

Rules of the Game

Mission: Emotions!

Setting Up

1. Have the child* put together the puzzle pieces to build the game board. Help them if necessary.
2. Make a pile with the Situation cards and place them close at hand so the situations illustrated on the front of cards are clearly visible.
3. Place an Emotion card face-down on the spot on the game board marked with a flag at the end of the route. Alternatively, you can hand out one card per person.
4. You and the children each choose a Spaceship token and place it at the beginning of the route.
5. Then, use the Players Guide to explain the game's aim and story to the child.
6. Show the child the Players Guide and use it to help you talk about the emotions depicted. Explain that the emotions shown on the Players Guide are the same ones felt by the characters shown on the cards. Remember that using the Players Guide is totally optional: its purpose is to provide a limited selection of choices to help children focus on the emotions the game is designed to teach. For example, a child is less likely to answer, "The girl is in love," if that isn't one of the options on the Players Guide.



Playing the Game

1. The youngest child goes first by rolling the die and moving their Spaceship token forward the corresponding number of spaces.
2. Draw a Situation card from the top of the pile, show the picture to the child and ask the following question: "What emotion do you think the little girl (or little boy) is feeling? Why?"
3. The child then attempts to answer the question.** If the child struggles to answer or gives an incorrect answer, give them a clue to guide them toward a correct answer (see "Helping children recognize the emotions related to different situations during gameplay" in the Instructional Guide).
4. If the child is still having difficulty answering, show them the answer on the back of the card and then put the Situation card on the bottom of the pile.



continued on the back

*Note that in these instructions the words "child" and "children" are used interchangeably to mean one or more children of the game's target age.

**In situations with more than one possible answer, the backs of the cards show two or more emoticons. Any other answer that makes sense in the situation is acceptable as well.

Playing the Game *(continued)*

- Progressing clockwise, the next player rolls the die and follows the steps listed above. When a player's Spaceship token lands on a square already occupied by another token, the player places the token beside it. If the player is an adult, or a child with a good understanding of the game, they can ask the next question aloud.
- The game continues until a player's token reaches Planet Earth by rolling either the exact number of squares remaining or a higher number on their last roll. This player then tries to guess the first emotion experienced by their alien upon reaching Earth and turns over the card to see if they have a match. Next, the player explains the emotion and the situation depicted to the other players. In the version of the game where one card per player is placed on the game board at the beginning of the game, the game ends when every player reaches the end of the route. In this version, everyone's a winner.



Special Squares



Stop on red! When a Spaceship token passes one of the "Stop sign" spaces, it's the end of the turn, even if the player has not yet advanced the full number of squares indicated on the die.



Green means go! When a Spaceship token lands on one of the green spaces, it gets to "fly" three spaces further.



Down the black hole! When a Spaceship token lands on this square, it is sucked into the black hole and back to square 16.

