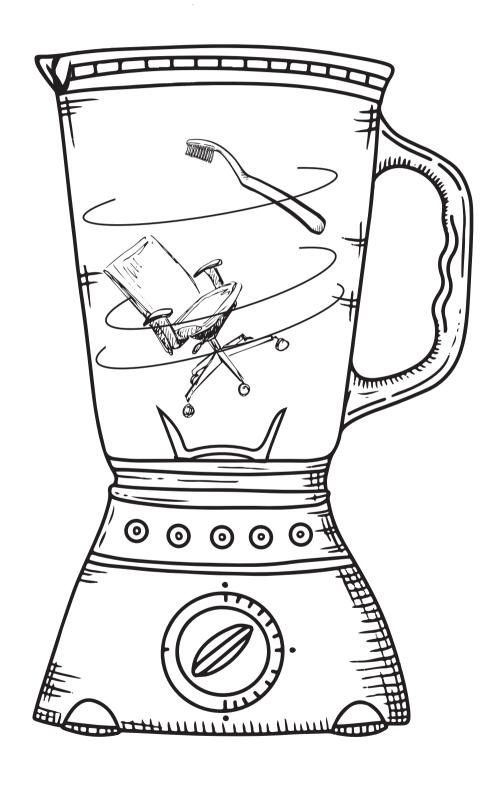
## **IDEA BLENDER**

CARD GAME 2-4 PLAYERS



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## **INSTRUCTIONS**

Print and place the 60 random object cards individually with the text facing downwards. Prepare a 60 second timer, for example a sand timer, watch or mobile phone.

The first player turns any two cards from the table and now has 60 seconds to combine the two objects or their functions in order to come up with new ideas. If the player comes up with minimum 3 new ideas, the player can collect the cards as 1 point. If the player comes up with less than 3 new ideas, the cards are put back onto the table with the text facing downwards.

Players take turns until all cards have been collected into points. Players may use idea combinations suggested by other players if they turn the same two cards. The player with the most points wins the game.

Example: Your object cards say "computer mouse" and "cheese slicer". Idea combinations: 1. Make a scroll function on the cheese slicer to adjust the size and hight of cheese slices; 2. Make a computer mouse with multiple layers of tiny plastic covers. Take off a plastic cover when you want a fresh clean computer mouse. 3. Make the computer mouse smell really bad when it has been used for too long. It will help motivate to take more breaks from the computer. Action: Collect the cards as a point.

After the 60 seconds, players should be able to explain the combinations that make their new ideas. Example: The idea for a scroll function for cheese slicers is a combination of the "scroll function on the computer mouse" and the "slice function on the cheese slicer".

Your ideas do not have to be original or unique in a historical sense, but they should go beyond what is standard for the objects. If an idea is new to you, it counts as new.

IDEA BLENDER Card Game is developed by professor, PhD Christian Byrge to help boost creative skills and creative confidence. The game is designed to make creativity training fun and engaging for every age group.

Visit www.christianbyrge.com for more games, methods and toolkits for advancing creativity.

SCISSORS	SOAP DISPENSER	WATER TAP
SHOWER HEAD	DOOR HANDLE	HAIR BRUSH
TOOTH BRUSH	OFFICE CHAIR	WINDOW
OFFICE LAMP	SHOES	UMBRELLA

SEAT BELT	PHONE COVER	SUN HAT
COAT HANGER	SUNGLASSES	SHAVING MACHINE
CURTAINS	TRAMPOLINE	BAG OF CRISPS
FLOWER VASE	SCHOOL BAG	SKATEBOARD

WASHING MACHINE	PAINT ROLLER	COFFEE MACHINE
TOASTER	PARK BENCH	DOG LEASH
SHOPPING CART	BICYCLE	BABY PRAM
STREET LIGHT	STREET BIN	HEADPHONES

SWING	PLAYGROUND SLIDE	TENT
FREEZER	TRAFFIC LIGHT	VACUUM CLEANER
FLOOR MOP	COFFEE CUP	SUITCASE
DOOR BELL	HAIR DRYER	SOFA

CAN OPENER	JEWELRY BOX	SHORTS
PURSE	SODA	BED MATTRESS
TOWEL	FRYING PAN	KEY CHAIN
PERFUME BOTTLE	ICE CUBE BOX	JACKET