

- Once the player can no longer complete a Joke, the player draws from either the draw deck or the discard pile. Players should draw as many Cards as needed from the draw deck to maintain five Cards in their hand at the end of each turn.
- If the Punchline for the Joke comes up from either the draw deck or from a Card on drawn from the discard pile, then that player gets another turn. If players make a different Completed Joke in their hand based on their pick from either the draw deck or discard pile, that new Completed Joke is held in their hand until their next turn when it will be played as a match.
- At the end of each turn, players must discard a Card to the discard pile unless they are out of Cards. Players may discard any Card in their hand, Joke or Punchline.
- If the draw deck is depleted, then the entire discard pile is shuffled and becomes the new draw deck. The first Card is turned to create a new discard pile.
- Players read their Completed Jokes prior to setting the jokes down in front of the other players.
- Play continues clockwise with players matching Joke and Punchline Cards.

Winning the Game:

The game ends when, in a two to four player game, one player has collected eight Completed Jokes, or, in a five player game, one player has collected five Completed Jokes. That player is the winner.

© 2024 University Games Corporation, San Francisco, CA 94110. Bob Moog's Cheesy Dad Jokes is a trademark of University Games. All rights reserved. U. Games Australia, Level 1, 10 Willoughby Rd, Crows Nest NSW, Australia 2065. University Games UK, 4 The Lanterns, 16 Melbourn Street, Royston, Hertfordshire, SG8 7BX. U Games Logistics Ireland Ltd, 15 Main Street, Raheny, Dublin 5. Retain this information for future reference. MADE IN CHINA. B013665 06/24



Ages 8 and Up
2 to 5 Players

Bob Moog's
Cheesy
DAD
Jokes™
CARD GAME

All the Best "Worst"
Cheesy Foodie Jokes

INSTRUCTIONS

What makes a cheesy dad joke actually “cheesy?”

That’s the question I asked the Sr. Vice President of Product Development and Marketing at University Games when the idea came up. “Is it a joke that is edgier than those in the original Bob Moog’s Dad Jokes game? Is it an entire game about cheeses? “What kind of cheese does everybody like?” The answer obviously is “Gouda Cheese!”

He looked at me a bit perplexed and said, “Bob, you know cheesy better than anyone else I know,” as he walked away, chuckling to himself. After struggling to produce 50 jokes about cheese— I gave up.

I went back to my favorite Sr. Vice President and said, “I don’t think I can come up with enough cheese jokes.” Again, with a perplexed frown, he said “Don’t you know what makes a cheesy dad joke? It just needs to be about food...food of any kind.”

So, that is what you have in this very special box. A game with some old, and some new but all Bob Moog approved jokes about various foods. Laugh, groan and play your way through this selection of all the best “worst” jokes around. I promise they will egg-cite you.

Sincerely,



Contents:

- 54 Joke Cards
- 54 Punchline Cards
- 2 Blank Cards for your own Joke and Punchline

Object of the Game:

The first player to make eight (8) Completed Jokes (*Joke and Punchline*) is the winner of the game. When playing with five people, play until the first player has five Completed Jokes. (*Note that Completed Joke and Punchline Cards include matching illustrated icons.*)

Set Up:

Find the two Blank Cards and write your favorite Joke on one Card and the Punchline on the second blank Card. Place these Cards in the stack of all Cards and shuffle thoroughly.

How to Play:

1. One player starts as the dealer and deals five Cards to each player (*10 Cards when only two people are playing*).
2. The rest of the Cards are placed face down in front of the players. This deck becomes the draw deck. The first Card is turned to create a discard pile.
3. The player to the dealer’s left goes first by reading any Completed Jokes from the player’s hand and then sets them in front so that all players may read and enjoy.
4. If the player does not have any Completed Jokes, or after playing all Completed Jokes, the player may ask one of the other players a Joke or Punchline.
5. If the matching Card to the Joke or Punchline Card is found in that player’s hand, then the “asking” player gets the Joke or Punchline Card and may take another turn. This player’s turn continues until a Joke cannot be completed.