

SKETCHY STARTUPS HOW TO PLAY!



SKETCHY STARTUPS RULEBOOK

Materials

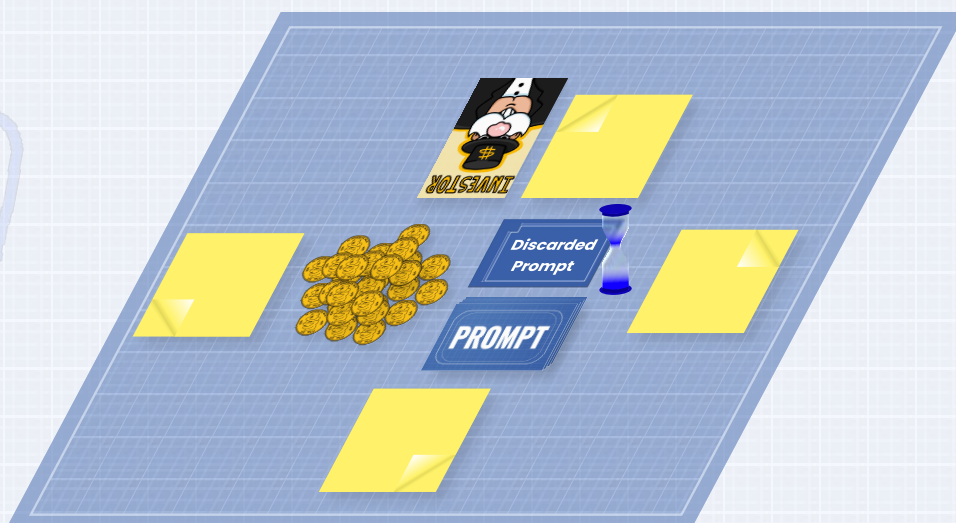
- a. 1 Investor card
- b. 1 deck of prompt cards
- c. Post-it notes
- d. 1 60-second timer
- e. 42 coins

Not Included

- Every player will need a pen (we recommend sharpies!)
- If playing print and play, use a phone timer and any paper you have lying around instead of post-its!

Setup

- Each player takes a few Post-it notes.
- Place the prompt card deck in the center of the table.
 - After the first round there will be a prompt discard pile next to it!
- Place the coin pile at the center of the table
- The oldest player will be the first **Investor**, place the investor card in front of them



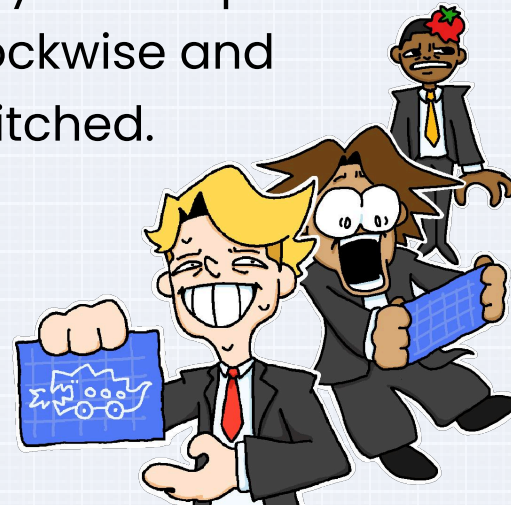
SKETCHY STARTUPS GAME FLOW

Drawing Phase

- The Investor takes 3 coins from the coin pile
- All other players draw 1 prompt card, keeping it hidden
- The Investor starts the 60-second timer, and the players draw a response to the prompt card on one of their post-its
 - Drawings cannot include any words.
- When time is up, each player passes their drawing face down to the player on their left.
 - Advanced Rule: alternate between passing to the left and the right each round!
- Players **should not** look at the drawing they received.

Pitch Phase

- Starting with the player to the Investor's left, players take turns pitching their "startups"
- Each player has 60 seconds to convince the Investor to invest in their company.
- During these 60 seconds the player will flip the drawing they received over, it serves as the first slide in their pitch.
- After each pitch, the Investor asks the player one question.
- Then, we go to the next player counterclockwise and continue pitching until all players have pitched.



SKETCHY STARTUPS GAME FLOW

Investing Phase

- Now that all the pitches are finished, the Investor decides which companies to invest in.
- The Investor can invest for any reason they choose:
 - the strength of the business idea,
 - the quality of the pitch,
 - or simply which concept they found funniest.
- The Investor gives their coins to companies in any way they see fit.
- The Investor must invest all 3 of the coins they got this round from the pile.



End of Round

- The players that got investments can keep their drawings, the rest should be set in the middle.
- Place used prompt cards into the prompt card discard pile.
- Pass the Inspector Card to the left
- Return to the Drawing Phase and play another round.
- Play until the coin pile runs out! (Or people start getting bored)
- Whoever has the most coins when the game ends is the winner!