

# Mindset (r)Evolution

## A cooperative card game by GoZen!

Are you ready for a challenge? Let's exercise our minds and see what we can achieve! Mindset (r)Evolution is here to help your children, students, or clients learn the value of maintaining a growth mindset: the belief that our intelligence and abilities can be developed with effort.

### What are mindsets?

"In a fixed mindset students believe their basic abilities, their intelligence, their talents, are just fixed traits. They have a certain amount and that's that, and then their goal becomes to look smart all the time and never look dumb. In a growth mindset students understand that their talents and abilities can be developed through effort, good teaching and persistence. They don't necessarily think everyone's the same or anyone can be Einstein, but they believe everyone can get smarter if they work at it."

- Carol Dweck

### What do you get?

- Pages 2-3: Game rules/instructions
- Pages 4-11: Mindset (r)Evolution cards
- Page 12: Mindset (r)Evolution card backs (optional)
- Pages 13-20: Mindset (r)Evolution cards in black & white
- Page 21: Mindset (r)Evolution card backs in black & white (optional)
- Pages 22-23: Game mats (optional)

Choose how you'd like to make your Mindset (r)Evolution cards. Print two-sided on cardstock, laminate, and cut for a quality, durable feel. Or print an efficient grayscale version and use playing card protectors as a simple, low cost method. Use the printable game boards (optional) to help guide play.

### Gameplay basics:

Mindset (r)Evolution is intended for players ages 8 and up. Each card should be read as it is played to reinforce the mindset messaging. Players don't play against each other, they play with each other, working together on their strategies to overcome the fixed mindsets.

For more well-being, resilience, and anxiety relief tools, visit us at <https://www.gozen.com/>

For a video demonstration of gameplay, visit: <https://www.gozen.com/mindset/>

# Mindset (r)Evolution

## How to Play, Part 1 of 2

### Objectives:

Use Growth Mindsets to evolve Characters and overcome Fixed Mindsets! This is a cooperative game where players work together to overcome Fixed Mindsets.

### Cards:

There are three types of cards in the deck: Character cards, Evolution cards, and Mindset cards.

**Character cards** start with 0 Power and must Evolve with the help of Evolution and Growth Mindset cards to gain Power. Characters can be Athletic, Academic, or Artistic.

**Evolution cards** allow a Character Evolve when combined with a Growth Mindset. Like Characters, Evolutions can be Athletic, Academic or Artistic. There are 3 levels of Evolution.

**Mindset cards** can be either Growth or Fixed. Growth Mindsets can be combined with Evolution cards to let a Character Evolve and gain Power. Fixed Mindsets each have their own Threat ratings and must be Overcome.

### Setup:

1. Shuffle the deck and deal 6 cards, face up, in front of each player. These 6 cards are the player's Locker. A Locker can never contain more than 6 cards.
2. Players move any Fixed Mindset cards dealt into their Locker to the Fixed Mindset area between the players. During setup, players may ignore any additional instructions on the Fixed Mindset cards.
3. Place the deck where both players can reach and designate a discard area. Both players draw from the same deck and discard to the same pile.

### Gameplay:

1. A player's turn begins by drawing a card from the deck. The card drawn must either be used in an Action, added to the player's Locker, or discarded. If there is no room left in a player's Locker and the card drawn cannot be used in an Evolution, then it must be discarded.
2. After drawing a card, a player may take one Action. After taking an Action, the player's turn ends.

# Mindset (r)Evolution

## How to Play, Part 2 of 2

### Actions:

There are three types of Actions: placing a Fixed Mindset into play, Evolving a Character, or Overcoming a Fixed Mindset.

**Place a Fixed Mindset into play:** If a Fixed Mindset card is drawn, it must be read aloud. All instructions on the card should be followed before it is placed in the Fixed Mindset area between both players.

**Evolve a Character:** Stack one Growth Mindset on top of a Character or Evolved Character stack in your Locker, then one Evolution card above the Growth Mindset. Growth Mindset and Evolution cards include additional instructions about which cards can be combined. The topmost Evolution card in the stack represents the Character's Power. Evolved Character stacks count as a single card in your locker.

**Overcome a Fixed Mindset:** Players may use an Evolved Character to challenge Fixed Mindsets in play. A player can Overcome as many Fixed Mindsets as they want in a single Action as long as the combined Threat rating of the Fixed Mindsets do not exceed the Character's Power. After Overcoming Fixed Mindsets, both the Mindsets and Evolved Character stacks are placed in the discard pile.

