Unvention: International Exhibition

Live Rulebook v5.0

This is the live and extended edition of the rulebook for **Unvention: International Exhibition** v5.0 including additional examples, online resources and tips. Check out the [quick rules](#) for a more concise version.

Overview

Unvention: International Exhibition is a competitive roll 'n write game for 2-5 players. Participants take on the roles of inventors in an intercontinental competition, striving to become the most renowned inventor in the world. Throughout the game, players roll dice, record results in their journals, collect various parts, and build mechanisms. These mechanisms are then combined to create complex and impressive inventions.
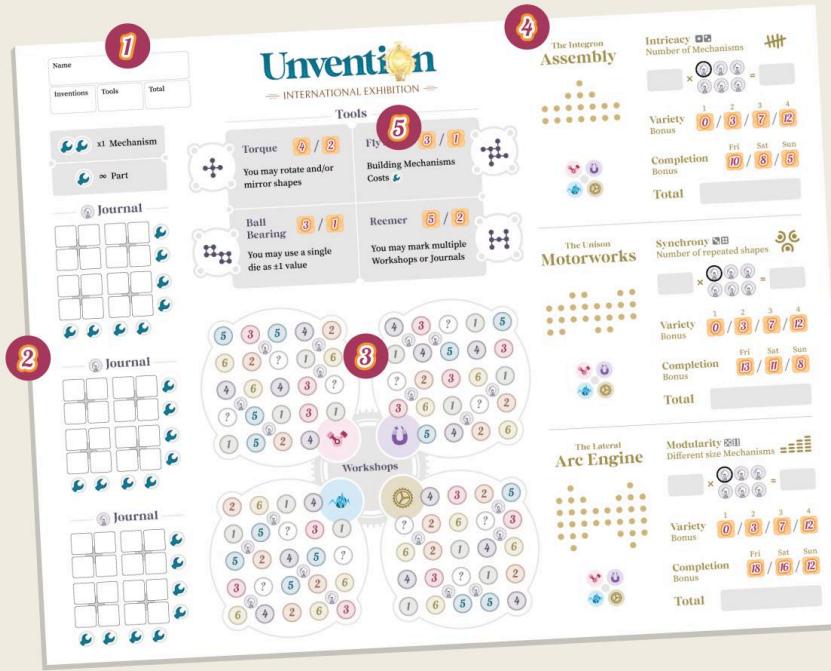
Goal of the game

Players aim to get the most victory points. Over the three-day competition—from Friday to Sunday—players earn points by capturing ideas, building elaborate inventions, and impressing the judges with their innovative creations.

Anatomy of a sheet

1.   Participant name and scoring
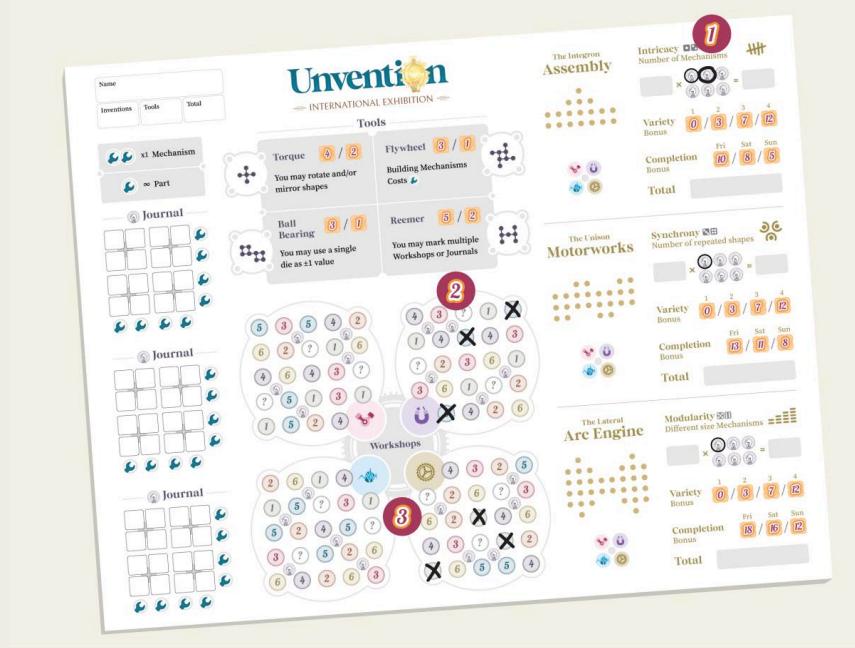
2.   Journals
3.   Workshops
4.   Inventions
5.   Tools

Setup

Unvention is a print-at-home game, which means game sheets are provided as digital files for players to print. Printing these sheets and supplying additional items such as pens and dice are the responsibility of the players.

1. Print a number of competition sheets equal to the number of players.
2. Each player takes one sheet and something to write with, then writes their name on their sheet.
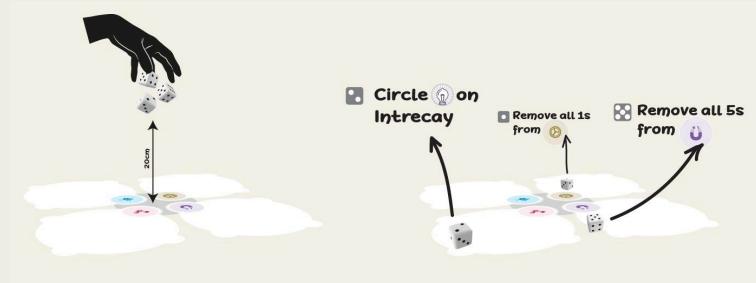3. Place five standard six-sided dice (D6) in the center of the table.

