

Instructions

Print the Game Cards

[Here are the Game Cards ready to be printed](#). Please follow the printing instructions on Slide 1.

Game Overview

Hi! EmploPlay is a game to help you develop useful skills for getting and keeping a job. The idea is to have fun while learning about things like effective communication, problem-solving, teamwork, leadership, adapting to change, and reflecting on things. Let's play!

What do you need?

- 1 Game board (You can use our downloadable one from www.emploPlay.eu or the Trivial Pursuit one)
- 1 Die 
- One Playing Piece for each player 
- Skill Tokens (You can use the wedges from Trivial Pursuit!) 
- 56 cards:
 - 18 "Challenge" cards (3 for each skill colour)



36 General cards. Includes 18 "Question" cards and 18 "Role-Playing Game" cards.



2 Cover cards (with the EmploPlay logo to hide the top card of the deck)



How do you win?

Easy! Be the first person to collect all 6 different Skill Tokens. You need one of each colour:

Yellow: Teamwork

Purple: Leadership

Orange: Critical Thinking

Blue: Effective Communication

Pink: Problem Solving

Green: Adaptability

Start playing

- **cards:**
 - o Shuffle the 18 "Challenge" cards well. Place them **FACE UP** in a pile. Put a cover card on top (hiding the face of the top card). This is the **Challenge Deck**.
 - o Shuffle the 36 General cards well. Place them **FACE UP** in another pile. Put the other cover card on top. This is the **General Deck**.
- **Playing pieces:** Each person chooses a token and places it in the central space of the board.

- **Skill Tokens:** Place them somewhere visible and accessible near the board.
 - **Roll the die one by one:** whoever rolls the highest number starts! The game continues clockwise.
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What to do when it's your turn?:

1. **Roll the die** . Move your game piece, in any direction you wish, the same number of spaces shown on the die.
2. **Take a card of the same colour** as the space you landed on:
 - If it is a **Challenge space** (space with the EmploPlay symbol on our board or wedge on the Trivial Pursuit board) : Take the first card from the **Challenge Deck**.
 - If it is a **General space** (coloured space) : Take the first card from the **General Deck** that matches the colour of the space you landed on.
3. **Play the card** :

A) If it is a **"Question" card** :

 **Time:** You have 2 minutes. Ask someone to keep track of the time!

Step 1 : Read aloud the question and the answer choices (a, b, c) on the front.

Step 2: Give your answer (a, b, or c).

Step 3: The person to your left reads the correct answer and explanation from the back of the card.

B) If it is a **"Role-Playing Game" card** :

 **Who's who:** You are the **Participant**, the person to your left is the **Role-player** . Everyone else is an **Observer** .

 **Time:** You have about 2 minutes. Ask someone to keep track of the time!

Step 1 : Read aloud the front of the card (the Scenario and the Participant's role and objective).

Step 2 : Let the Role-player and the Observers silently read the back of the card (the instructions for the Role-player and the question for the Observers).

Step 3 : Unless otherwise instructed in the card, **the Role-player** will begin the role-playing game. You (**the Participant**) join in, attempting to achieve 'Your objective'.

Step 4: Vote! When time is up (or if you finish early), **the Observers** think about the 'Key Assessment Question' on the back. Did **the Participant** do what the question asked? Each Observer decides Yes or No. Everyone votes at once. Did the majority vote "Yes"? Congratulations, you've completed the challenge!

Note: Is there a tie in the vote? The result will be in your favor and you will be able to get your Skill wedge.

C) If it is a **"Challenge" card** :

 **Who's who:** You are **the Participant** taking on the challenge. Everyone else is an **Observer** .

 **Time:** The time limit is on the front of the card. Ask someone to keep track of the time!

Step 1 : Read the challenge on the front aloud.

Step 2 : Carry out your challenge , following the instructions on your Card as best as possible.

Step 3 : Check: When you finish (or time runs out), an Observer reads aloud the 'Assessment' questions on the back of the card.

Step 4: Vote! For each point to be checked, all **Observers** vote Yes or No based on how you did it. You need a majority to vote “yes” to each question.

Note: Is there a tie in the vote? The result will be in your favor and you will be able to get your Skill wedge.



Did you complete your Question, Role-playing Game or Challenge card successfully?

- Yes! And you don't already have the Skill wedge in this colour: grab it! 🎉
- Yes! But you already have the wedge this colour: good job anyway! 😊
- No! Better luck next time. 😞

4. **Get rid of the card** by placing it face up at the bottom of the deck it came from (Challenge or General).

5. **Your turn is over** . The turn passes to the next person clockwise.

🎉🎉🎉 **Are you the first person to collect all 6 different Skill Tokens?** Congratulations! You've won the game! 🎉🏆🏆