### Game End:

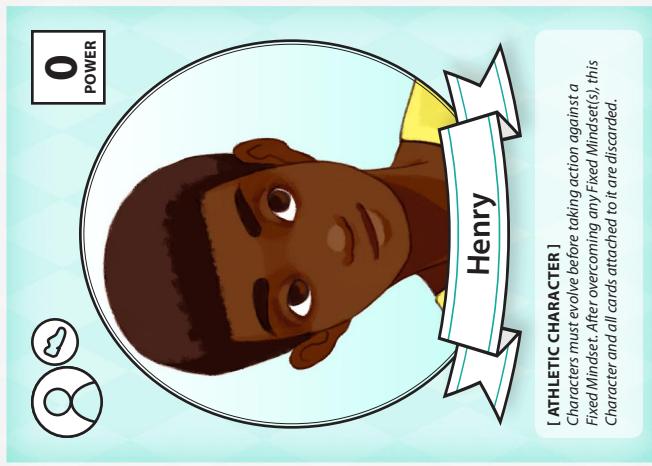
Win by eliminating all Fixed Mindsets before the deck runs out. If the number of Fixed Mindset cards in play reaches six, OR if any Fixed Mindsets remain in play after the deck runs out, the game is over and the Fixed Mindsets win. Try again!

When the last card is drawn, the player who drew the card may still take their last turn. If the last card drawn is a Fixed Mindset, the game is over for that player. The player who did not draw the last card still has one more opportunity to Overcome any remaining Fixed Mindsets in play.

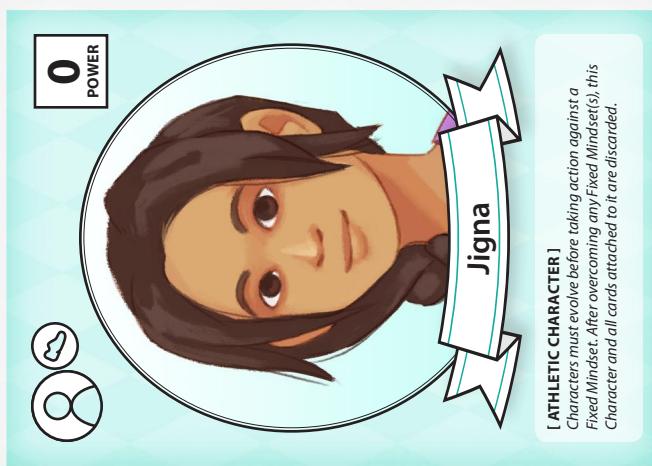
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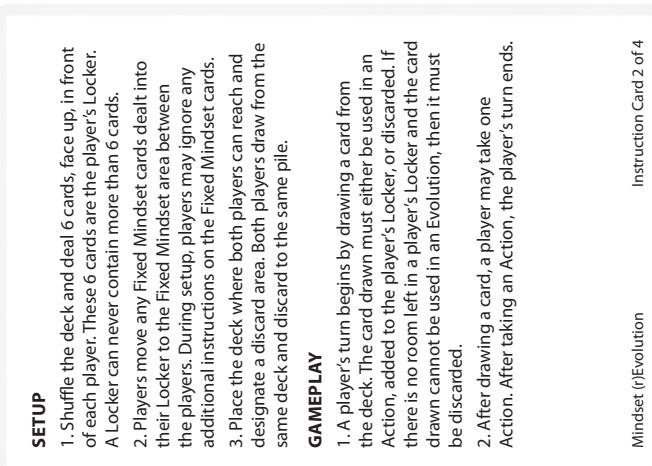
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**[ATHLETIC CHARACTER]**  
Characters must evolve before taking action against a Fixed Mindset. After overcoming any Fixed Mindset(s), this Character and all cards attached to it are discarded.



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1. A player's turn begins by drawing a card from the deck. The card drawn must either be used in an Action, added to the player's Locker, or discarded. If there is no room left in a player's Locker and the card drawn cannot be used in an Evolution, then it must be discarded.
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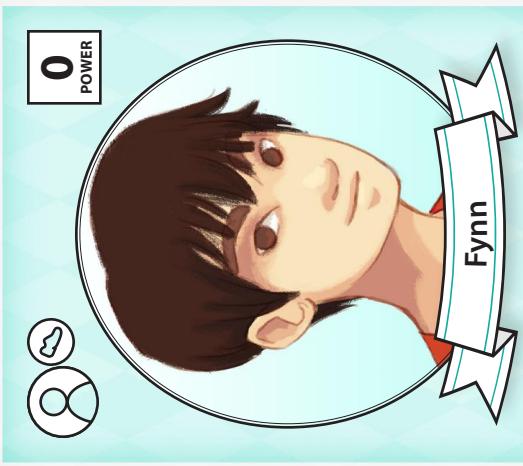
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Instruction Card 2 of 4

