

# PATENT PENDING

**Objective:** The goal of the game is to convince the judges to invest the most money in your product or solution. The player with the most money invested at the end of the game wins.

**Game Contents:** 6 whiteboards, 6 markers, 1 object deck, 1 person deck, 1 problem deck, 1 set of money

## Setup:

1. This game is designed for a minimum of 3 players. One player will be selected as the Judge for the first round, while all others will be entrepreneurs.
2. Set aside separate decks for the person cards, object cards, and problem statement cards.
3. Each player/team is given a whiteboard and marker to help design or pitch their idea.

## Gameplay (3-6 Players):

1. The judge turns over a card from each of the three decks and reads them aloud to set the stage for the round. These cards will include a description of a person, an object, and a problem statement.
2. Entrepreneurs then have 3 minutes to use the details from the cards to devise a unique product or solution that uses the object to solve the problem for the person described.

For example if the 3 cards flipped over were:

*Person Card:* "ASTRID, 27, IS A TEACHER IN NASHVILLE, TN, AND SHE IS MARRIED WITH 1 CHILD."

*Problem Card:* "HAS A PROBLEM WITH HER NOISY NEIGHBORS"

*Object Card:* "FLASHLIGHT"

All Entrepreneurs would have 3 minutes to come up with an idea that would help Astrid solve her problem with her noisy neighbors using a flashlight.

1. After the 3 minutes, each entrepreneur will present their idea in a 45 seconds to 1 minute elevator pitch to the judge. Coming up with a creative name for their product/idea is highly recommended. They may use a whiteboard to illustrate their idea if desired.
2. Following all pitches, the judge has \$100,000 to distribute among the ideas as they see fit. They can split the money in any way among the ideas, including allocating all of it to one idea if they so choose.
3. The role of judge rotates to the next player for the new round, and steps 1-4 are repeated.

### **Rounds and Scoring:**

1. The game continues for a total of 2 rounds per player. That means if there are 4 players, there would be 8 rounds in total.
2. After each round, entrepreneurs keep track of how much money was allocated to their idea. The total money each entrepreneur receives over all the rounds is their final score.

### **Winning the Game:**

At the end of all rounds, the entrepreneur with the most money is declared the winner.

### **Game Play for more than 6 players**

*Entrepreneur Teams* - Larger groups can introduce teams to brainstorm, design and pitch the idea.

### **Set Up**

1. Divide the players into teams of two or more members. Ensure each team has an equal number of participants.

### **Gameplay:**

1. Each team works together to devise a single product or solution based on the cards provided.
2. During the pitching phase, the teams present a joint elevator pitch, showcasing their collective idea and its potential.
3. The team of judges evaluates the team pitches based on their overall performance, creativity, and feasibility.
4. The judges then distributes the investment money among the teams, considering the merits of each team's idea and pitch.

**Rules for Rounds and Winning stay the same.**