



# SEEING COLOR

**House**  
House Situation Card

**Grocery Store**  
Grocery Store Situation Card

**Department Store**  
Department Store Situation Card

**Elementary School**  
Elementary School Situation Card

**Movie Theatre**  
Movie Theatre Situation Card

empathy role

empathy role

empathy role

empathy role





### Getting started!

#### whats included:

- 5 game pieces
- 5 game piece stands
- 5 seperate player decks
- 6 situation decks
- 2 dice
- 18 hexagonal tokens
- 1 board game

1. Setting up the board - Place each situation card stack on top of its corresponding location. Colors will be matching. Depending on player count and length of game desired place 1-3 seed/flower tokens on designated areas, make sure they have seed side facing up.
2. Each player chooses the power they would like to have, i.e. empathy, learner, educator, communicator, and kindness. Gather corresponding deck and set up corresponding game piece. Each individual should have a stack of cards and game piece matching one another.
3. The youngest player will begin the game. Roll the colored dice, whatever color it lands on will be the first location that player will go to. Once there, the player will pull a situation card from the corresponding stack. Depending on other players cards and situation card the player will make an informed decision on how to resolve their turn. each turn will hopefully

turning a seed card over to reveal flower side. Which ever player card is used per situation card much be discarded and cannot be played for the remainder of the game so choose wisely.

4. Next player will go and repeat steps above. The colored dice is only used the first round to determine where each player will begin the game. After that, if a player has a good card in there hand for a specific location, they much roll the non-colored dice and move around the board. One turn is used for moving but upon arrival can play for a token.
4. The goal of the game is to flip every seed token into a flower token. The cards will help guide players into each turn.
5. Please use this time to expand your mind, be open, and get inspired. Change starts with you! Enjoy!