Mindset (r)Evolution

Instruction Card 1 of 4

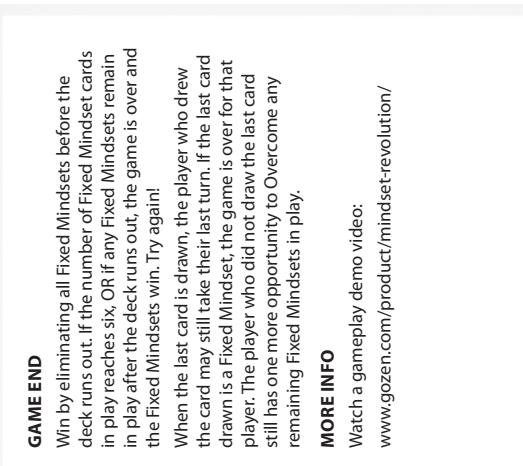
Mindset (r)Evolution



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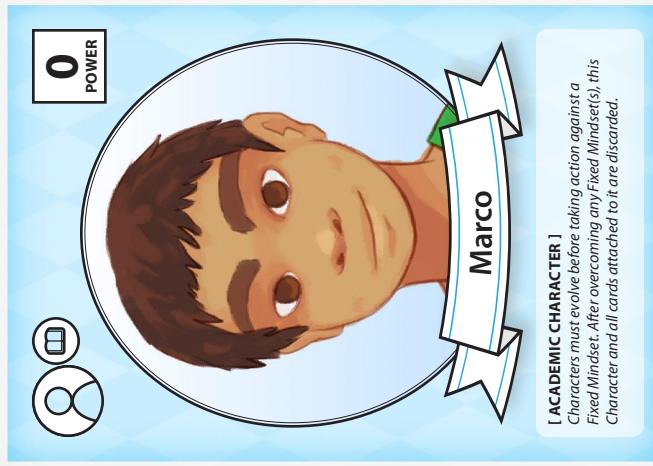
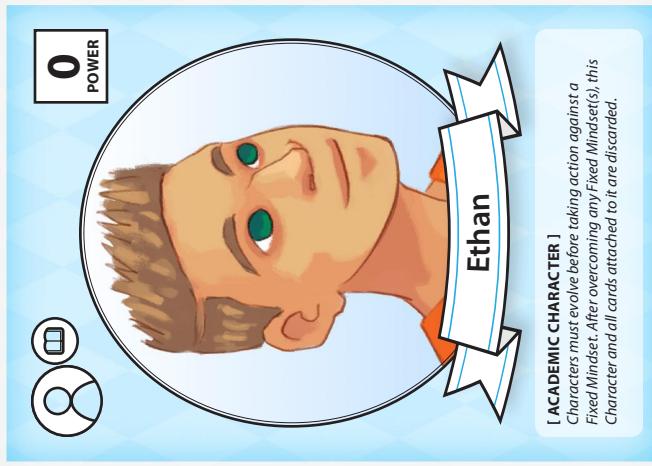
