



Your Mission

Join the Super Squad to Resolve Social Dilemmas by Defending the City of Empathropolis™ against the Evil Villain Goobi!

Step 1

STREET SETUP

Make Your Own City Arrangements

1. Difficulty Level (☆☆☆)

Turn ANY 4 City Blocks into RED



2. Difficulty Level (☆☆☆☆☆)

Turn ALL City Blocks into GRAY



Step 2

STARTING MOVE

Each player chooses 1 Superhero game piece.
Place Goobi at the Sewer (Center of the Board) & Superheroes at the START Block



Step 3

MOVING ORDER

Spin the Spin Board to decide to move the Villain or a Superhero.
Roll the dice to see how far you should move.
You may move any Hero piece with other player's permission.



Step 4

GAME RULES

Goobi lands at...



Sewer

Dice roll determines from which Sewer Hole Number Goobi will emerge on the Street.

Do not turn the street block to Red.

Goobi begins to roam on the Street at the next turn. .

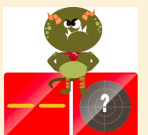


GRAY City Block

Goobi has caused havoc!!

Flip the City Block to RED.

Next player's turn.



RED City Block

City Block remains RED.

Next player's turn.



Power Block

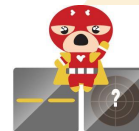
Too bad for Goobi.

Goobi immediately goes back into its Sewer.

Next player's turn.

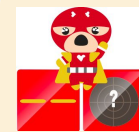


Superhero lands at...



GRAY City Block

All is well. Enjoy the cityscape.
Next player's turn.



RED City Block

1. Pick a City Watch™ Scenario Card.
2. Assess the Scenario Ask the Questions: THINK - FEEL - ACT (see inside box cover)
3. Select at least 3 Emotion Cards as applicable to the scenario.
4. After solving the scenario, turn the City Block back to GRAY.
5. Next player's turn



Power Block

1. Pick a PowerUp™ Card.
2. Discuss the questions on the PowerUp™ Card with the Group.
3. Player keeps the PowerUp™ Card.
4. Next player's turn.



Step 5

FACEOFF!



Must Guess in 3 Tries

It's Time for a FACE-OFF Challenge!

Player guesses the emotion displayed by the others.

Without looking at the Card, player picks a random Emotion Card and shows it to the other players. Other players take turns to act out the expression for the selected Emotion without saying a word.

 If they meet on a GRAY City Block

• **Player guesses Correctly** → City Block remains GRAY. Goobi goes back to the Sewer.



• **Player guesses Incorrectly** → City Block remains GRAY. Hero loses ONE Power-UP Card. Goobi goes back to the Sewer.



 If they meet on a RED City Block
Do NOT do FACE-OFF!

Follow Superhero on RED Block Scenario above

1. Pick a City Watch™ Scenario Card.
2. Assess the Scenario
Ask the Questions:
THINK - FEEL - ACT
(see inside box cover)
3. Select at least 3 Emotion Cards as applicable to the scenario.
4. After solving the scenario,
5. Turn the City Block back to GRAY.
6. Goobi goes back to the Sewer.
7. Next player's turn



If they meet on a Power-UP Block, Goobi gets sent back to the Sewer

How To Win

AGAINST

GOOBI



For more information about the Game or Instructions Scan the QR Code or Visit our Website www.EmpowerEmpathyGame.com

Team Work Cooperation

Strategize with the rest of the Super Squad to see whose steps can turn the most RED City Block back to GRAY

Think in Another's Shoes

Super Squad wins when there are no RED City Blocks left

Remember: the fewer RED City Blocks remain, the better

Social & Emotional Learning

Collect as many Power-Up™ Cards as you can. At the end of the round, using each card can turn 1 RED City Block back to GRAY.

Emotional Awareness

Identify as many Emotions as you can with each City Watch™ patrol

Goobi wins if there are any RED City Blocks left

ALL members of the Super Squad must pass the predetermined "Start" Block in order to complete their mission!

