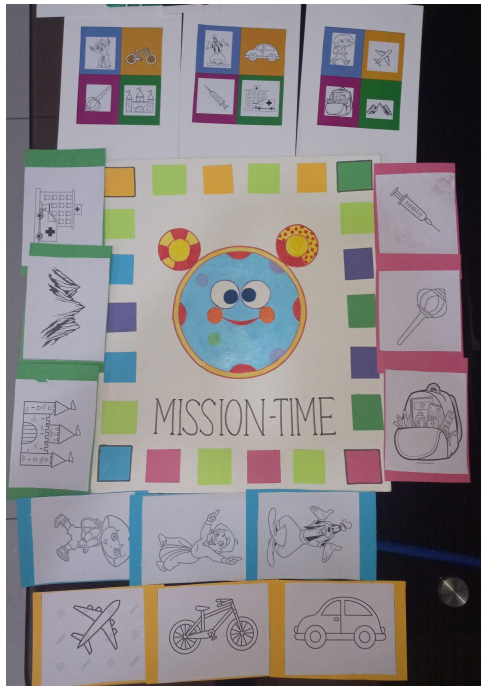# Mission time

This game is inspired from a few cartoons that my daughter watches, namely, Paw Patrol and Mickey Mouse Clubhouse. The primary aim in these cartoons is to solve a mission. My daughter is fascinated with solving a mission and this board game is a delight when she plays with her friends.

The central character is toodles, that is a super computer which helps Mickey mouse find the tools required to solve his mission. The mission concept is borrowed from Paw Patrol cartoon series where the pups go on a mission in each episode.

The game cards and the combinations can be scaled up, by adding new missions with different types of characters and reusing the existing cards also.

Rules and game play

To play this game, we have an initial prototype that can be scaled with combinations. We give the details of what we have prototyped and what was tested.

Players

The game can be played by a minimum of 1 player, to a maximum of 3 players currently.

Equipment

- A dice
- The Mission time board game
- One playing coin for each player
- 6 cards each for 5 colors (30 cards in total)
- 3 mission cards - one for each player

Objective of the game

Complete the mission by collecting all the 4 cards displayed on the mission card.

Preparation

- Shuffle each stack of the colored cards. Keep them in 5 stacks that can be picked up.

- Give one mission card to each player.
- Give each player a coin to mark their position.
- The coins are placed on the lower left corner of the mission board.

Rules

- Game starts with any player in a specified order. Could be youngest to oldest, or clockwise.
- Roll your dice to start moving your pieces for the number of steps that comes on the dice. A 6 on the dice does not mean another chance. Each player rolls only once per turn.
- If you land on a Red, Blue, Yellow, Green, Violet - pick up the card on top of the same colored stack.
     a. If you get a violet card, do the action as given on the card.
     b. If you get a Red, Green, Yellow, Blue, then retain the card with you.
- If you land on a fluorescent, drop a card. If you have no cards, pass. If you have multiple cards, drop a card that does not belong to your mission. [Advanced: you can withhold the card that someone else might need to avoid them from winning]. In case you only have mission related cards, you will be forced to drop one. [Winning strategy: drop one which could be easily obtained once more]
- A dropped card goes to the bottom of the stack of the same color.
- Player wins when she has all the cards required for a mission.

Details of the cards

Card color	Card type	Types
Red	Object	Inject, Gada, backpack

Green	Place/Destination	Hospital, Mountains, Castle
Yellow	Transport	Car, Plane, Cycle
Blue	Character	Goofy, Dora, Bheem
Violet	Action	Eat, Jump, Drink, Sing, Dance, Laugh

Example mission statements for the parents

You can use the following statements to create a sense of mission for the children.