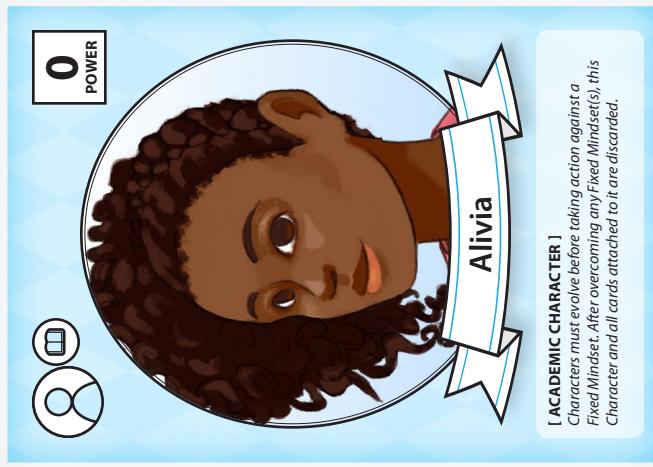
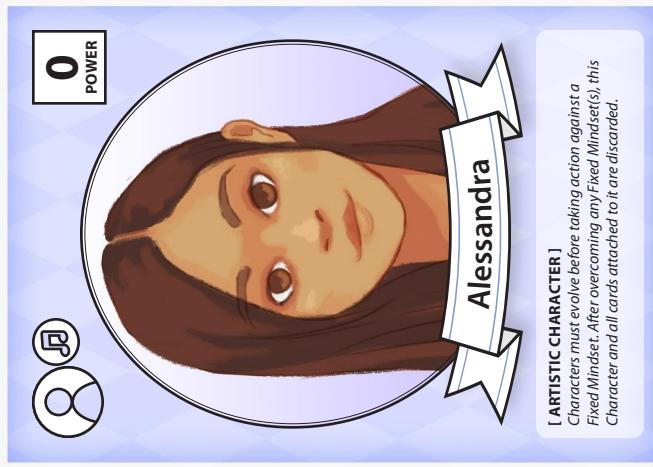
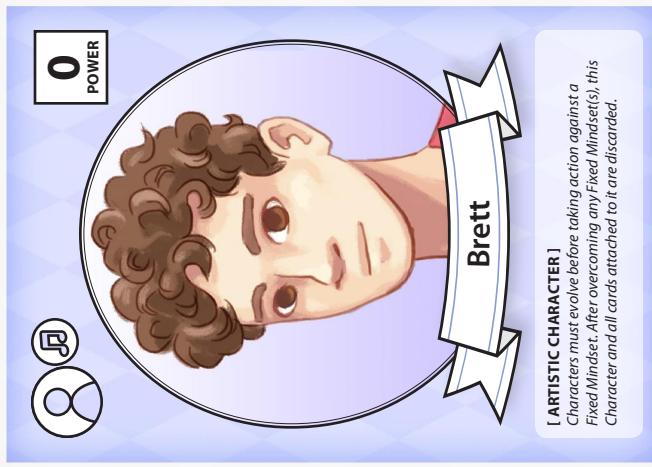
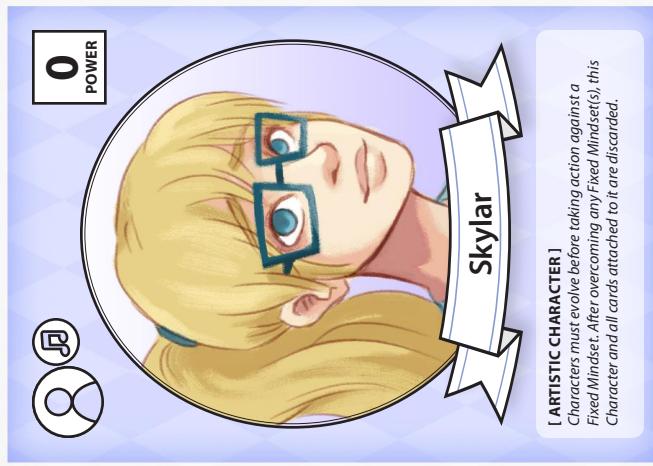
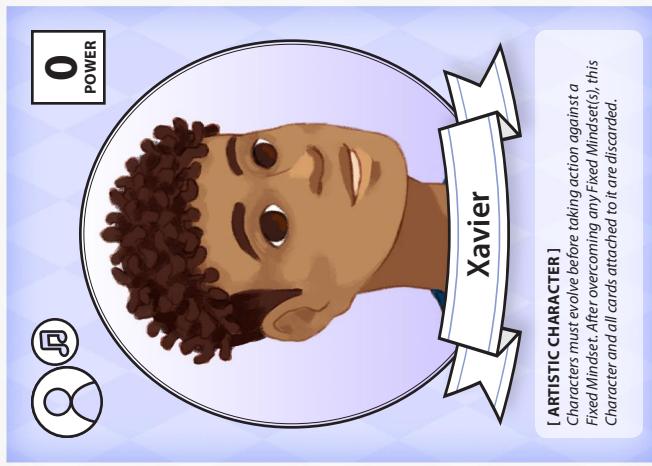
## MORE INFO

