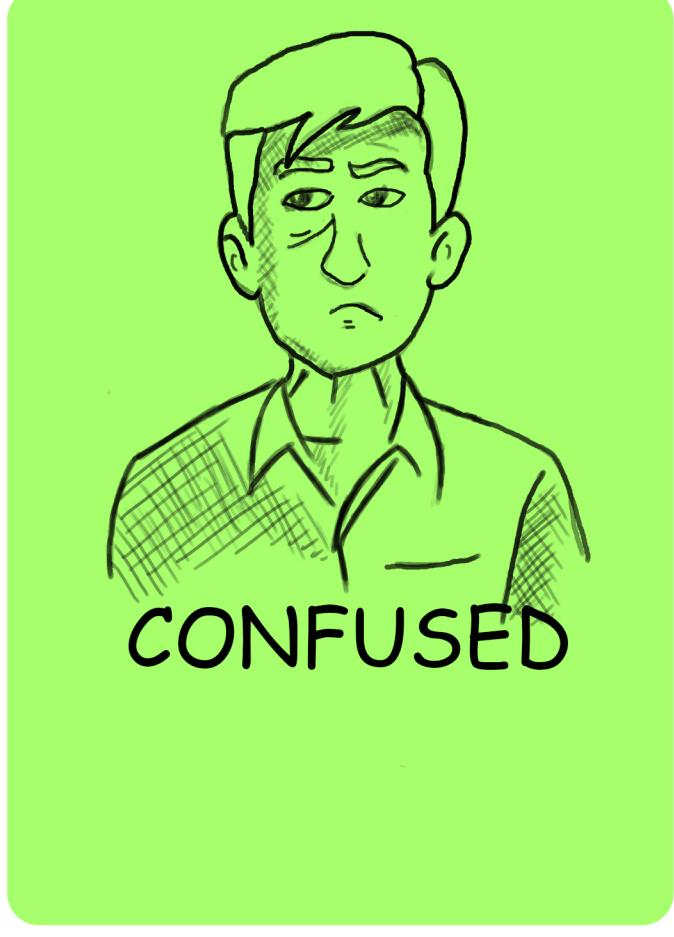
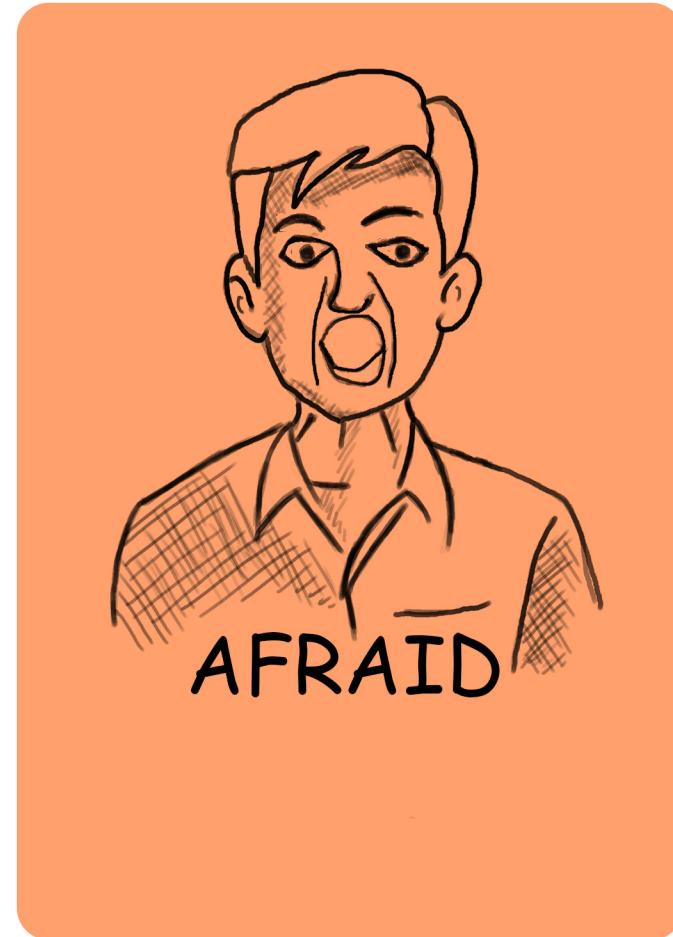