1. Goofy + Car + Injection + Hospital - Take Goofy by car to hospital to get him an injection
2. Dora + Backpack + Plane + Mountains - help Dora find her backpack and fly to the mountains using a plane
3. Bheem + Gada + Cycle + Castle - Help Bheem find his Gada, and cycle to the castle to fight his enemies
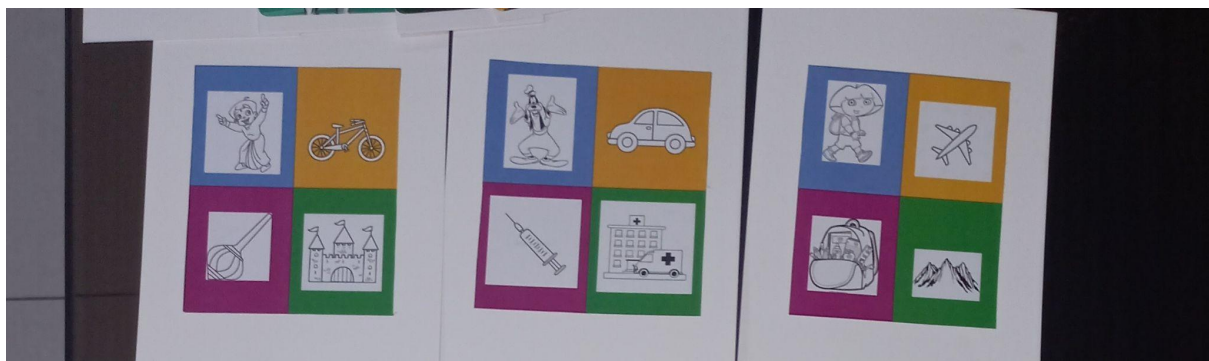
Answers to questions

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What's your board game?

A skill development game that helps children learn the basics of a board game, play by simple rules, and solve a mission.

Other than your own, what was the last board game you played?

Catan, Sequence

If any, what is the last game you had published?

None

Which theme are you submitting the game for?

Skill & Action

What's the name of your game?

Mission Time

Describe your game in one line

A game to solve a mission - roll your dice, collect the cards that are part of your mission and win against your friends before they complete theirs.

Explain the core game play and winning conditions in the simplest way possible

Core game play

Each player is given a mission card. The card needs you to collect 4 types of cards - 1 Character, 1 Transport, 1 Object, 1 Destination. Each card type is of specific color. Player rolls a dice and arrives on a colored square. The player picks up a card of the given color. In case of a fluorescent color, the player needs to drop a card. First player who collects 4 cards that are required by the mission, wins the game.

Approximately how many times have you play tested the current version of the game?

20+ times in the last 20 days with various kids of the society - aged 4 to 8.

Lowest player count

1

Highest player count

3. Currently 3, but planned count is of 4.

What is the total game duration?

25 mins on average.

What's the learning/skill development that your game offers for kids?

1. Basics of a board game - rolling a dice, moving pieces, counting steps
2. Game rules, collecting cards of specific colors, dropping cards
3. Strategy on which card to retain and which card to drop based on mission configuration.
4. If children understand, they can also stop others from winning.
5. Understanding various object categories such as transport, character, or destination.

Pitch us your awesome game in no more than 3 sentences

This game helps young children get introduced to multiplayer action based boardgame that teaches them about dice rolls, card usage, and playing with colors. Give your children a sense of mission while playing the game, while collecting their favorite cartoon characters, and helping them complete the mission. Engage them for 25 minutes of gametime in which they thoroughly enjoy the mixed feelings of luck, strategy, and victory after they complete the mission!

In hundred words or less, give us the important details of your game

The players are given a single mission card that needs them to collect a character, a transport, an object, and a destination. The players are given a piece each which they start with on the lower left corner of the board. On each dice roll, they move the necessary steps forward. On the given colored square, the player picks up a card of the same color from top of the stack. In case of a violet card, the player does an action as given on the card and places it back into the violet stack. This is a fun step and children love to jump, dance in between the game. Dropped cards are always placed at the bottom of the stack. In case of a fluorescent color, the player needs to drop a card from their

hand (if they hold none, they pass). For all other colors, players pick a card from top of the same colored stack and hold them. When all cards that are required by the mission are in hand, they win. All rules and details are in https://root2.in/mission.pdf

What components does the game need? List down every single element

1. A board
2. Colored Cards with objects
3. Mission cards
4. Player pieces
5. Dice
6. Some food/Drinks for the children :)

Added to the PDF Link. https://root2.in/mission.pdf

Provide a link to a PDF of your rulebook

https://root2.in/mission.pdf

If possible, provide a link to a video explaining the game and rules

Not available right now. Can shoot it later as required.