Every game of Unvention begins with a unique variable setup. One player performs the steps below, while all other players replicate the results on their sheets:

- **Take** three dice (D6), hold them approximately 8 inches (20 cm) above the central gear on the game sheet, then release them:
    - The die that lands farthest from the center determines which invention receives an additional scoring multiplier. Circle the corresponding 💡 symbol on that invention.
    - The remaining two dice determine which parts are removed from play:
        - **Workshop:** Determined by the quadrant each die lands in.
        - **Parts:** Determined by the number shown on each die.
    - Cross off **ALL** parts matching the rolled numbers in the corresponding workshops.

Note: The two removed numbers can be from either the same workshop or two different workshops.

✍️Example:

Nikola is in charge of setting the game up. They will hold three dice above their workshops, and let them go.

The die landed the farthest from the center is showing 2, which will indicate that in this game all players will circle an additional on the intricate criteria of the Integron Assembly.

One other die has landed on the magnetic quadrant of the workshop on its 5 face, which indicates all players should remove all instances of the number 5 from their magnetic workshop.

The last die has landed in the mechanical quadrant with a value of 1, meaning all players will remove all 1s from their mechanical workshop.

Overview of a turn

Each competition (a full game) takes place over a weekend, from Friday through Sunday. Each day consists of multiple turns, with the day's end triggered by player actions. Therefore, the number of turns in each day can vary from one day to the next and between different games.

Each turn follows these steps:

1. **Roll and Group Dice**
2. **Journal**
3. **Workshop**
4. **Build** (once per turn)
5. **Invent**

Play continues with additional turns until the day's end is triggered. When the end of Friday is triggered, players score for that day and then start the first turn of Saturday. Similarly, Saturday's scoring leads into Sunday. When Sunday's end is triggered, the game concludes, and final scoring occurs.

1. Roll and group dice

Roll all five dice and group them into groups based on equal or unequal numbers, resulting in 1 to 3 groups. After grouping, one of the following outcomes will occur:
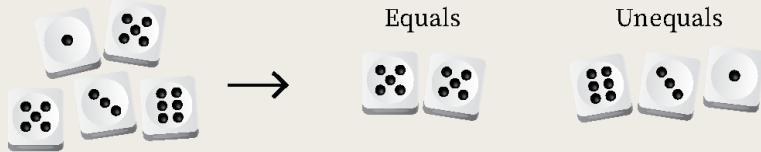
- **Two Groups** *(e.g.,* 5 5 *and* 1 3 6 *)*
  Each player independently selects one group for **Journaling** and uses the other group for **Workshopping**.

- **Three Groups** *(e.g.,* 3 3 4 4 *and* 2 *)*
  Each player independently selects one group for **Journaling**, another group for **Workshopping**, and leaves the third group unused.

- **Eureka!** *(all dice show different numbers, e.g.,* 1 2 3 4 6 *)*
  Each player independently chooses **any one number (1–6)** for **Journaling** and another single number (also freely chosen) for **Workshopping**, regardless of the original dice values.

- **Quantum Leap** *(all dice show the same number, e.g.,* 4 4 4 4 4 *)*
  The effect is explained in the Quantum Leap section (below).

🧠**Note:** Detailed rules and benefits for Journaling and Workshopping are explained in dedicated sections further in the rulebook.

✍️Example:
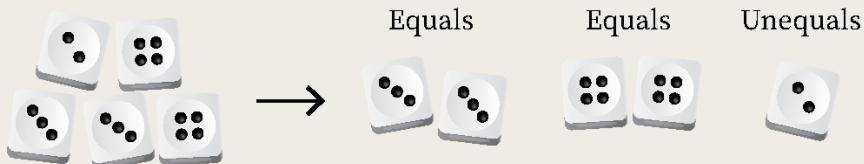Suppose the roll is: 1 3 5 5 6 Players proceed to split them into two groups:

-     Equals:⑤⑤
-     Unequals:①③⑥

Equals	Unequals

✍️Example:

Suppose the roll is:②③③④④. Players proceed to split them into three groups:

-     Equals:③③
-     Equals:④④
-     Unequals:②

Equals	Equals	Unequals

Eureka!

If all five dice show different numbers, it's a **Eureka!** moment. Players independently choose any one number (from 1 to 6) to use for Journaling, and another freely chosen number for their Workshopping, regardless of the dice originally rolled.
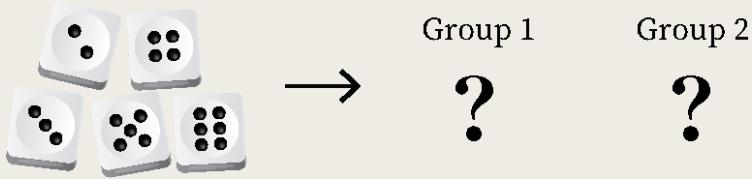
> ✍️ **Example:**
> You roll:②③④⑤⑥. Since this is a Eureka Roll, you may independently choose numbers for your two groups as follows:
>
> - **Journaling:**⑤
> - **Workshopping:**①
>
> Players make their number choices independently. Chosen numbers do not need to match any of the numbers

rolled—in the example above, you could even select the number ⬚1️⃣, although it was not rolled.