Watch a gameplay demo video:  
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Instruction Card 4 of 4

Mindset (r)Evolution

Instruction Card 3 of 4



**1**  
POWER



Your three straight disappointing math scores were not a pattern after all. You tried a new strategy for studying and it seems to have worked!

[ACADEMIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**1**  
POWER



You read nightly for months to compete in the Battle of the Books. Now, even though the competition is over, you can't stop reading. It's become a true part of you.

[ACADEMIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**3**  
POWER



Your elementary school coach has invited you to help mentor the kids on his team. What a perfect way to share yourself and help others grow.

[ATHLETIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.

**6**  
POWER



You were told the odds were against you, but you still worked to come back from serious injury and you're feeling stronger than ever.

[ATHLETIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.

**1**  
POWER



You've always been the best in your gymnastics class. Not anymore. That new person is amazing! It's so exciting to have another person to learn from!

[ATHLETIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**3**  
POWER



You made the varsity golf team as a freshman. It's the sixth spot, but you've got many opportunities to work up before senior year!

[ATHLETIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.

**1**  
POWER



It took half the season, but you finally got a base hit! Feel proud of your persistence.

[ATHLETIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**1**  
POWER



At recess you made an epic pass to an open teammate, who was able to kick a goal. Such a fun experience for the team!

[ATHLETIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**1**  
POWER



Your parents rented you a guitar and you've started lessons. Your fingertips hurt, but every time you practice, you feel them getting tougher.

[ARTISTIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**1**  
POWER



Your class's paintings were selected to be hung in the local library. It feels good when other people see and recognize hard work.

[ARTISTIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**3**  
POWER



It was disappointing to not earn a ribbon at the science fair, but the judges noticed how much work you put into your project and encouraged you to join the Young Inventors Society. Do it!

[ACADEMIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.

**1**  
POWER



You saw a meteor shower on a camping trip and discovered a love for astronomy. Now you're tracking the sky nonstop! It feels so good to find a new passion.

[ACADEMIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**3**  
POWER



You earned an understudy role in the school play! It's a musical this year, and the singing makes you nervous, but you know you can step in if you learn from the lead and put in the work.

[ARTISTIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.

**1**  
POWER



The local TV station is having a story contest. You've been honing your craft and feel brave enough to enter. Win or lose, it's just satisfying to create something. Good luck!

[ARTISTIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**6**  
POWER



You've been accepted to a study abroad program and earned a semester in Spain! You're insecure with the language, but you're about to get a crash course. Trial and error, anyone?

[ACADEMIC EVOLUTION / LEVEL 3]  
Combine this Evolution with a Growth Mindset to evolve a Level 2 Character. This card must remain stacked on the Character.

**3**  
POWER



You just started learning to play chess. There's so much strategy involved! You could spend a lifetime on the game and never master it. How cool is that?!

[ACADEMIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.



**3**  
POWER

Your friend needs a DJ for a party and you offer to spin. You messed up your first mix and almost quit, but you didn't, and you just got offered another gig!

[ARTISTIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.



**1**  
LEVEL

"I don't like things too easy. Easy is boring. Bring on the challenge!"

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack on a Character to evolve one level. The Evolution and Character must be the same type.



**1**  
LEVEL

"That sounds super hard. It's going to take some time and effort."

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack on a Character to evolve one level. The Evolution and Character must be the same type.



**1**  
LEVEL

"You're not going to get me to quit. I'm too resilient for that."

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack on a Character to evolve one level. The Evolution and Character must be the same type.



**6**  
POWER

You've started a youth online arts magazine to help other artists be recognized. Students from all over are submitting poetry, art, and music for you to consider publishing.

[ARTISTIC EVOLUTION / LEVEL 3]  
Combine this Evolution with a Growth Mindset to evolve a Level 2 Character. This card must remain stacked on the Character.



**1**  
LEVEL

"His work inspires me."

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack on a Character to evolve one level. The Evolution and Character must be the same type.



**1**  
LEVEL

"I can totally use this feedback to improve."

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack on a Character to evolve one level. The Evolution and Character must be the same type.

+1  
LEVEL



“I’m not stuck.  
I can always work to  
learn new skills, take  
different paths, and be  
who I want to be.”

[GROWTH MINDSET / NEW INTERESTS]  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Character may evolve  
to any type as long as this card is attached.

+1  
LEVEL



“One of the best ways  
to get better is to  
study what others  
before me have done.”

[GROWTH MINDSET / RESEARCH]  
Combine this Growth Mindset with an Evolution and  
stack on a Character to evolve one level. The Evolution and  
Character must be the same type. You may search the  
discard pile for one Character or Evolution to use this turn.

+1  
LEVEL



“I get out what I put  
in. If I don’t work too  
hard, I’m not going to  
be too good, either.”

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Evolution and  
Character must be the same type.

+1  
LEVEL



“I don’t care that  
much about the result.  
For me, it’s about  
the process.”

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Evolution and  
Character must be the same type.

+1  
LEVEL



“How do I know  
whether I like it if  
I don’t try it?”

[GROWTH MINDSET / NEW INTERESTS]  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Character may evolve  
to any type as long as this card is attached.

+1  
LEVEL



“Did you see the  
way she did that?  
I’m going to try  
that too!”

[GROWTH MINDSET / RESEARCH]  
Combine this Growth Mindset with an Evolution and  
stack on a Characters to evolve one level. The Evolution and  
Character must be the same type. You may search the  
discard pile for one Character or Evolution to use this turn.

+1  
LEVEL



“Mistakes make  
me smarter. Failing  
makes me stronger.”

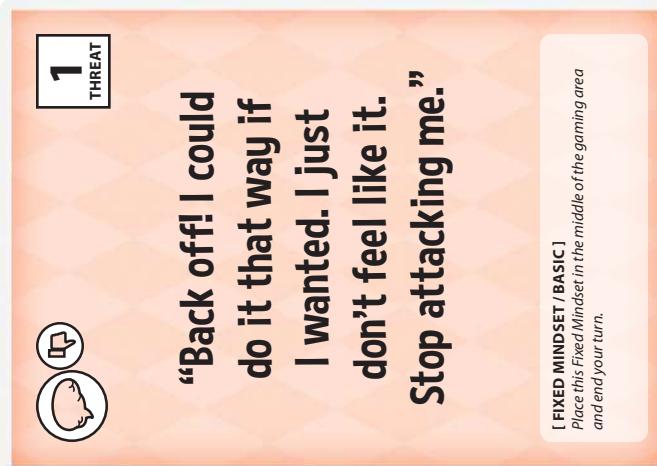
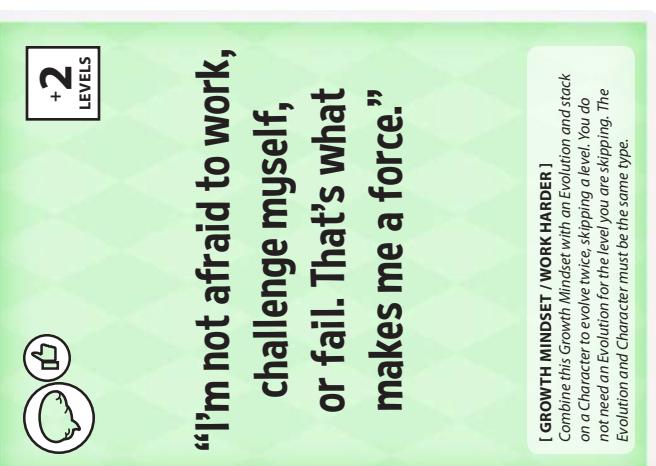
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+1  
LEVEL



“That was super fun.  
Let’s try a new  
strategy and maybe  
next time we’ll win.

