

LevelForge – Joke Book

A Spark & Anvil joke book. Groan-worthy puns, tricky riddles, silly nonsense, and real fun facts from the world of LevelForge – read them out loud and make someone laugh.

Why did the game designer go to school?

To level up their education!

How to use this book

Read a joke, pause at the question, and try to guess the answer before you read on. Best of all: read them out loud to a friend, a grown-up, or your class. A good laugh makes the tricky stuff easier – that's real science.

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Puns

Why did the game designer go to school?

💡 To level up their education!

Why was the platformer character always tired?

💡 Because it had too many jumps to conclusions!

Why did the NPC cross the road?

💡 Because the designer forgot to set a boundary!

What did the game tester say to the level designer?

💡 "Your work has a lot of bugs, and I'm not talking about the insect enemies!"

Why was the difficulty curve always getting into trouble?

💡 Because it kept making things harder for everyone!

Why did the power-up break up with the health pack?

💡 It said, "You're not giving me enough of a boost!"

What did the spike pit say to the player?

💡 "I'm your biggest downfall!"

Why do game designers make terrible comedians?

💡 Because their timing is always off by a few frames!

What did the checkpoint say to the player?

💡 "Don't worry, I've got your back -- and your save file!"

Why was the tutorial level so boring?

💡 It kept explaining things that were already pretty clear from the start!

Why did the boss enemy refuse to fight?

💡 It was going through a phase... literally, it only had one phase left!

What did the game designer eat for lunch?

💡 A level sandwich -- it had multiple layers!

Why was the puzzle game so full of itself?

💡 Because it had all the pieces!

Why did the game physics engine go on vacation?

💡 It was tired of being under so much pressure!

What do you call a game with no juice or feedback?

💡 A dry run!

Why did the collectible coin feel worthless?

💡 Because the player just ran past without picking it up!

What did the game designer say after their 20th playtest?

💡 "Back to the drawing board -- or should I say, the editor canvas!"

Why are moving platforms the worst friends?

💡 Because they're never there when you need them!

Why did the runner game go so fast?

💡 It had no time for padding!

What did the game designer say about their failed level?

💡 "It was a step in the right direction -- unfortunately, the step was over a cliff!"

Keep laughing

That's **20 jokes** from LevelForge. Made someone laugh? Try making up your own – the best jokes are the ones you tell.

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