Group 1   Group 2

?   ?

Quantum Leap

If all five dice show the same number, congratulations—your group has made a **Quantum Leap**! The odds of achieving a Quantum Leap are less than one in a thousand.
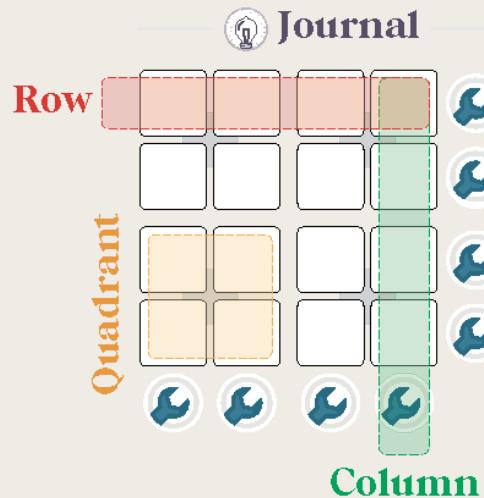
All players immediately proceed as follows:

1. Each player independently chooses **one workshop** and selects **two different numbers**.
2. Players immediately gain (circle) **all** parts matching these two numbers in their chosen workshop.
3. Each player may now immediately **build one mechanism for free** (without paying the wrench costs).
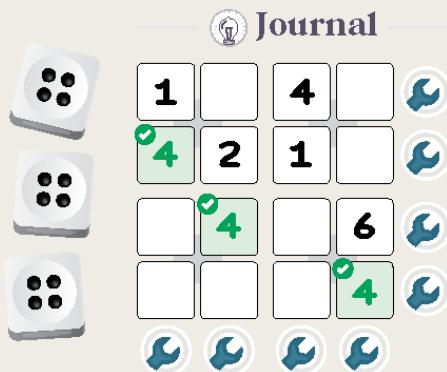
2. Journal

Each player selects a group of dice and a **Journal**, then records the numbers from the dice into the available cells of their chosen Journal.

Players have **three Journals** on their sheets, each functioning similarly to Sudoku. Each Journal consists of a **4×4 grid**, divided into **four quadrants**. As in Sudoku, each **row, column, and quadrant** can contain only **one instance of each number**.
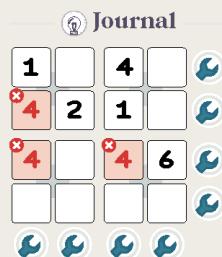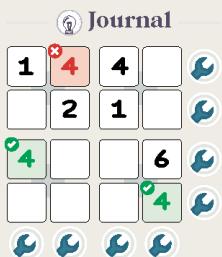
Journal

Row

Quadrant

Column

✍️Example:

Dice rolled are split into two groups: ⚀⚅ and ⚃⚃⚃. Nikola chooses the group ⚃⚃⚃ for journaling, and writes the numbers as follows.

Journal

It would have been illegal for Nikola to put the number in any of the following ways:
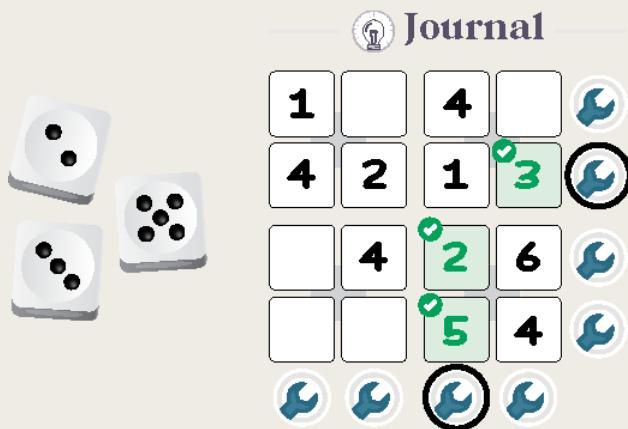
Notes

- **Mandatory Journaling:** Writing at least one number in a Journal is a required step in every turn. Players **cannot** choose to skip this phase. If unable to journal, they must follow the Unable to Journal rules outlined below.
- **Flexible Journal Choice:** Players can write in **any** of their three Journals each turn—there is no fixed order.
- **Single Journal per Turn:** Players **cannot** write numbers in multiple Journals during the same turn.

Gaining Wrenches

Wrenches are the primary resource used for building Mechanisms. Players gain a Wrench by **completing a full row or column** in a Journal. When this happens, the player **circles the Wrench 🔧 symbol** to indicate it has been earned.
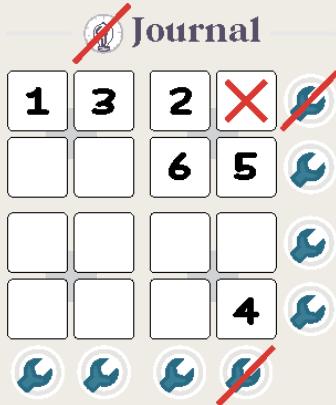

Unable to Journal

If a player **cannot legally write** any of the available numbers from the dice groups into their Journals, they are considered **unable to Journal** and must take the following steps:

1. **Mark an X** in a single cell of a single Journal.
2. **Cross off** the Wrenches 🔧 in that row and column (these can no longer be earned).

