
- **Simple**
  - Easiest mode. Timer is set for 1:30 if silently writing puns down and revealing at end of round or it's set for 5 minutes if pausing to review puns as each player comes up with them. At any rate, any player should try to come up with as many puns as they can for as many of the combinations as possible.
  - Some game modifiers affect scoring, but the **simple** modifier sticks with 1 pun, 1 point. Whoever has the most puns wins the round. Play best out of however many rounds you'd like!
  - This also translates to team play for various modes. TLDR – just ignore the tokens lol

    >>> Continued Next Slide

How to Play - Modifiers

- **Advanced**
  - I'll get there later this week, just need to put more thought into Jeff's dominant vs recessive traits idea for point modification. Rough idea would be the dominant trait token is put on a row or column, and multiplies 2x the contribution of the points you get from puns in that row or column. Same idea for recessive trait tokens, however they cause 0.5x multiplier on the pun points. If a recessive row and recessive column meet, the combo at that location will be worth 4x points! There may be other tokens for varying affects as the game evolves, but these are a good start! Could also use tokens for identifying combos taken by teams each round, where the team with the most squares wins outright when doing sudden-death rounds (first pun wins the round, has to be on an un-won combo).
- **21+ (Drinking Games)**
  - We'll get there at some point, but go nuts y'all. Make your own, I believe in you

How to Play - Modes

- Head-to-Head (2 players)
    - Good for standard pun-ch for pun-ch fights of wit between 2 players of equal linguistic mastery. The **Simple** modifier makes this mode easy to play, and easy to score. And hey! I'm sure a chaotic game like this won't ruin any long standing relationships on a deep and personal level
- Team Head-to-Head (2+ players, 2+ teams)
    - Good for groups of players who are looking for a more competitive game style, or are of a mixed skill level (think Bananagrams or Boggle compared to something a little more cutthroat like Scrabble). The **Advanced** modifier is meant for this game mode. It allows each team to focus not just on their puns, but also ****ing over their friends, family, and business partners, all in a neat (loosely) 9th grade biology inspired twist! **REQUIRES GAMEPLAY TOKENS**
    - This mode supports all modifiers, and is the most hackable for coming up with your own rules! It's encouraged – go nuts!
- Free-for-All (4+ players)
    - The most chaotic of the modes. This is good for a bunch of drunk idiots like my friends in college, who are going to end up screaming over each other and or forgetting about the game halfway through because Kyle wanted to get calzones at 3AM. **Simple** would be my recommended modifier level, although ya know what I'll defer to you on this one, Kyle. Kyle will probably be picking one of the **21+ (assorted drinking games)** modifiers, which to be fair are pretty fun. **COULD REQUIRE GAMEPLAY TOKENS**

Game Board

		Theme 1		
		Word 1	Word 2	Word 3
Theme 2	Word 1	Combo 1-1	Combo 1-2	Combo 1-3
	Word 2	Combo 2-1	Combo 2-2	Combo 2-3
	Word 3	Combo 3-1	Combo 3-2	Combo 3-3

Themes + Words

- Theme
  - Animals
- Words
  - Alligator, aardvark, albatross, aphid, ant, ape, anaconda, baboon, badger, beagle, bivalve, bird, beetle, bluefish, bobcat, bass, bear, beaver, bighorn, buffalo, bullfrog, cassowary, capybera, caterpillar, canary, caiman, cheetah, chipmunk, cod, chicken, coyote, croc, dingo, deer, donkey, dinosaur, egret, eel, elephant, elk, falcon, fox, firefly, gecko, golden eagle, gray whale, hawk, horse, hippo, herring, hyena, husky, iguana, jaguar, jellyfish, junebug, krill, kiwi, kangaroo, cobra, loon, lizard, lynx, limpet, mackerel, mallard, mako shark, macaw, mink, moose, manta ray, mongoose, nautilus, nutria, newt, narwhal, ocelot, octopus, opossum, oyster, owl, pigeon, pelican, polar bear, piranha, platypus, porpoise, primate, porcupine, rabbit, rhino, reindeer, rooster, roundworm, salmon, sheep, shrimp, sea cucumber, scallop, skink, starfish, squirrel, tuna, tiger, turtle, turkey, toad, sea urchin, wolf, warthog, weasel, woodpecker, caribou, yak, zebra

