



Nightingame

# MISSION EMISSION

2-6 Players | 20-30 min | Ages 7+

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## RULEBOOK

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Watch How to Play video:



# GAME STORY

Go on a mission to save the Indian states and union territories (UTs) from pollution and global warming! States with the highest forest cover, renewable energy and groundwater get positive points, and states with the highest smoke, crowd and garbage get negative points. Which of the 6 missions will you pick?

## COMPONENTS

### 18 Point Cards

6 Missions x 3 cards each



Points

Mission

Card colour indicates the Mission

### 36 State Cards

36 different states/UTs



State

Missions

Card colour has no relevance/meaning

**Note: The 6 Missions are -**

Forest, Energy, Water, Smoke, Crowd, Garbage

# BASE GAME

**Target:** Collect the most points by earning the right Point Cards

**Ready?** Make 6 face-up 'Mission Piles', each with 3 Point Cards of the same Mission. Arrange Forest, Energy and Water Piles in increasing order (the card with +3 points at the top). Arrange Smoke, Crowd and Garbage Piles in decreasing order (with -1 at the top).



Shuffle all State Cards and distribute 3 to each player's hand. Keep the rest in the centre, face-down as the Draw Deck. The youngest player starts and play continues clockwise.



**Let's Go!** In your turn, choose 1 of the 6 Missions to be played in that round. Play one of your 3 cards to the centre Play Pile, face-up. Going clockwise, each player plays one of their

3 cards to the Play Pile. The player who has the highest number of the Mission you chose for this round, gets 1 Point Card from that Mission's Pile, and it is kept in their 'Pocket'.

**What's Next?** All players pick up 1 card from the Draw Deck so that they have 3 cards again. Then, going clockwise, the next player chooses the Mission and starts the next round (irrespective of who won the last round).

**Mission Directives:**

- You cannot pass your turn or change your card after it is played
- The Mission chosen in each round can be same or different from the previous round
- If there is a tie, no one gets a Point Card
- If the Draw Deck is finished, shuffle the Play Pile to form a new Draw Deck (face-down)
- If a Mission Pile is finished (all 3 Point Cards of that Mission are taken), then that Mission cannot be chosen anymore
- When any 4 Mission Piles are finished, the game ends

**Mission Accomplished!** The winner is the player with the highest total of points on the Point Cards in their pocket.

## TIPS AND TRICKS

- Smoke, Crowd and Garbage Point Cards are worth negative points, so it is best to play cards with low numbers of these Missions so that you don't have the highest number in these rounds.
- Keep holding the best cards for later in the game when Point Cards are worth more points. Eg. the top-most Forest Point Card is worth +3 points, but the bottom card is worth +7 points.
- To play the game differently every time, read alternative rules on [www.nightingame.com](http://www.nightingame.com). From special powers for Point Cards, to better balance of points, it's all here.
- Have better ideas? Submit your rules on [www.nightingame.com](http://www.nightingame.com) and we'll post them on our website, along with your name!



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# FUN FACTS

What do the numbers mean? They are real facts about Indian states, mostly taken from Central Pollution Control Board's reports.

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## Positives:

**FOREST** (Max 90, Min 4):

% of state's area under Forest Cover (2013)

**ENERGY** (Max 863, Min 0):

Renewable Energy produced (10 MW, 2015)

**WATER** (Max 40, Min 1):

Groundwater Availability (crore L/sq. km, 2012)

## Negatives:

**SMOKE** (Max 217, Min 29):

Air Quality Index (PM10, 2014)

**CROWD** (Max 1134, Min 2):

Population density (people/10 sq. km, 2020)

**GARBAGE** (Max 503, Min 16):

Waste Generated (gram/person/day, 2015)

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Note: Detailed sources and exceptions are listed on [www.nightingame.com](http://www.nightingame.com)

# STRATEGY GAME

**Target:** Collect the most State Cards

**Ready?** Keep any 1 Point Card of each colour in the centre. These form 6 'Mission Piles'.



Shuffle the remaining 12 Point Cards and all State Cards together, and distribute 3 cards to each player's hand. Keep the rest in the centre, face-down as the Draw Deck. The youngest player starts and play continues clockwise.



**Let's Go!** In your turn, choose 1 of your 3 cards and keep it on any 1 Mission Pile. If you played a State Card, this pile is now 'claimed' by you temporarily. Rotate the Point Card to the right and keep the pile in front of you to indicate your claim. At the end of your turn, pick 1 card from the Draw Deck. Going clockwise, now the next player plays 1 of their 3 cards on a Pile.

Claimed Forest Pile:



**What's Next?** In your turn, you can keep a card on an unclaimed Pile, as explained earlier, or on a claimed Pile. If you keep a State Card on a claimed Pile, you may 'steal' the Pile.

For example, if the Forest Pile has Karnataka State Card on it (Forest 19), then you can steal it by keeping a State Card on it with Forest number higher than 19. Keep the Forest Pile in front of you to indicate that you have claimed it now. (If you play a State Card with Forest 19 or lower, there is no stealing or change in claim).

Stolen Forest Pile:



Forest, Energy and Water Piles are claimed by the card with the highest number of that Mission in the entire pile. Smoke, Crowd and Garbage are claimed by the lowest number of that Mission (indicated by up/down arrows).



**Closing a Pile:** If you play a Point Card in your turn, it will 'close' the Pile of that Mission. The player who closes the pile gets no benefit; the player who has claimed the pile keeps all the State Cards of the Pile in their 'pocket'. Both Point Cards go back to the centre and start a new unclaimed Pile. (If you close a Pile which you claim, you get the State Cards. If you close an unclaimed pile, no one gets any cards)

Closed Forest Pile:



When a Pile is closed the second time, follow instructions of **Closing a Pile** and then remove all three Point Cards from the game. No one can keep a card on that Mission's Pile now.

**Mission Directives:**

- You cannot pass your turn
- If the Draw Deck is finished, keep playing without drawing a card
- Game ends when all 6 Piles are closed twice

**Mission Accomplished!** The winner is the player with most State Cards in their pocket.

# KIDS GAME

**Target:** Collect the most State Cards

**Ready?** Remove all Point Cards from the game. Shuffle the State Cards and distribute 1 to each player. Keep the rest in the centre, face-down to form the Draw Deck. The youngest player starts and the play continues clockwise.

**Let's Go!** In your turn, select 1 of the 6 Missions. Everyone shows their card and whoever has the highest number of that Mission gets all the players' cards, to keep in his/her 'pocket'.

**What's next?** All players pick up 1 card from the Draw Deck. Then, going clockwise, the next player chooses the Mission for the next round (irrespective of who won the last round).

**Mission Directives:**

- You cannot pass your turn
- The Mission chosen in each round can be same or different from the previous round
- If there is a tie, no one gets the cards and they go to the bottom of the Draw deck
- If the Draw Deck is finished, the game ends

**Mission Accomplished:** The winner is the player with most cards in their pocket.