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Evolution and  
Character must be the same type.



**3**  
THREAT



**“Maybe I was never as good as I thought I was. All my successes have been luck.”**

**2**  
THREAT



**“You’re such a loser. You’re never going to amount to anything.”**

**“I got hurt last time, so I better not try that ever again.”**

**1**  
THREAT



[**FIXED MINDSET / REGRESSION**] Discard one Evolution and Growth Mindset from an evolved Character in your locker, if you have any. If the Character has already evolved, the entire Character stack is discarded. Place this Fixed Mindset in the middle of the gaming area and end your turn.

**1**  
THREAT



[**FIXED MINDSET / TOXIC LANGUAGE**] Discard one Character from your locker, if you have any. If the Character has already evolved, the entire Character stack is discarded. Place this Fixed Mindset in the middle of the gaming area and end your turn.

**3**  
THREAT



**“I’m not going to try that. I know I can’t do it well.”**

[**FIXED MINDSET / DOUBLE FIXED**] Place this Fixed Mindset in the middle of the gaming area and end your turn. This Fixed Mindset may only be overcome by a Level 2 or greater Character.

**3**  
THREAT



**“This, right here, is the best job I can do. I can’t make it better.”**

[**FIXED MINDSET / TRIPLE FIXED**] Place this Fixed Mindset in the middle of the gaming area and end your turn. This Fixed Mindset may only be overcome by a Level 2 or greater Character.

**2**  
THREAT



**“I can’t come back from that failure. It was just too much for me.”**

[**FIXED MINDSET / TRIPLE FIXED**] Place this Fixed Mindset in the middle of the gaming area and end your turn. This Fixed Mindset may only be overcome by a Level 2 or greater Character.

**1**  
THREAT



**“Don’t you wish you could do this as well as I can? Too bad you can’t.”**

[**FIXED MINDSET / DOUBLE FIXED**] Place this Fixed Mindset in the middle of the gaming area and end your turn. This Fixed Mindset may only be overcome by a Level 2 or greater Character.

**1**  
THREAT



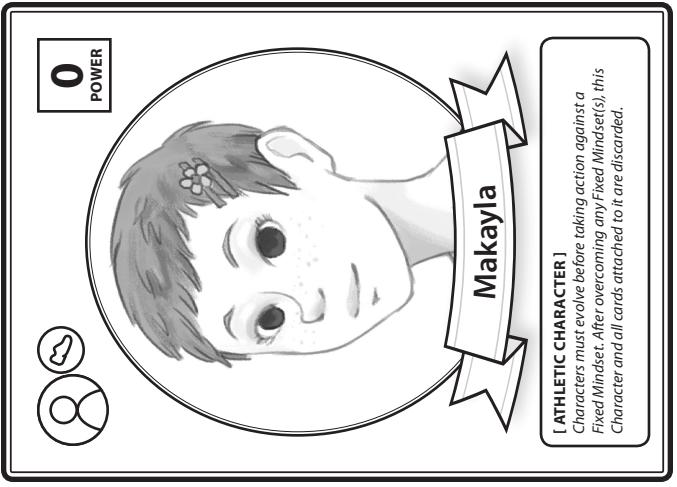
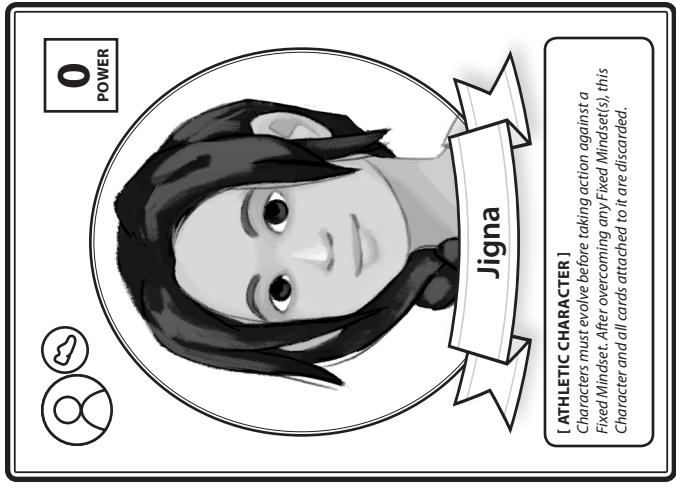
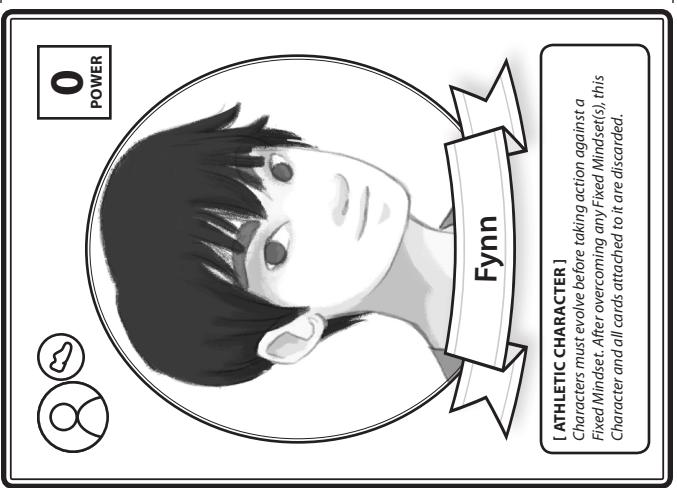
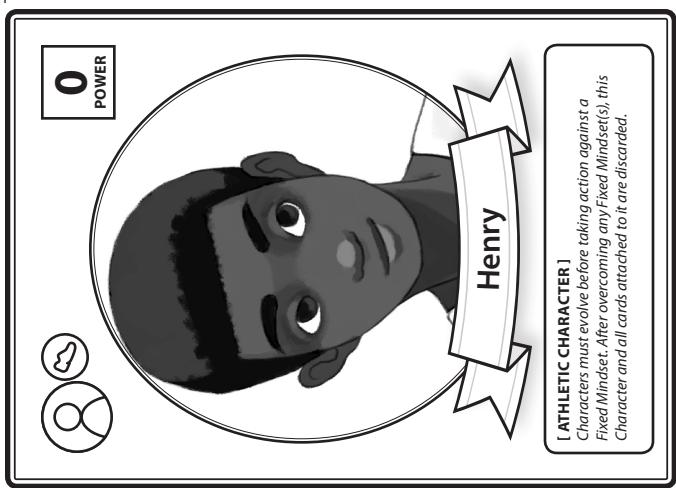
**“Some people are born with talent. I’m not one of them, and I’ll just live with that.”**

