

WINvention the "Prototype" Edition

Ages: 6-125 (0-125 with free alternate rules) **Number of Players:** 3-6 (1-36 with free alternate rules)

Play Time: 30-50 minutes **Object of the Game:** Invent something exciting to help the WORLD.

The Deck of Ideas has 162 unique cards in the core set. They are the catalyst for your creations. Your mind will win by making inventions from common things. With a few simple rules, it's as complex and creative as you. You want other players votes. Design things to be funny, outlandish or just great ideas. There is over 29 million combinations for a turn. Get ready to challenge and develop your skills.

Setup

Shuffle the Deck of Ideas. Put it in the middle of play. Each player reveals and discards one card from the top, whoever drew the card closest to "A" goes first. Play continues clockwise.

Rules

1. To start your turn, draw three cards from the top of the Deck of Ideas.
2. Create a WINvention. Make a product from one, two or three of the cards. Dream up anything using elements connected with the cards you choose to use. Unused cards go face up on the Back Burner pile beside the Deck of Ideas.
3. Pitch your idea to the other players making sure to explain it as best you can. You can reveal your cards before, during or after your pitch. They must be displayed before the next step.
4. Defend your idea as other players in turn ask one question about your WINvention.
5. Once all questions are asked. Each player (but you) votes at the same time by showing either thumbs up or pinky down by hand gesture.
 - 5a. With all votes thumbs up. It's judged a fantastic design and all cards used are put face up in your WINvention pile in front of you. Your turn is done.
 - 5b. With more votes thumbs up than pinky down or tied, put up to two of the cards face up in your WINvention pile in front of you and discard the rest to the Back Burner pile. Your turn is done.
 - 5c. With more votes pinky down than thumbs up put one of the cards face up in your WINvention pile in front of you and discard the rest to the Back Burner pile. Your turn is done.
 - 5d. With all votes pinky down. The world isn't ready for your great idea, make a time machine to the future. All cards are placed face up on the Back Burner pile. Your turn is done.
6. The game ends when any player has ten or more cards in their WINvention pile.

Winning

Each player adds up the points at the bottom of each card in their WINvention pile. Your total can only count a maximum of ten cards, make them your best. The highest total is the winner. If there is a tie the younger player wins. Everyone really wins. The more you play, the more your brain wins. Share your WINventions with the world and test the ideas out. Be careful to protect your ideas.

Sample Play

Albert chooses to reveal all three cards STEAK, CIRCLE and FENCE. *"My WINvention is Waffle Buns. The face of my buns have deep pockets like a belgian waffle to hold stuff in place."*

- **Marie** is clockwise from Albert and asks first. *"That's a great idea. Where can I buy them?"*

Albert explains *"We plan to have it in the dollar stores in time for my birthday, March 14th."*

- **Enrico** is next to challenge with *"Why would you launch it in dollar stores?"*

Albert smiles *"Kids are our target market. Giving a greater market exposure than boring stores."*

- **Rosalind** is last *"Do you have any experience in this sector?"*

Albert gleams *"I love one tasty steak on a bun, but hate when it makes drips on my lab coat."*

Marie, Enrico and Rosalind all show their votes giving him two thumbs up and one pinky down. Albert chooses to put CIRCLE and FENCE in his WINvention pile. The left over STEAK goes to the Back Burner pile.

These are just the core rules. Click on our website www.WINvention.ca for more free rule sets to play and even promote yours. Follow us on twitter @WINventionGames. Now make the world a better place with your new WINventions!