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Steven Universe Mad Libs



Synopsis

Steven Universe Mad Libs features 21 hilarious stories based on the laugh-out-loud funny Cartoon Network television show.

Book Information

Series: Steven Universe

Paperback: 48 pages

Publisher: Price Stern Sloan; Csm edition (October 6, 2015)

Language: English

ISBN-10: 0843183098

ISBN-13: 978-0843183092

Product Dimensions: 8.4 x 0.2 x 5.2 inches

Shipping Weight: 12.6 ounces (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (18 customer reviews)

Best Sellers Rank: #48,263 in Books (See Top 100 in Books) #48 in [Books > Children's Books > Activities, Crafts & Games > Games > Word Games](#) #68 in [Books > Children's Books > Humor > General](#) #1067 in [Books > Children's Books > Activities, Crafts & Games > Activity Books](#)

Age Range: 8 - 12 years

Grade Level: 3 - 7

Customer Reviews

I wasn't planning to review the tie-in activity books for this series unless they had actual content, but I figure what the hey; I've perused it and it's a book, so I might as well. First, I was a huge Mad Libs fan when I was a kid, though like many people I probably used a few too many potty words to make it funny. Even then, the stories usually weren't that funny, but occasionally an exceptionally absurd sentence would hit your funny bone and you'd go rolling. I kinda noticed in this show-specific Mad Libs book that no matter what you'd put in the blanks, it probably wouldn't be funny beyond just slightly absurd--it feels a little phoned in, as an excuse to sell something with popular characters on the front. You can't really expect any "canon" content in a book like this, but it's fun to look for it if you're going to bother buying it. I was unsure whether the out-of-character stuff written to complete for the absurd stories was written that way because the whole thing is going to be silly on purpose so why try, or whether it had scenarios that couldn't/wouldn't happen with these characters because the creator of the book didn't actually know the source material. I think that would have irritated me a lot as a kid if I bought this for a way to interact with beloved stories and the situations were so off. It

has a "first day of Gem training" exercise scenario wherein Pearl tells him he'll be "the best Gem in the universe" if he can harness his Gemstone power, and Greg sings a weird song about troubles he doesn't have such as an unforgiving boss and a broken down truck. One of the prompts defines a Warp Whistle as something the Gems need to use the Warp Pad, which isn't true at all.

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