

Sketchventor Rules

Created by members of [The Tessera](#)

Backstory

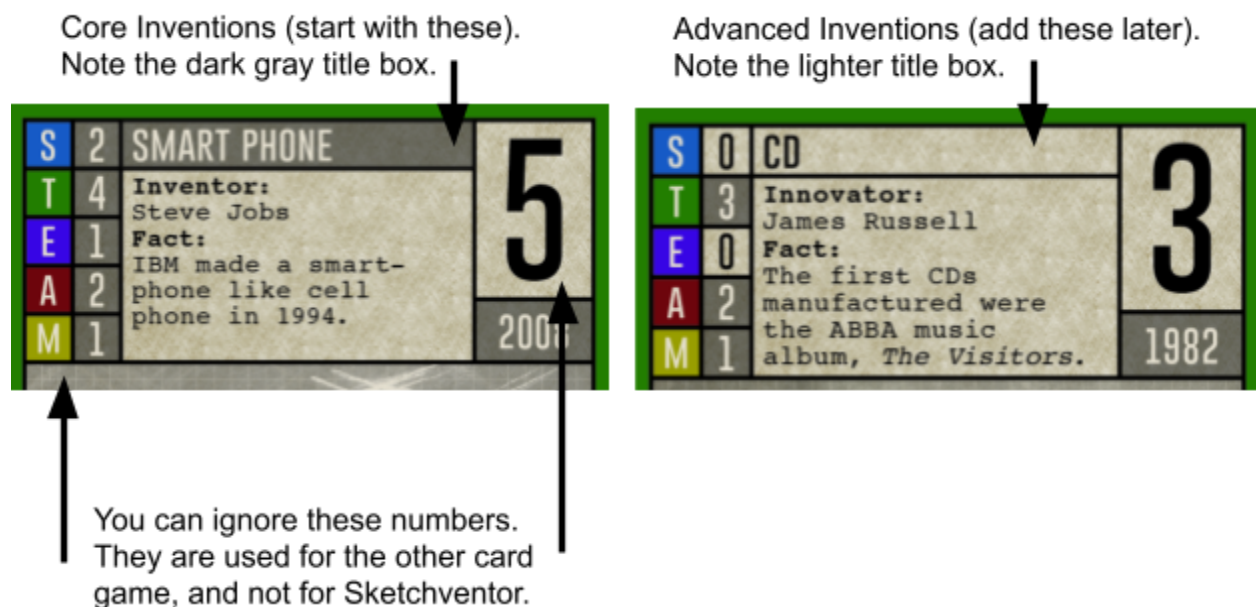
Throughout its many years of existence, The Tessera has honed the creativity and innovative thinking of its members with a simple card game called **Sketchventor**. Sketchventor challenges players to rethink classic **inventions** by applying a number of innovative **verbs**. For example, what would the Internet look like in the stone age? How could you expand the humble Telegraph? How might enemies modify Wi-Fi for an evil purpose? These are the questions that Sketchventor asks you to solve with nothing more than a pencil, some paper, and your imagination...

About

Sketchventor is a game about rethinking classic famous inventions and ideas in inventive new ways. For 3 to 6 players.

Game Materials

- The Invention cards and the Verb cards. All Sketchventor cards can be [downloaded here](#). The core inventions that you will use for a game of Sketchventor have a dark gray box for the title of the invention, while more advanced inventions (that you can add later) have a lighter colored box for the title.



- For your first game, the following files should be printed from the folder linked above:
 - Print the following items, and make them into the **Verb Deck**:
 - sketch-9.jpg - Futurize Verb Card

- sketch-8.jpg - Anachronize Verb Card
- sketch-7.jpg - Villify Verb Card
- sketch-6.jpg - Combine Verb Card
- sketch-5.jpg - Eliminate Verb Card
- sketch-4.jpg - Reverse Verb Card
- sketch-3.jpg - Adapt Verb Card
- sketch-2.jpg - Shrink Verb Card
- sketch-1.jpg - Exaggerate Verb Card
- Print the following items, and make them into the **Invention Deck**:
 - tech-10.jpg - Smart Phone Invention Card
 - tech-09.jpg - Internet Invention Card
 - tech-08.jpg - Personal Computer Invention Card
 - tech-06.jpg - Television Invention Card
 - tech-02.jpg - Light Bulb Invention Card
 - sci-10.jpg - Genetic Engineering Invention Card
 - sci-08.jpg - Vaccination Invention Card
 - sci-05.jpg - Microscope Invention Card
 - sci-04.jpg - Magnetism Invention Card
 - sci-03.jpg - Telescope Invention Card
 - math-09.jpg - Computer Programming Invention Card
 - math-07.jpg - Probability Invention Card
 - math-03.jpg - Clocks Invention Card
 - math-02.jpg - Compass Invention Card
 - math-01.jpg - Abacus Invention Card
 - eng-09.jpg - Drone Invention Card
 - eng-07.jpg - WiFi Invention Card
 - eng-06.jpg - Airplane Invention Card
 - eng-05.jpg - Automobile Invention Card
 - eng-01.jpg - Telegraph Invention Card
 - art-09.jpg - Video Game Consoles Invention Card
 - art-08.jpg - Synthesizer Invention Card
 - art-07.jpg - Digital Photography Invention Card
 - art-05.jpg - Cinema Invention Card
 - art-04.jpg - Printing Press Invention Card
- As you become more familiar with the game, you can try using all of the inventions for the invention deck, and not just the ones listed above.
- Blank Paper. Each player should start with the total number of sheets as there are players, minus one. For example, if there are 4 players in the game, each player should have 3 sheets to start.
- Pens or pencils for each player.
- Timer.

