



# EMOJINATION™



## Contents:



X8

picture dice  
white



X1

emotion dice  
green



X1

timeline dice  
purple



2-4



5+



30-60  
MINS

S.T.O.R.M.™

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# Gameplay Instructions

## Object of the Game:

This captivating dice game challenges players to tap into their emotions to build their own picture story. We all experience difficult emotions like anger, sadness, and fear. These are natural and normal. If we take a look at the big picture though, we can see that mad can lead us to motivated, sadness to strength, and fear to focus. To get there, you'll need to build your own story.

## Emotions and Timeline Dice:

One player will roll both the green and purple dice. This will determine the theme of the story. For example, if a player rolls Past (Reflection) and Mad to Motivated, their story must take place in the past and describe...

- 1) How the player became Mad
- 2) How the player used that anger to become Motivated.

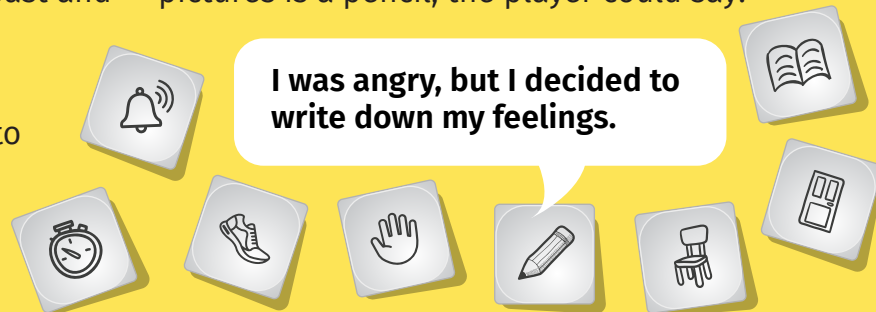
I became Mad because...  
...I become Motivated...



## Picture Dice:

Once the theme of the story is determined, the player will roll all 8 picture dice. The player must use all the pictures on the dice to create a story. For example, if one of the pictures is a pencil, the player could say:

I was angry, but I decided to write down my feelings.



Some emotions can unpleasant, but these unpleasant emotions, like embarrassment or jealousy, are often the ones that challenge us to grow and strengthen our character. How will they do that? In Emojination, you create your own story.