

Feudal Fortune: The Patent War

Tagline: Bid. Betray. Build.

Theme

You and your team are tech warlords in a futuristic feudal era, where power isn't measured in land but in patents. Every invention, every algorithm, every piece of tech is up for grabs — if you have the credits and cunning to claim it. But beware... your rivals won't hesitate to sabotage you and strip away your empire.

How It Works

1. The Patent Auction

All patents are biddable — one at a time.

Examples:

AI-Controlled Weather System

Holographic Combat Trainer

Bio-Engineered Glow Trees

Zero-Gravity Gaming Rig

Neural Memory Backup

Every 4th patent is a Mystery Patent:

Revealed only to the buyer.

Could be extremely powerful or totally useless.

Sabotage Card: "Expose" can force it to be revealed to all teams.

2. Sabotage Cards (Also Biddable)

Players can bid on sabotage cards mixed into the auction:

Expose – Reveal a rival's mystery patent to everyone.

Pillage – Reduce one rival team's credits by 25%.

Patent Theft – Steal one random patent from another team.

Decoy Drop – Swap one of your useless patents with an opponent's.

Credit Drain – All rivals lose 10% of their credits.

3. Build & Pitch

Teams (2–3 members) have 15–20 minutes to combine any of their patents into a product/service.

Must present:

How it works (basic concept)

Target market

Why it's better than any rival's product

(Optional bonus points if they directly sabotage another team's pitch with a "live attack" sabotage card)

4. Judging

Innovation – Originality and creativity (40%)

Strategy – Smart auction play and sabotage use (30%)

Pitch Quality – Persuasive and clear (20%)

Audience Reaction – Fun and entertainment factor (10%)

Setup

Time: 1.5–2 hours

Teams: 2–3 members

Materials:

Printed/digital patent cards

Sabotage cards

Virtual credits tracker (Google Sheets or app)

Projector for displaying auction items

Optional: Have an "Auctioneer" role to hype bids and stir rivalries.