How to Play

Setting the Theme: Each player will serve as judge for one round. Begin by selecting a judge for the first round. The judge draws an invention card from the top of the deck, followed by a verb card. The combination of the two sets the theme for the round, this is what players will be sketching.

Sketching: Each player (except the judge) has four minutes to come up with a novel invention based on the theme and represent it visually on paper. Players can sketch, write, and draw diagrams. At the end of four minutes it's pencils down.

Pitching: Each player (except the judge) has a minute each to pitch their invention, using their sketch as an aid. A pitch is a short description of what your invention does, how it fits the theme, and how it improves upon or modifies the original invention.

Judging: After each player has pitched their invention, the judge will assign superlatives for the round. Superlatives include:

- **Most Innovative:** This sketch did the best job of fitting the theme for the round.
- **Most Useful:** This sketch is an invention that would be useful in the real world.
- **Funniest:** This sketch did the best job of looking taking the theme in a humorous direction.

Starting the Next Round: After all superlatives have been awarded, place the cards used for the round's theme into a discard pile. The judge role passes to the next player clockwise. Once each player has served as judge, the game is over. Optionally, keep track of how many superlatives each player has received to choose winner(s) of the game, including those who received the most of each type of superlative.

Other Ways to Play

Here are some ways to change up Sketchventor's gameplay that Tessera Members have discovered over the years,

- **Group Judging:** if you want a more social, less point-focused game, you may choose to play without judges. Instead of having a judge each round, players take turns setting the theme. In the regular rules, the judge will sit out the round for sketching, but in this variant all players will draw for each round. Each player acts as judge and awards a superlative of his or her choice to whichever invention they desire. Play continues until each player has set the theme once. This is recommended for games with only 3 players.

- **Clears:** if a theme for a round doesn't seem fun, or doesn't make much sense, the judge, or the players collectively, may vote to "clear" the current theme. A new combination of invention and verb are then chosen.
- **Wildcard Superlatives:** you don't need to limit yourself to the superlatives that we've included. You can also play where the judge (or other players) make up your own superlatives that fit the round. If you play with wildcard superlatives, then the judge for the round may make up their own award based on the pitches, and award it as they would the official superlatives. For example, if an invention is especially devious, then the judge may award a "most dystopian" wildcard.

Sketchventor Verbs

The verbs for the game of Sketchventor have been refined by Tessera members over the years, and the list we've arrived at for the game is presented below:

- **Exaggerate** - Amplify a part of your invention. Think about the invention's parts and what it does, and make it bigger.
- **Adapt** - Transform your invention for another use or function. Think about what your invention does and turn it to a different purpose.
- **Reverse** - Switch the sequence of your invention to its opposite. Think about how your invention works and its function. Now flip that so it does the opposite.
- **Eliminate** - Remove a piece or a function of your invention. Think about the main parts and purposes of your invention, and remove one.
- **Combine** - Draw two invention cards for this verb. Merge those two inventions together. Think about how the pieces or functions of the inventions could work together.
- **Vilify** - Modify your invention for a nefarious purpose. Imagine that an evil genius has modified this invention to their own ends.
- **Heroify** - Modify your invention for a heroic purpose. Think about how this invention might be used to make the world a better place.
- **Anachronize** - Imagine your invention in an earlier time. Think about when your invention would be used, and try imagine a similar invention further back in a past era.
- **Futurize** - Upgrade some aspect of your invention. Consider how upcoming technologies may improve or interact with the invention in a future era.
- **Shrink** - Simplify or minimize a part of your invention. Think about the parts of your invention and what it does. Imagine that happening on a smaller scale.