

# ★ TALENT EXPLORER ★

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## GAME MATERIAL

→ To download

- 1 game board
- 34 Talent cards
- 12 Mission cards
- 24 Energy cards
- 10 blank Energy cards (optional)
- 5 Joker cards
- 1 unique flight card per crew filled in by each player

→ To be procured

- 1 astronaut piece of different color or shape per player
- 1 meteorite piece
- 1 die numbered from 1 to 6
- 1 pen per player

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## PLAYERS

Between 2 and 5 (maximum recommended).  
Age of the players: 16 years and older  
(recommended)

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## DURATION OF A GAME

30 to 50 minutes depending  
on the number of players

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## OBJECTIVE OF THE GAME

Change the way we look at ourselves and others by realising that everyone has talents and can mobilise them to act.

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## GAME'S PURPOSE

The crew has left for space exploration and has reached its base camp. Before returning to Earth, they must complete all the missions assigned to them. Each astronaut follows the path from planet to planet, completes five missions and then returns to base camp. Each mission allows the player to discover the talent he uses to carry it out.

***Beware of the meteorite that sends astronauts into the black hole!***



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## PREPARATION OF THE GAME

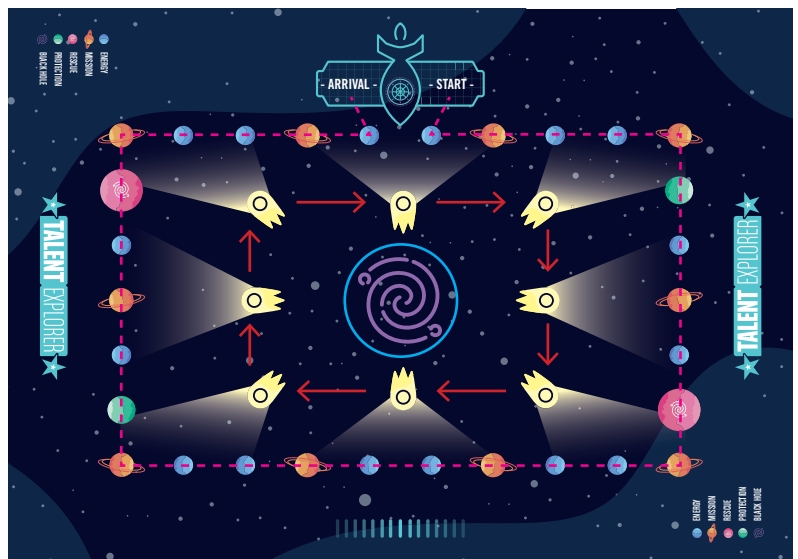
- Print the board in the desired format and place it in the centre of the table.
- Place one astronaut piece per player on the start square of the board.
- Deal each player 1 Joker card.
- Sort the Talent cards according to their numbering and place them face up in a single deck next to the board. Each card has a background colour: this indicates to which of the 4 families the talent belongs.
- Place the crew's flight card on the table, fill in the name of the mission, write down the first names of the players and mark the number of missions corresponding to the number of players (5 per player).
- Shuffle the mission cards and place them in a single deck next to the board.
- Repeat the operation with the Energy cards. If desired, add or replace Energy cards using the blank Energy cards to suit the audience.
- Place the meteorite piece off the board.

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## START OF THE GAME

The *Talent Explorer* board consists of 2 courses. On the outside, the planets zone, on the inside, the meteorite travel zone and in the centre the black hole. The astronaut pieces move around the planet area. Their starting point is the «Start» space and their ending point is the «Arrival» space. It is possible to move back and forth during the game.

The meteorite always moves in a clockwise direction.



--- Planets zone

— Black hole

→ Meteorite travel zone



- Each player rolls the die and the player with the highest number starts.
- The players play clockwise one after the other.

### → Astronauts movements

The first player rolls the die:

#### **If the die shows 2, 3, 4, 5 or 6:**

The player places his piece on the blue Energy planet located below the Start space, moves his piece to the left or the right and moves it forward the number of spaces indicated.

#### **If the die indicates 1**

The meteorite comes into play (see Meteorite Movements below).

When a player has completed his 5 missions and all around the planet area, he returns to base camp by entering via the blue Energy planet located below the Arrival space. To do this, the die played must indicate a number equal to or greater than the number of planets remaining to be crossed.

There he waits for the rest of the crew.

At any time, he can emerge to rescue other players who have fallen into the black hole. To do so, he must land on one of the Rescue planets and then return to base camp, without carrying out a mission, even if he lands on a Missions planet and taking the shortest route.

***But beware of the meteorite from which it is not protected!!!***

### → Planets, meteorite and black hole



#### **Mission planet**

When the player lands on a Mission Planet, he draws a mission card. He reads out his mission and the three proposed actions.

- ① The player chooses the action proposal that suits him best and rephrases it to the crew. Then he tells the number at the end of the chosen proposal to the player on his left.  
The player on his left picks up the Talent card corresponding to the number and reads out the name of the Talent and the 3 characteristics of the Talent. Ask if



the player recognises himself in the characteristics. He returns the card to the deck in the place corresponding to the talent number.

The player then completes the crew's flight card with their name, mission number, talent number and talent name and checks the box corresponding to the colour of the card.

- ② If a player does not project himself into the proposed actions or only projects himself into actions corresponding to the talents he already has, he can use his Joker card and draw another Mission card. Each player may only use the Joker card once in the same game.
- ③ If a player draws a Mission card that he has already completed, he returns it to the pile and draws another.



## Meteorite

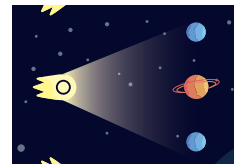
### • Movements of the meteorite

When the die falls on the number 1 for the first time, the meteorite comes into play and the crew collectively chooses where to place the meteorite in its movement area.

Each time the die shows 1, the meteorite moves within its range, always in a clockwise direction.

### • Actions of the meteorite

Each meteorite has a field of action of several planets located to the left and right of the meteorite on the game board.



## Black hole

- ① When a player enters the meteorite's field of action, he falls into the black hole in the centre of the board, moves his piece there and waits until another player releases it.
- ② When the meteorite moves (die=1) and changes its field of action, the players present in this new field of action fall in turn into the black hole in the centre of the board, move their piece there and wait until another player releases them.





### **Protection planet**

When a player lands on this space, he is protected from the action of the meteorite.



### **Rescue planet**

Each time an astronaut lands on the Rescue Planet, he releases the player(s) who fell into the black hole in the centre of the board. The rescued astronaut(s) join him on the same square and the game continues with the next player.



### **Energy planet**

The planet Energy allows the player to rest, relax or regain energy.

When a player arrives at an Energy planet, he draws an Energy card, reads it out loud and follows the instructions. He then places the card back under the deck.

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## **END OF THE GAME**

The game ends when the crew's flight card is complete and all players are back at the base camp. The exploration is complete and the rocket can take off towards Earth.

If all players fall into the black hole, the exploration is a failure and the crew is lost.

If the mission time is up, the astronauts start to run out of oxygen. They must wait for a rescue team to arrive with oxygen to resume their exploration.



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