3. **Cross off** the **Idea** ⚙ at the top of the table (it can no longer be gained).
4. This cell is now **considered full** and counts toward completing the Journal, which may trigger the end of the day.

🧠 **Pro Tip:**
Being unable to Journal can have serious consequences, especially in the final turns of the game. To avoid this:

-
- Pay attention to **potential pitfalls** when placing numbers in your Journals.
- Always check **all available dice groups** for a valid number.
- Consider using **Tools** that allow you to modify dice results to your advantage.

Illegal Journaling

If a player **accidentally breaks the Journaling rules** by placing an invalid number, they must correct it as follows:

- **If no Wrenches** 🔧 **gained** from the illegal move:

    1. **Mark off the incorrect number** and follow the standard **Unable to Journal** rules.

- **If Wrenches** 🔧 **have already been used** from the illegal move:
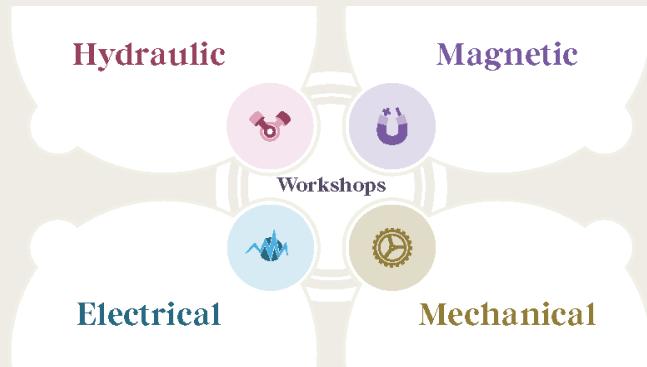
1. Choose a Journal with an **incomplete row or column**.
2. **Mark an empty space with an X**.
3. Follow the **Unable to Journal** rules.

3. Workshop

Each player selects a group of dice (different from the group chosen for **Journaling**) and a **Workshop**, then **circles the matching Parts** based on the chosen dice.

Players have **four Workshops** on their sheet. The Workshop where players gather parts and build mechanisms will be crucial for **scoring inventions**.

Notes

- Players may **partially or completely skip** the Workshopping step.
- **Wild Parts:** Some parts are marked as **wild** (?) and can match any dice result.

Free action

At any time during the game, as a **free action**, players may spend a **Wrench** 🔧 to circle **any one part** in any Workshop.

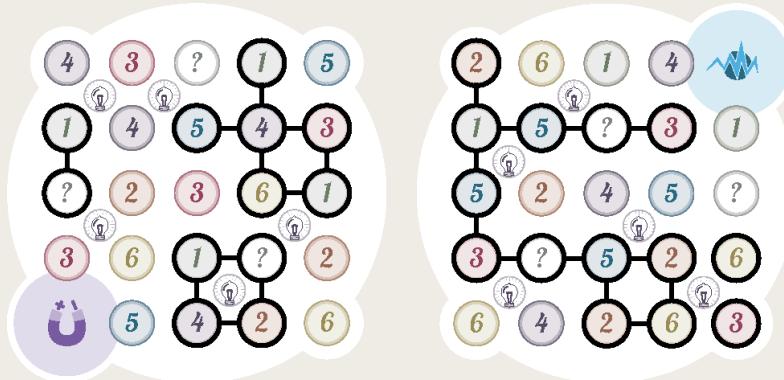- This action is **not** part of Workshopping.
- The selected part **can be from any Workshop**.
- There is **no limit** to how many times players can take this free action, as long as they have Wrenches to spend.

🔧 ∞ Part

4. Build (once per turn)

Players may spend **two Wrenches** 🔧 🔧 to build a **single Mechanism**. A Mechanism consists of **orthogonally adjacent circled Parts**, connected with a line. It can be as small as **two Parts** or as large as the player is able to construct.
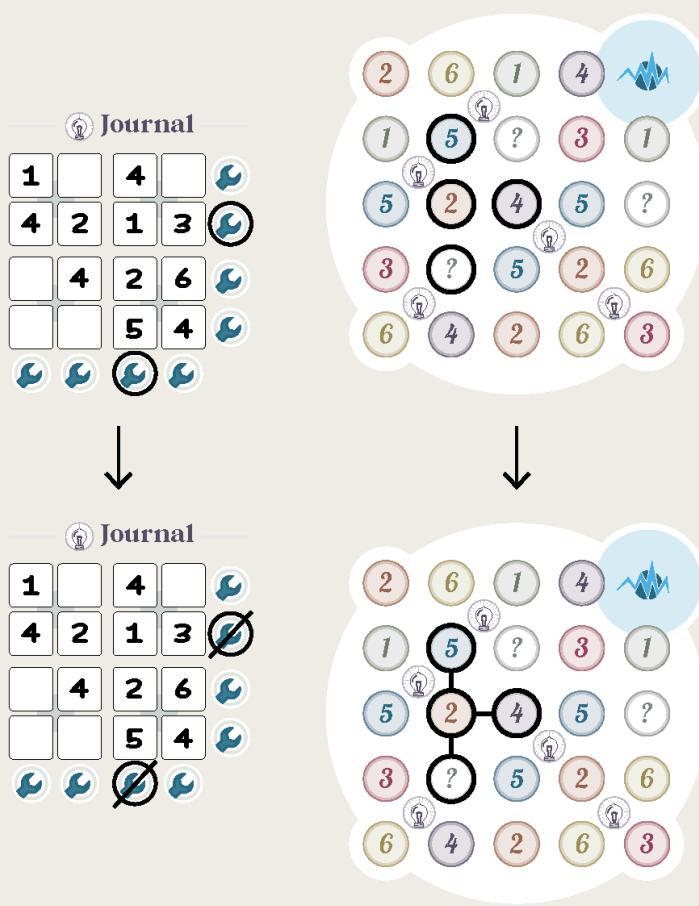
How to Build a Mechanism

