



TREND SOUP

A CARD GAME FOR 4-6 PLAYERS

PIECES:



117 TREND CARDS



21 SPECIAL CARDS



6 CHARACTER CARDS



BAG OF MARBLES



**FOUR
POUCHES**

SET UP:

1. To begin, the 6 character cards (they are black) are shuffled and each player is given one.

Players keep this card hidden - each card has a hidden interest which will earn the player more points at the end of the game depending on how the game unfolds.

2. The special cards (orange) and the trend cards (blue) should all be shuffled together into one big pile. Each player is dealt seven cards to begin the game.

ROUNDS:

The oldest player is judge first.

Each other player must then pair two or more trend cards (blue) together to create a "pitch" to present to the judge. Proposals are presented in clockwise order, starting to the left of the judge.

This pitch must be a proposal: it could be for an app, a company, an advertising campaign, a partnership, a law, etc. (very open-ended)

Each round, the judge is given 10 marbles, each representing one point. after each player, excluding the judge, has made a pitch, the judge must allocate all 10 points to the proposals set forth in that round. They may split them up however they want. We are trying to come up with new ideas, so ideally, thoughtful inventiveness should be rewarded over obvious ideas.

Players can, and should, argue for their ideas, and ask questions about the intentions and logistics of other ideas.

A proposal is “fully-funded” when it receives 5 points. Proposals can still be given up to 10 points.

After all 10 points have been given out, special cards are played as players wish and character points are recorded (explained later) . Then, each player places the marbles they have won in their pouch, and draw however many cards they used in that round.

If a project receives 1 point or less, and they cannot save it with a special card, those cards are put into an “idea void” pile. These cards may be used in a pitch by any player on their respective turn.

After each round, the role of judge rotates clockwise.

SPECIAL CARDS

The special cards in the deck (orange) add powerups to existing pitches. There are five types. Each card may be used once.

WEBSITE: if a project of yours is fully-funded (5 pts), you may add this card and take an extra 2 points from the bank.

CELEBRITY ENDORSEMENT: if a project of yours is fully-funded (5 pts), you may add this card and take an extra 3 points from the bank.

KICKSTARTER: if a project of yours is partially funded, (i.e. receives 1-4 points), you may put this card down and take from the bank however many marbles required to fully fund your project (5 pts).

YOUTH HELP: this card lets you pick 2 extra cards from the deck for the next round (so you have 9).

LAWYER: with this card, you may "sue" any fully-funded company (from this round) belonging to another character. IF they have a lawyer card too, they can defend themselves, and you both lose one marble. if they do not have a lawyer card, their company goes bankrupt, and the cards from that proposal are shuffled back into the deck.

CHARACTER CARDS

There are 6 different character cards - they give out extra points each round. These points are tracked during each round, but they aren't collected until the end of the game. Each character tracks their points in their post-it pad.

GOVERNMENT: for each two fully funded ideas during the game (not just yours), you receive 1 extra point.

INSTAGRAM STAR: for every fully-funded projects you have, you get 2 extra points.

DO WAN CHANG: for each card with a pink strip on the board in a fully or partially funded project, you receive 1 point.

TIM COOK: for every app or apple device related idea or proposal, you receive one extra point. this include mentions of instagram, tinder, snapchat, etc., or new ideas for apps.

ACTIVISTS: for each card with a red strip on the board in a fully or partially funded project, you receive 1 point.

FARMER: for each card with a yellow strip on the board in a fully or partially funded project, you receive 1 point.

THE END:

The game ends when the pile of trend and special cards runs out. At this point each player reveals their character card and takes from the bank the correct amount of marbles (1 marble = 1 point) that they earned during the game from their character's role.

Then, marbles are tallied, and the player with the most marbles wins!

ALTERNATE VERSION

The game can also be played with no special cards, just trend cards and money.

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Players can, and should, argue for their ideas, and ask questions about the intentions and logistics of other ideas.

After all 10 points have been given out, each player places the marbles they have won in their pouch, and draw however many cards they used in that round.

If a project receives 1 point or less, those cards are put into an "idea void" pile. These cards may be used in a pitch by any player on their turn.

After each round, the role of judge rotates clockwise.

THE END:

The game ends when the pile of trend cards run out. At this point each player tallies their marbles, and the player with the most marbles wins!