

SKETCHY STARTUPS HOW TO PLAY!



SKETCHY STARTUPS RULEBOOK

Materials

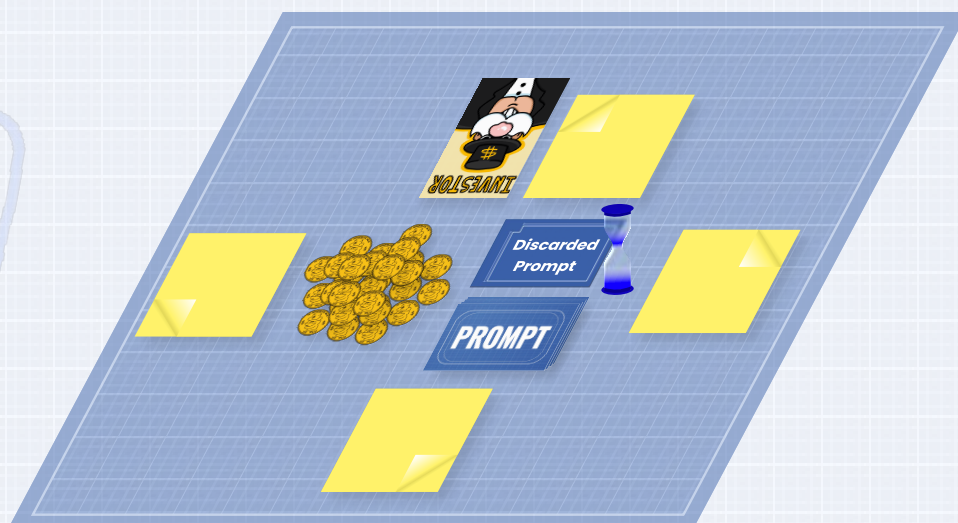
- a. 1 Investor card
- b. 1 deck of prompt cards
- c. Post-it notes
- d. 1 60-second timer
- e. 42 coins

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



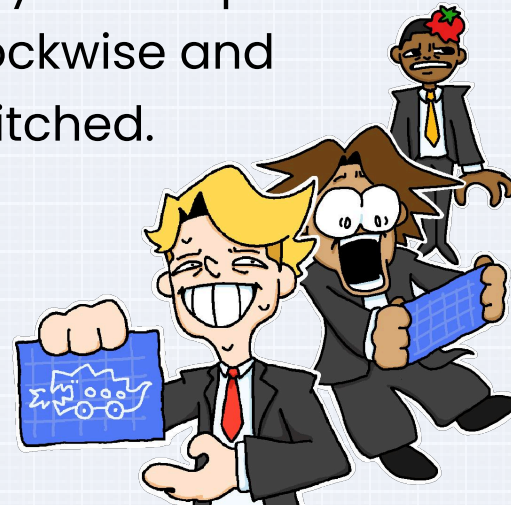
SKETCHY STARTUPS GAME FLOW

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!

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**An all-in-one tool
to survive a deserted
island**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**Vacation service where
you get sent to a completely
random location at a
completely random time**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**A door that doesn't
look like a door**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**A personalized monster
that hides under your bed**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**Essential shopping list
item for someone
attending villain school**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**Revolutionary mime
training regimen**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**Evil wizard that brews
evil beer in his evil
cauldron**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**A friend for your
imaginary friend**

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**A clock that hurts
you on consistent
intervals**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**Thematically appropriate
transportation to
Renaissance fairs**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**An apple that beats
up doctors**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**Dog toy for dogs
in the year 2067**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**32-step
pickle-making
machine**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**A ghost who teaches
you its favorite hobby
from 200 years ago**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**A new legal and ethical
alternative to athletic
doping**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**An incredible animal
that cannot be
contained by a zoo**

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**A centaur-making machine
(can combine any two
animals into a centaur)**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**Revolutionary method of
making dog food
palatable to humans**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**An extraordinarily
fast car**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**A way to address high
unemployment rates of
Clown University graduates**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**Experimental treatment
for gambling addiction**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**New gym equipment
to train people for
cow milking**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**A world-ending weapon
that also doubles as
a can opener**

SKETCHY STARTUP IDEAS

DRAW ANYTHING

**Tool that lets you
draw perfect circles**

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

PROMPT

SKETCHY STARTUP IDEAS

DRAW ANYTHING

The trendiest new way of enjoying soup

SKETCHY STARTUP IDEAS

DRAW ANYTHING

A hat that you would only buy for your greatest enemy

SKETCHY STARTUP IDEAS

DRAW ANYTHING

An emoji that represents the meaning of life

SKETCHY STARTUP IDEAS

DRAW ANYTHING

Automated cream-whipping machine

SKETCHY STARTUP IDEAS

DRAW ANYTHING

A product that makes untied shoes a thing of the past

SKETCHY STARTUP IDEAS

DRAW ANYTHING

A method of accelerating hair loss

SKETCHY STARTUP IDEAS

DRAW ANYTHING

An item that Doraemon can't leave the house without

SKETCHY STARTUP IDEAS

DRAW ANYTHING

An extremely complex logo, as a counter-movement to minimalist logos

INVESTOR



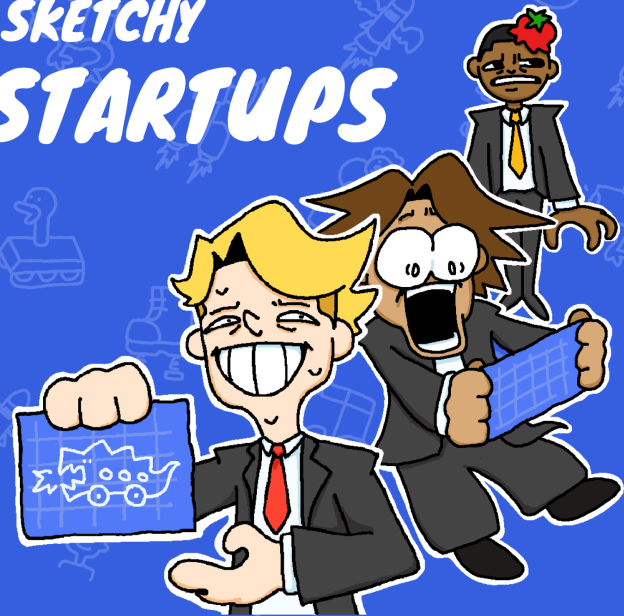
What's my job again?

1. Listen carefully to each pitch!
2. You can ask one question after each player's pitch
3. After all pitches are complete, cast your votes by distributing your coins to each player
4. Once all votes are cast, pass the investor card to the player on your left

Investor tips!

- You can vote for an idea for any reason! Most clever interpretation, makes you laugh the most, or the one that you'd be most likely to buy, for example.
- Ask tough questions! Would anyone actually buy this? Any legal troubles? Anything on the drawing that doesn't add up?
- Don't take it too seriously and have fun!

SKETCHY STARTUPS



SKETCHY STARTUPS

*The no-context business
pitching game!*



They always say, "good startup founders borrow, great startup founders steal." That's why you decided to steal your competitor's startup idea for yourself. What you don't have is the slightest idea of what your competitor's idea is supposed to be. Luckily, it seems like all the founders here are in the same boat. Now, it's up to you and your improv skills to win the investor's favor and make it big.

Contents

- 32 Prompt Cards
- 1 Investor Card
- 5 Markers
- 25 Voting Coins



| | | |
|-------------------|--|---|
| 12+ AGE |  3-5 PLAYERS |  20 MIN |
|-------------------|--|---|



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