

PLAYTEST AT WORK

Widget

The game of crazy gadgets

What do you think about a whistle-pocket knife-blender? Or a WiFi-mug-flashlight? Widget is a funny marketing game in which players has to design and produce funny gadgets according to the requests of the market clusters. Players can affect the position of clusters on the market board representing the trade-off between traditional and high tech and cheap and expensive as well. Players get points making gadgets that fulfill the clusters requests.



Draw patents, solutions and options to design your gadgets



Move the market clusters on the board to change their requests to be fulfilled by your gadgets



Choose your operation to perform and eventually launch production phase for all players



Sell your gadgets to collect victory points, engagement and tokens to strengthen your position on the market

2-6 14+ 90'

COMPONENTS

- Board and consolle
- 267 cards (various formats)
- 136 tokens
- Counters, pawns and dice

Designed by: **Giovanni Caron**
Developed by: **GAM eStudio – Italy**



©2021 **G.Caron and GAM eStudio**
all rights reserved
contact: info@gamestudio.it



Be the top company on the market and win the game