



### Focus:

Parents' influence on the epidemic of childhood obesity and their struggle to balance between loving and spoiling them.

### Brief Description:

In *Mom Actually*, players are mothers who need to make decisions to keep their children happy while preventing them from becoming obese. They need to battle outside factors that influence their children's health negatively, such as uncontrollable social, economic events or family crises. It is a three to four players game.

### Objective:

In order to win, mothers must compete to raise the happiest child while keeping them alive and healthy.

### Game Ends When:

One of the children's weight reaches 15 points. He/She dies from Type 2 Diabetes.

One of the children's happiness reaches 15 points and weight is below 10 points.

## Game Bits:

### Cards:



Action



Event

### Children:



Dory



Sally



Joe



Stephon

### Point Stones:



Love Point (1)



Weight Point (1)

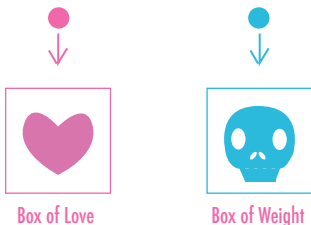
### Set Up:

Before the start of a game, each mother draws three action cards and one event cards.

Each child starts off with 2 happiness points and 1 weight point.

### Score:

Each child has two boxes attached to him and her stomach.



For each point gained, add a point stick to the boxes accordingly.

Players should keep track of their own scores and disclose their scores whenever being asked to.

## Game Play:

1. Players take turn to play their cards.
2. On each turn, the player must play the event card he/she obtains and one out of the three action cards.
3. The order to put down the event and action cards is up to the player.
4. After his/her turn, player draws one more event and one more action card.
5. Follow the instructions on the cards for the point-adding/deduction system.