1. **Pay two Wrenches** by marking them off.
2. **Draw a continuous line**, connecting orthogonally adjacent Parts to form the Mechanism.
3. **Invent** *(see the next section for details).*

✍️ **Example:**
Nikola has two Wrenches available in their Journal. Having previously circled four **Electrical Parts**, they decide to build a Mechanism. They mark off two Wrenches and connect the Parts with a line, forming a Mechanism.

Notes

- Players may **build only one Mechanism per turn**.
  - Shape of Mechanisms can be repeated, just not within the same turn.
- The **cost of building a Mechanism is always two Wrenches** 🔧🔧, regardless of its size.

5. Invent

Inventing is how players use their **built Mechanisms** to work toward completing their **Inventions**. This step happens **immediately after** building a Mechanism and is **not a separate phase** of the turn.

How to Invent

1. **Choose an Invention** and **draw** the shape of the Mechanism within its pattern.
2. **If this is the first Mechanism of its type used in the Invention**, mark the corresponding type below the Invention. Otherwise, skip this step.
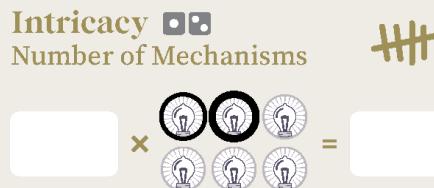
Notes

- The **entire shape** of the Mechanism **must fit** within the Invention pattern.
- Each **Mechanism can only be used in one Invention**.
- A Mechanism **must be used right after it is built**. It cannot be used on any subsequent turns.
- The **shapes do not need to be adjacent** to each other within an Invention.
- **Shapes cannot be rotated or mirrored** when placed in an Invention.
- A Mechanism must be used right after it is built. It cannot be used on any subsequent turns.

Getting Ideas into Inventions

Gaining **Ideas** 💡 is the primary way for players to **increase the multiplier** of an Invention's **unique scoring criteria**.

Intricacy ▫▫
Number of Mechanisms

卌

[ ] × 💡💡💡💡💡💡 = [ ]
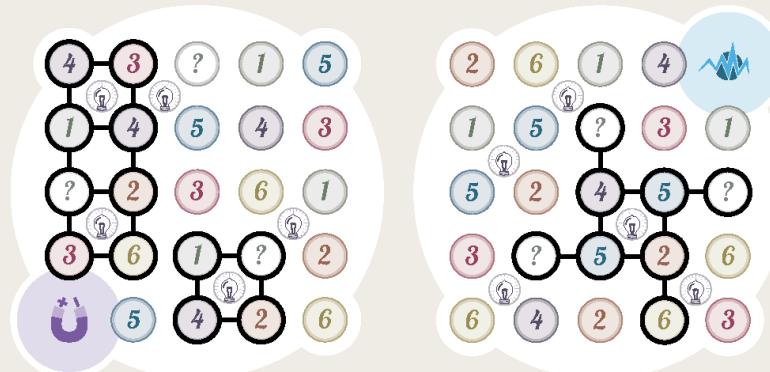
Players can obtain Ideas 💡 in one of two ways:

1. **Building a Mechanism with an Idea** 💡
2. **Completing a Journal**

1. Building a Mechanism with an Idea 💡

A **Mechanism contains an Idea** if it fully encompasses one or more 💡 **symbols**. For each 💡 symbol:

- When a player **draws the shape** of the Mechanism in an Invention, they **circle a** 💡 **symbol** in that Invention's unique scoring criteria.
- This **increases the multiplier** for that Invention's unique scoring.

2. Completing a Journal

When a player **fully completes a Journal**, they gain the **Idea** 💡
printed above it.

- The player can **choose which Invention** this Idea is
  applied to by **circling a** 💡 **symbol** in that Invention's
  unique scoring section.

Crossed off cells count towards
completing a Journal, but will not get
the Idea for the player.