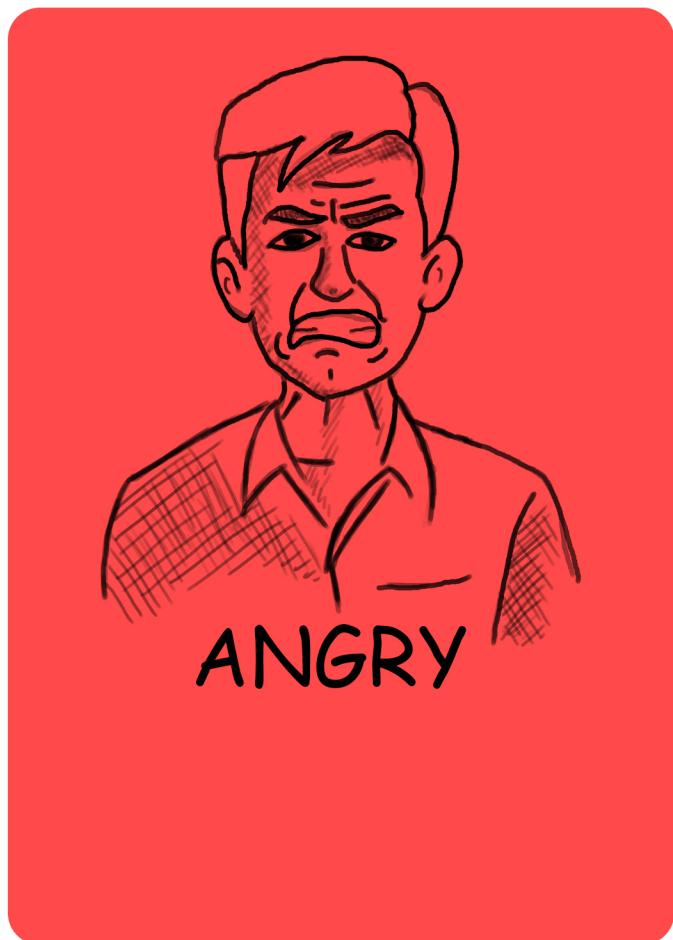
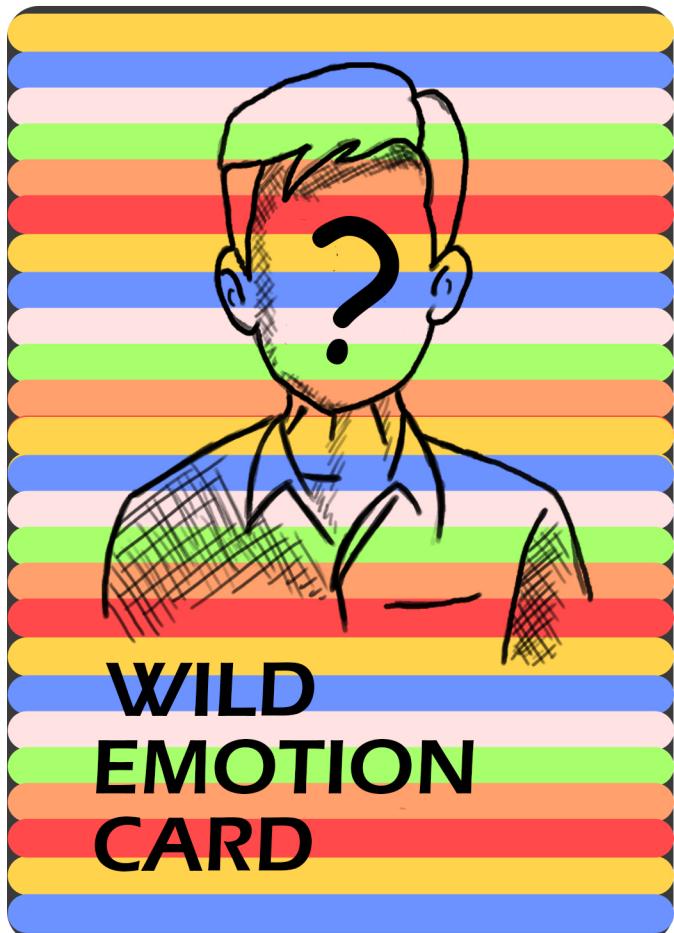


