

THE GAME DESIGNED TO OPEN EVERY MIND™

WHAT IS DISRUPTUS™?

THIS GAME IS ALL ABOUT INNOVATION

It asks players to look at objects and ideas and use different approaches—as determined by the roll of a die—to innovate.

Disruptus draws inspiration from the very important practice of ‘disruptive thinking’. Disruptive thinking is one of the most powerful ways to innovate.

It has been used to create ideas and objects like digital music, camera phones, and car sharing programs.

Disruptive thinking is looking at an object or idea and coming up with an entirely different way to achieve the same end.

So, in the case of car sharing, the innovators looked at the car rental industry and came up with a new approach that ‘disrupted’ the old conventional method.

This game asks you to use 4 different approaches to innovate:

CREATE
IMPROVE
TRANSFORM
DISRUPT

CONTENTS:

100 Image Cards

10 Innovation Canvas Cards

6 Guide Cards

1 Game Die

1 Minute Timer

1 Idea Pad

WHAT ARE INNOVATION CANVAS CARDS?

You can place or draw your own images on these 10 blank cards.

HOW DOES DISRUPTUS WORK?

MELVIN > How do I play DISRUPTUS?

VERDELL > It is a game where you look at pictures and ask yourself various questions like, "How can I achieve this idea or make this object in a completely different way?"

Huh?

In this game there are 4 different ways to innovate. Roll the die and I'll explain the categories with some examples.

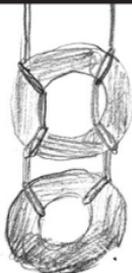
Okay, I rolled "Create2".
So what do I do?

Well, you need to turn over 2 cards and pick items or parts from each picture and create a new object.

Okay. So, let me try an example.
Here are my two cards:



I'm looking at a picture of a motorcycle and rope so I decide to take the two wheels from the motorcycle and use the rope to tie these together into a double decker swing that looks like this:



(WHO ARE
MELVIN AND
VERDELL?
SEE BACK PAGE)

Melvin, you did a great job. Let me try to improve upon an idea or object depicted on a card.

Okay, I'll flip a single card over for you.

So, I see I have a chair lift. Well, I think I could improve this by adding a water fountain so you can hydrate on the lift and not have to remove your gloves.

Wow that would be awesome!

Why don't you try to transform something?

Will do. I'll just flip over this card. Look, it's a simple fork. Hmm. Well, I think I would use the fork for a different purpose and put it to use as a tool to create holes in plastic bottles to make watering bottles for flower gardens.

Now that was a good one! I think I want to try to disrupt an object or idea. Let's see. I'll flip over this card. It's a vacuum cleaner. I need to come up with something that has the same purpose as a vacuum cleaner but is not a vacuum cleaner! So, I would propose that I make a special carpet and flooring that has small holes in it with a suction system underneath. This way, when I push a button the suction system will pull any debris away from the carpet or flooring and bring it into a specialized bin in the wall.

Wow, what a game. I love learning how to innovate!

Me too! DISRUPTUS is a truly innovative game.

ROLL THE DIE...



Using 2 cards, take any number of elements from each card and use these to create a new object or idea. (Illustrated on page 4).



Make it better: Add or change 1 or more elements depicted on the card to improve the object or idea.

EXAMPLE *From 1 card depicting a paperclip: Make it out of a material that has memory so the paperclip doesn't distort from use.*



Use the object or idea on the card for a different purpose.

EXAMPLE *From 1 card depicting a high heel shoe: Hammer the toe of the shoe to a door at eye level and use the heel as the knocker.*



Look at the picture, grasp what the purpose is, and come up with a completely different way to achieve the same purpose.

EXAMPLE *From 1 card depicting a camera: Wear special contact lenses that photograph images with a wink of the eye.*



The Judge gets to pick 1 of the above categories for the round, turning over 2 cards for Create2 and 1 card for other categories.



The Judge turns over 2 cards and each player decides which innovation method they will use for the round.

RULES

3 OR MORE PLAYERS OR TEAMS



Playing with this many players or teams requires a Judge Role.

1 player is selected as the Judge each round.

This role rotates from player to player in a clockwise direction.

THE JUDGE HAS 4 DUTIES:

- 1. ROLL THE DIE**
- 2. TURN OVER CENTER CARD(S)**
- 3. TURN OVER THE 1 MINUTE TIMER**
- 4. JUDGE THE WINNER OF THE ROUND**

TIPS ON HOW TO JUDGE:

*Look for what you **THINK** is the best answer. You can let the players debate with you if you wish. When Player's Choice is rolled, you'll be faced with players trying to innovate under different categories. At first, this might seem confusing on how you can judge. Ultimately the craziest, most innovative idea should win regardless of category.*

THE JUDGE'S DETERMINATION IS FINAL

THE START:

*Cards are gently shuffled and placed face down in center of the table.
Then the Judge rolls the die.*

If the roll is:



turn over 2 cards

If the roll is:



turn over 1 card

If the roll is:



The Judge automatically turns over 2 cards. The players choose which category they want to go for and write this on their sheet. If they choose Create2 then they use both cards. If they choose Improve, Transform, or Disrupt then they select 1 card for their innovation.



The Judge chooses which category will be played and says this out loud, turning over the appropriate number of cards for that choice.

Once the card(s) are turned over and the timer is started, then each player has 1 minute to come up with the most innovative idea.

Use the Idea Pad to quickly draw or write the idea.

Each player will have a chance to explain their idea; however, the basics need to be on the Idea Pad.

The Judge goes around and asks for the explanations of the ideas.

The Judge names the player with the most outrageously innovative idea.

Winning a round gives the player 1 point.

Once a card is used, place it to the side.

Play through a fixed number of rounds or for a pre-determined amount of time.

Keep score on a piece of paper.

RULES

1 OR 2 PLAYERS



*You can also play Disruptus with 1 or 2 players
(no official Judge role is required)*

1 PLAYER:

Roll the die and flip the card(s)—flip over 2 cards for Create 2 or Player's Choice; 1 card for all other categories—and test yourself under the pressure of the timer. You can also practice without a timer, it's up to you! (Since there is no official Judge, if you roll Judge's Choice then roll the die again).

2 PLAYERS:

Shuffle cards and place face down in center of table.

Roll the die and flip the card(s)—flip over 2 cards for Create 2 or Player's Choice; 1 card for all other categories. (Since there is no official Judge, if you roll Judge's Choice then roll the die again).

PLAY USING THE TIMER:

Compete on the number of ideas that you can come up with under the pressure of time. Compare your answers and get ready to laugh. If you can agree, the player with the most outrageous answer wins the round. (Win the most rounds and win the game.)

OR PLAY WITHOUT THE TIMER:

Race to be the first to come up with the innovative idea, blurt it out, and grab the card(s). (Win the most rounds and win the game.)

Decide how many rounds you want to play or for the length of time. We suggest 30 min or 15 rounds to start.

RULES

EASY LEVEL MODIFICATIONS



Play multiple rounds using just 1 innovation technique. In these cases, there is no need to use the die!

So, for example, if you are playing with younger children, then consider only playing rounds of Create2. This is great fun as children get the opportunity to create new objects and use their innate innovative skills.

**} GREAT
FOR
KIDS!**

You can also give yourselves 2 minutes. The judge just needs to flip the timer over again during the round.

Developed by Disruptive Minds



MELVIN



VERDELL



For questions about the rules and tips on how to play, including videos, please visit www.funnybonetoys.com.

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