Triggering the end of a day

Each competition takes place over a **weekend (Friday to
Sunday)**. At the end of each day, players **present their
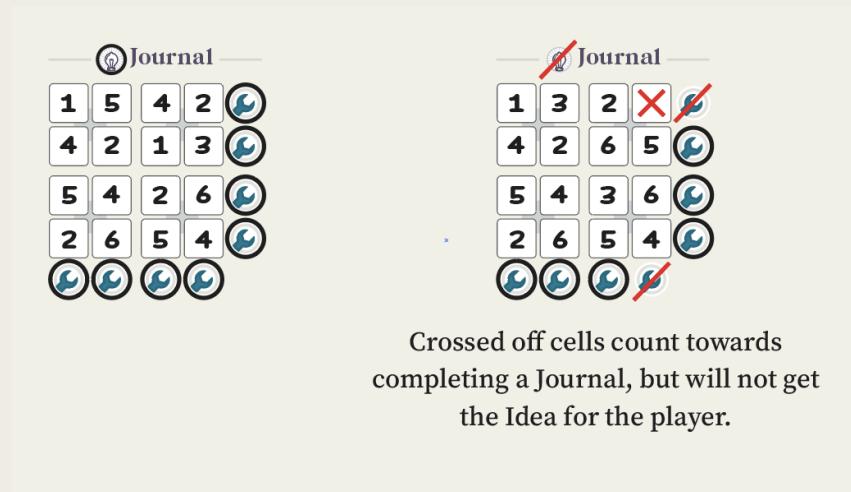Inventions** and score points. The **end of each day is triggered
by player actions**, meaning the length of a day can vary from
game to game.

How Each Day Ends

- **End of Friday:** If at the end of a turn, at least **one player**
  has exactly **one complete Journal**, Friday ends.
- **End of Saturday:** If at the end of a turn, at least **one
  player** has exactly **two complete Journals**, Saturday
  ends.

- **End of Sunday:** If at the end of a turn, at least **one player** has exactly **three complete Journals**, the game ends.
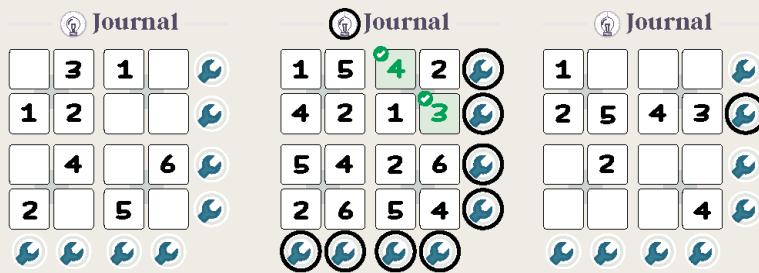
Once a day ends, players **score any Inventions they are presenting**, and play proceeds to the next day. The **end of Sunday marks the end of the game**.

✍️ Example: End of Friday
On Friday, the rolled dice split into two groups: 3 4 and 5 5 5.

Nikola selects 3 4 for Journaling and writes the numbers in their Journal.

This **completes their first Journal**, triggering the **end of Friday**.

✍️ Example: End of Saturday
On Saturday, the rolled dice split into two groups: 3 5 6 and 1 1.

Thomas chooses 3 5 6 for Journaling and writes 3 5 (skipping the 6).

Although this **completes one of Thomas' Journals**, it **does not** trigger the end of Saturday, since a player must have **exactly two complete Journals** to end Saturday.

Notes

- **Skipping a Day:** It is possible for more than one day to be triggered in the same turn (e.g. by using tools). In this case, resolve the **earlier day** and **skip the later day**.
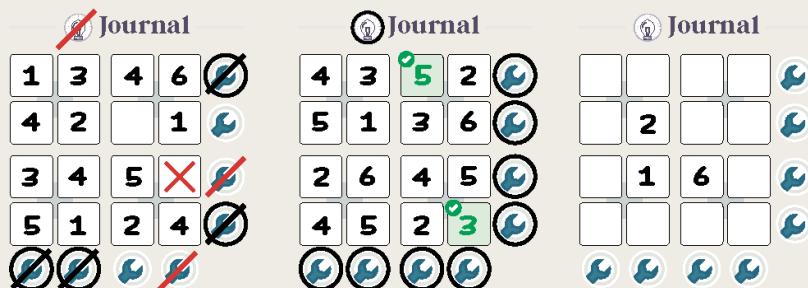 - **Example:** If **Friday and Saturday** are both triggered in the same turn, resolve **Friday**, skip **Saturday**, and **begin the next turn on Sunday**.

End of day scoring

At the **end of each day**, players may present **one or more** of their Inventions for scoring. Each presented Invention is scored as follows:

1. **Variety Scoring**
2. **Completion Scoring**
3. **Invention's Unique Scoring Criteria**

The total score is recorded in the provided box, and the **Invention may not be presented again** for the rest of the game.

1. Variety Scoring

While any type of Mechanism can be used in an Invention, using **different types** increases the **Variety Bonus**:

- **1 type:** 0 points
- **2 types:** 3 points
- **3 types:** 7 points
- **4 types:** 12 points

2. Completion Scoring

Players earn a **completion bonus** based on which day the **Invention is presented**.

- An Invention is **complete** if its pattern is **entirely filled** with Mechanism shapes.
- **Incomplete Inventions** may still be presented on **Sunday**, but they **do not receive** a completion bonus.

🧠**Reminder**: Incomplete Inventions may still be presented on Sunday, and they will score for all scoring criteria except completion.

3. Invention's Unique Scoring Criteria

Each Invention has a **unique way of scoring**, with a **multiplier that starts at 1**. Players can **increase** this multiplier **up to 6** by gaining **Ideas** 💡 during the game.

Intricacy – The Integron Assembly

Scores based on **how many Mechanisms** were used:

- **Count** the number of Mechanisms in the Invention.
- **Multiply** this by the number of **circled** 💡 **symbols**.