## Card Game Rules

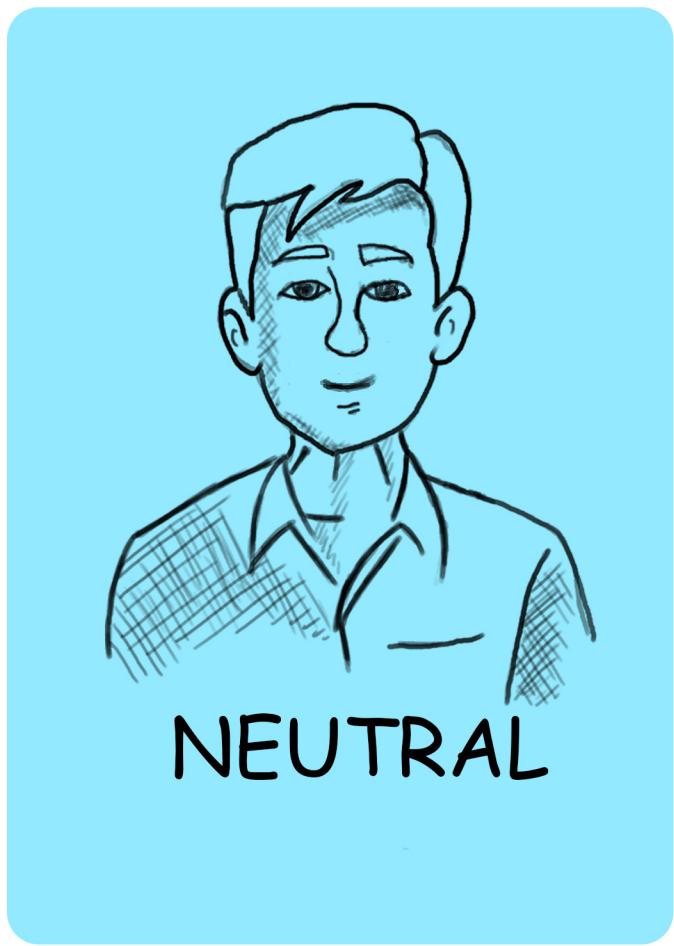
1. The game is now played individually, not in teams.
2. The deck consists of a set of emotion cards: Happy, Sad, Angry, Surprised, Scared, Confused and Neutral.
3. Another set of cards are the scenario cards. These cards contain starting points for different situations. For example, in a scenario interacting with a bus driver, the starting scenario would be the bus driver asking “where do you want to go?”
4. Half the scenario cards are “Wild Scenario cards”, for which the player can decide a situation.
5. The game begins by placing a situation card face up in front. The first player needs to enact the situation starter mentioned on the card. The second player now needs to identify the emotion displayed by the previous player and “play” the appropriate emotion card. For the bus example, the emotion will be Neutral.
6. The player must then respond to the previous player. For example, let us say the scenario has moved forward in the following manner:
  - a. One ticket for Forum mall, please!
  - b. 22 rupees. Do you have change?
  - c. I’m sorry, I don’t have change.
  - d. What is this? You should remember to carry change!
7. If the last response by a player is (d), the next player needs to play the appropriate emotion: Angry, by reading the player’s face as well (non-verbal cues).
8. The game proceeds by players playing emotion cards by assessing the correct emotion and then responding to it, the emotion of which the next player must assess and play the correct card.
9. The objective, like Uno, is to be the first to finish all the cards. Some emotion cards have +2 written on them, that require the next player to draw two more cards from the pile, or skip, which allow the player to skip all the turns of the other players. In this case, the player should provide a response to their own role-play, giving them the opportunity to play another emotion card.
10. If the player doesn’t have the appropriate emotion card, they can either play the Wild emotion card and name the emotion on it, or play a new situation card or Wild situation card to start a new situation.
11. A caregiver will be there to facilitate the game. The caregiver will facilitate, and step in to correct incorrect responses. They will then demonstrate the correct response.

The Scenarios should be relevant to the lives of the patients who are involved in the Social skills training game. For this reason, the Wild Scenario cards have been included in the assets to encourage the patients to come up with their own situations that pertain to their own lives. Scenarios that can be included: Interactions with shopkeepers, bus conductors, waiters at a restaurant, family members, doctors at a hospital, and other daily life situations that a patient will have to face during their recovery phase and reintegration into society. These scenarios are assessed by the caregivers and are accepted or rejected accordingly.





**WILD  
SCENARIO  
CARD**



**SCENARIO  
CARD**