Themes + Words

- Theme
  - Fruit
- Words

  –

Themes + Words

- Theme
  - Vegetables
- Words
  -

Themes + Words

- Theme
  - Weather
- Words

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Themes + Words

- Theme
  - Astronomy
- Words

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Themes + Words

- Theme
  - Cars
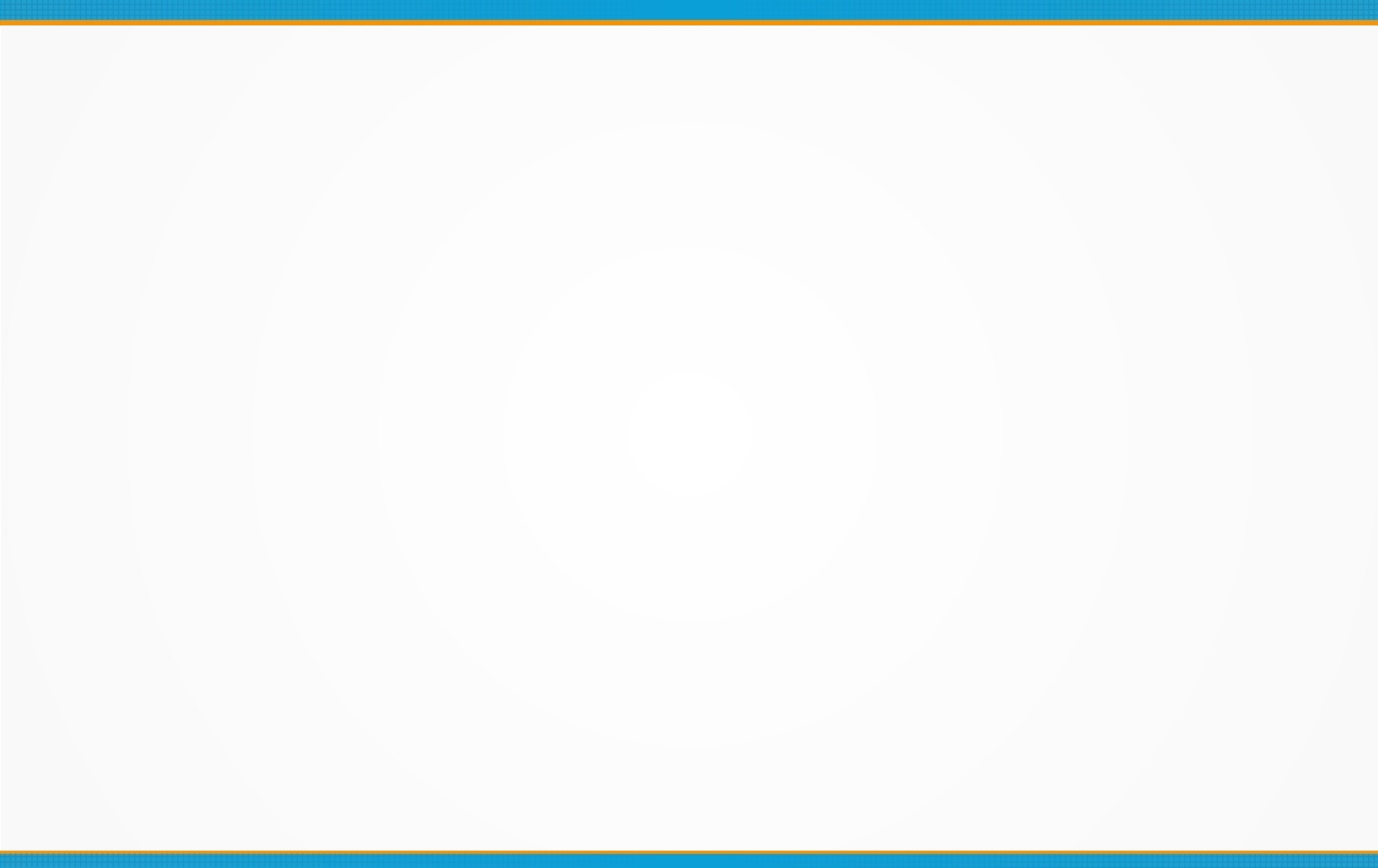- Words
  -

Themes + Words

- Theme
  - Jobs
- Words
  - Accountant, actor, astronaut, actress, artist, attorney, author, assistant, barber, biologist, beekeeper, builder, banker, butcher, blacksmith, cab/lyft/uber driver, captain, chef, cartographer, cashier, cop, cook, dancer, doctor, drummer, dentist, detective, dictator, editor, electrician, engineer, educator, falconer, fisherman, foreman, firefigher, farmer, geneticist, gardener, garbage man, governor, intern, inventor, illustrator, judge, janitor, journalist, librarian, lifeguard, lawyer, maid, marketer, model, mechanic, musician, mason, navigator, novelist, nurse, ornithologist, forklift operator, pilot, pianist, physicist, publisher, pharmacist, plummer, quilter, rancher, ranger, retailer, sailor, samurai, singer, scientist, soldier, student, spy, tailor, teacher, translator, tech, taxidermist, trader, undertaker, vet, welder, worker, waitress, yodeler, zoologist

Themes + Words

- Theme
  - Sports

- Words
  - Archery, athlete, baseball, bat, biking, boxer, champion, coach, curling, defense, dive, darts, exercise, field, forward, football, game, gear, gold medal, gym, goalie, goal, hockey, home, huddle, ice skates, judo, jump, karate, kayak, lacrosse, league, luge, loser, movement, mitt, net, offense, olympic, player, polo, paintball, pitch, pool, race, racket, rugby, run, referee, sailing, ski, scuba, snow sports, surf, swim, shoot, tennis, target, tie, team, throw, uniform, volley, walk, win, winner, wetsuit, wrestle

Gameplay Tokens

- TODO

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