◻ × ⊘ = ◻

Synchrony – The Unison Motorworks

Scores based on **how often the most frequently used shape was repeated**:
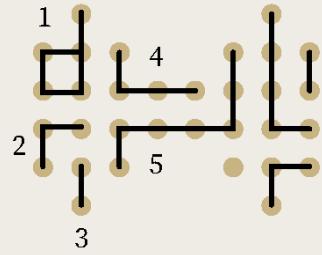
- **Find** the most frequently used **Mechanism shape** in the Invention.
    - *(A shape is considered repeated even if rotated or mirrored.)*
- **Count** how many times the shape was used.
- **Multiply** this by the number of **circled** 💡 **symbols**.

Synchrony ▨⊞
Number of repeated shapes

◻ × ⊘ = ◻

Modularity – The Lateral Arc Engine

Scores based on **how many different-sized Mechanisms were used**:

- **Count** the number of **different sizes** of Mechanisms used.
    - *(Size is determined by the number of parts in a Mechanism, regardless of shape.)*
- **Multiply** this by the number of **circled** 💡 **symbols**.
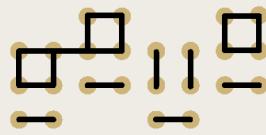
Modularity 🎲🎛️
Different size Mechanisms

[ ] × 🔮🔮🔮 / 🔮🔮🔮 = [ ]

✍️ **Example:**

At the **end of Saturday**, Nikola **completes and presents The Unison Motorworks**. They score as follows:

The Unison
Motorworks

Synchrony 🎲🎛️
Number of repeated shapes

| **6** | × | 🔮🔮🔮 / 🔮🔮🔮 | = | **24** |

	1	2	3	4
Variety Bonus	0	3	7	12

	Fri	Sat	Sun
Completion Bonus	13	11	8

Total [**38**]

- **Variety:** Two different types of Mechanisms → **3 points**.
- **Completion:** Presented on **Saturday → 11 points**.
- **Synchrony:**
  - The **most repeated shape** was used **6 times**.
  - Nikola circled **three Ideas** 💡, increasing the Synchrony multiplier to **4**.
  - **Final score:** 6 × 4 = **24 points**.

Total score for The Unison Motorworks: 3 + 11 + 24 = 38 points.

End of game scoring

The **end of Sunday** marks the **end of the game**. After completing the **normal end-of-day scoring for Sunday**, **final scoring** proceeds as follows:

Players total the **victory points** earned from:

1. **Inventions**
2. **Unlocking Tools (explained Below)**

The player with the **highest total score** is declared the **winner** of the competition.
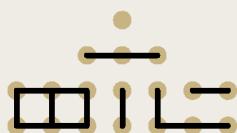
Tiebreakers

If there is a **tie**, the winner is determined in the following order:

1. **Most complete Journals**
2. **Most unused Wrenches**
3. **Highest scoring single Invention**

✍️ **Example:**

At the **end of Sunday**, Nikola did **not** finish any Invention but still proceeds to score their work on **The Integron Assembly**:

The Integron
Assembly

Intricacy
Number of Mechanisms

$$5 \times = 10$$

Variety
Bonus

1	2	3	4
0	3	7	12

Completion
Bonus

Fri	Sat	Sun
10	8	5

Total 22

- **Variety:** Used **all four different types** of Mechanisms → **12 points**.
- **Completion:** The Invention is **not completed** → **0 points**.
- **Intricacy:** Used **5 Mechanisms** and increased the Intricacy multiplier to 2 → **5 × 2 = 10 points**.
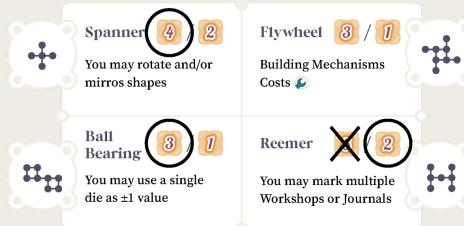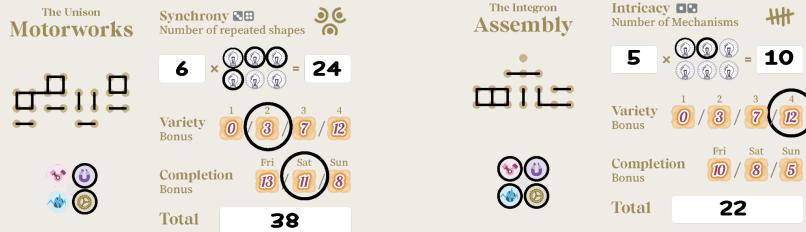
Invention Scores:

- **The Integron Assembly:** 22 points
- **The Unison Motorworks:** 38 points
- **The Lateral Arc Engine:** 0 points
- **Total from Inventions: 60 points**

Tool Scores:

- **Spanner (First Unlock):** 4 points
- **Ball Bearing (First Unlock):** 3 points
- **Reamer (Unlocked later):** 2 points
- **Total from Tools: 9 points**

Final Score: 60 + 9 = 69 points.

The Unison
Motorworks

Synchrony ⬙⊞
Number of repeated shapes

| 6 | × | = | 24 |

Variety
Bonus

1	2	3	4
0	3	7	12

Completion
Bonus

Fri	Sat	Sun
13	11	8

Total **38**

The Integron
Assembly

Intricacy ⬙⬙
Number of Mechanisms

| 5 | × | = | 10 |

Variety
Bonus

1	2	3	4
0	3	7	12

Completion
Bonus

Fri	Sat	Sun
10	8	5

Total **22**

Spanner	4 / 2	Flywheel	3 / 1
You may rotate and/or mirros shapes		Building Mechanisms Costs 🔧	
Ball Bearing	3 / 1	Reemer	✗ / 2
You may use a single die as ±1 value		You may mark multiple Workshops or Journals	

Tools

Tools are **special Mechanisms** that grant players **passive abilities** once unlocked. To unlock a Tool, a player must **build a Mechanism matching its specific shape**.

Each Tool has **two victory point values** printed beside it:

- **The first player to unlock a Tool** earns the **higher** victory point value.
- **Any subsequent players unlocking the same Tool** earn the **lower** victory point value.

After a player unlocks a Tool, **all other players must cross off** the higher value on their sheets to indicate that it is no longer available to them.

Tools

Torque	4 / 2	Flywheel	3 / 1
You may rotate and/or mirror shapes		Building Mechanisms Costs 🔧	
Ball Bearing	3 / 1	**Reemer**	5 / 2
You may use a single die as ±1 value		You may mark multiple Workshops or Journals	

Notes

- **Ties are friendly:** If two or more players unlock the same Tool **in the same turn**, all tied players **earn the higher value**.
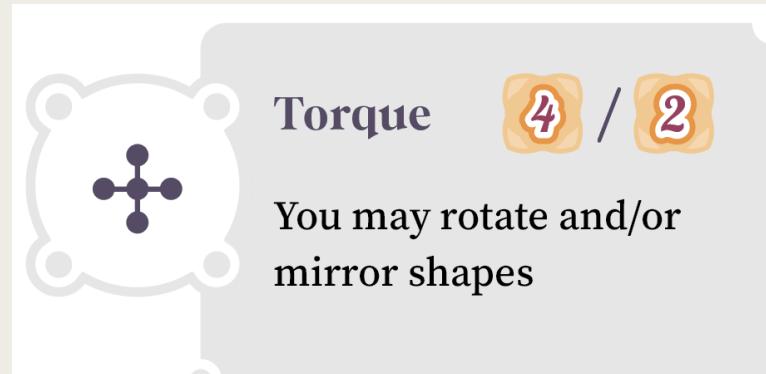- **Immediate Use:** Players may **use a Tool's ability immediately** in the same turn it was unlocked.

Torque

You may rotate and/or mirror shapes

- While drawing Mechanism shapes in Inventions, you may **rotate and/or mirror them**.
- **No limit** on how many times this ability can be used.

Victory Points:

- First player to unlock Torque: **4 points**
- Subsequent players: **2 points**

Torque 4 / 2

You may rotate and/or mirror shapes

Flywheel

Building Mechanisms costs 1 Wrench

- The cost of building Mechanisms **permanently drops to 1 Wrench** instead of 2.

Victory Points:

- First player to unlock Flywheel: **3 points**
- Subsequent players: **1 point**

Flywheel 3 / 1

Building Mechanisms Costs 🔧

Ball Bearing

Once per turn, you may modify a single die by ±1

- Once per turn, when **Journaling** or **circling a part in a Workshop**, you may **increase or decrease** a rolled die by **1**.
- Using the Ball Bearing will change the value of the dice used for Journaling or Workshopping, only for the player using the Ball Bearing, and **does not change how dice are grouped.**
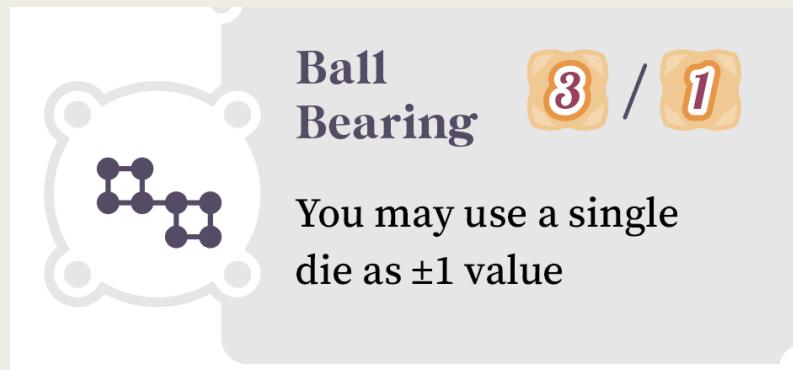
  ✍️ **Example:**
  If the rolled dice are 2️⃣2️⃣3️⃣5️⃣6️⃣, they would normally be grouped as 2️⃣2️⃣ and 3️⃣5️⃣6️⃣.

  - A player using **Ball Bearing** can modify a die, for example, changing the 3️⃣ to a 2️⃣, resulting in 2️⃣2️⃣2️⃣ **and** 5️⃣6️⃣.

Victory Points:

- First player to unlock Ball Bearing: **3 points**
- Subsequent players: **1 point**

Reamer

You may mark multiple Workshops or Journals in a single turn

- When **Journaling** or **circling a part in a Workshop**, you may **distribute numbers in more than one Journal** or **distribute the parts you are circling to multiple Workshops**.

- **No limit** on how many times this ability can be used, even within the same turn.

Victory Points:

- First player to unlock Reamer: **5 points**
- Subsequent players: **2 points**

Reamer   **5** / **2**

You may mark multiple Workshops or Journals