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**1**  
THREAT







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Mindset (r)Evolution      Instruction Card 2 of 4

**GAME END**

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**MORE INFO**

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Mindset (r)Evolution      Instruction Card 4 of 4

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**Character cards** start with 0 Power and must Evolve with the help of Evolution and Growth Mindset cards to gain Power. Characters can be Athletic, Academic, or Artistic.

**Evolution cards** allow a Character Evolve when combined with a Growth Mindset. Like Characters, Evolutions can be Athletic, Academic or Artistic. There are 3 levels of Evolution.

**Mindset cards** can be either Growth or Fixed. Growth Mindsets can be combined with Evolution cards to let a Character Evolve and gain Power. Fixed Mindsets each have their own Threat ratings and must be Overcome.

Mindset (r)Evolution      Instruction Card 1 of 4

**ACTIONS**

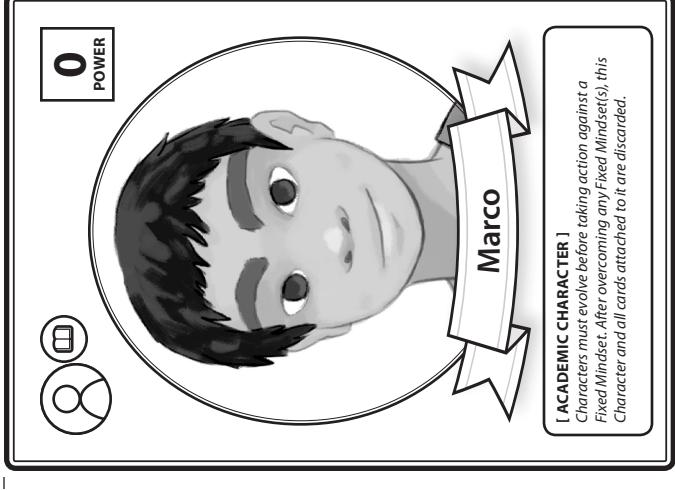
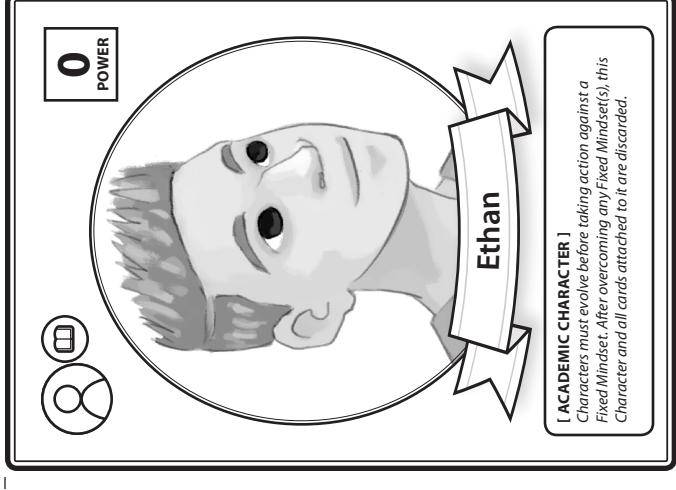
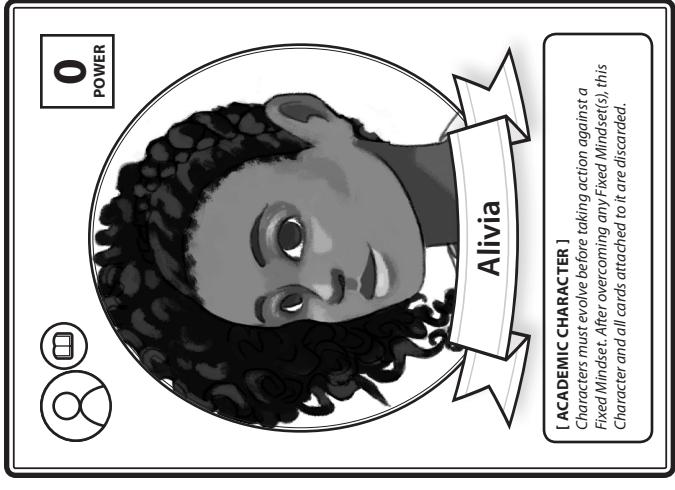
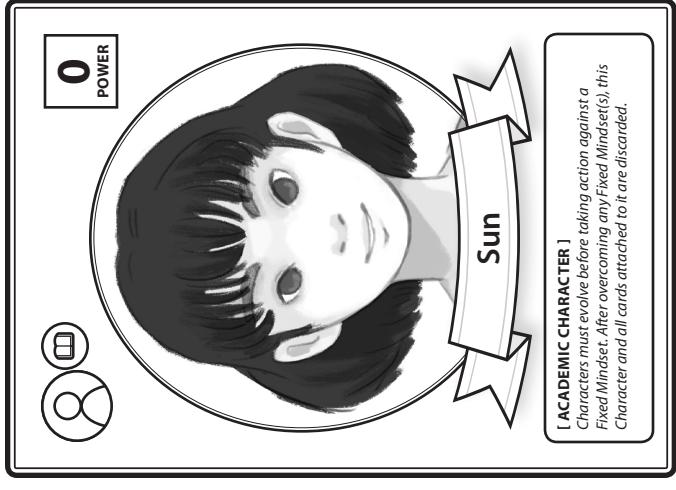
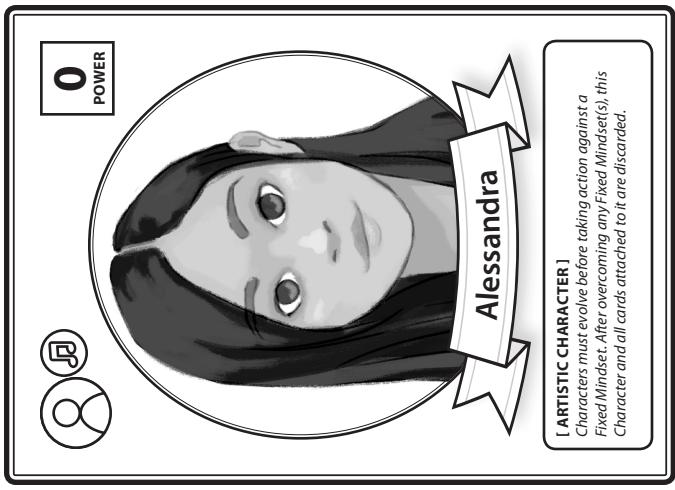
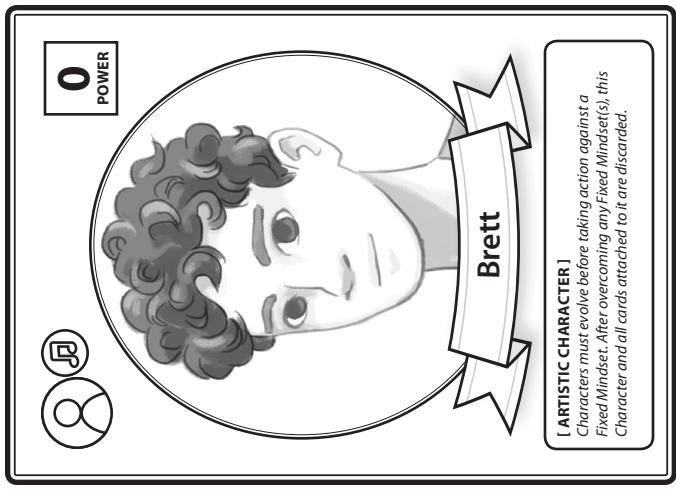
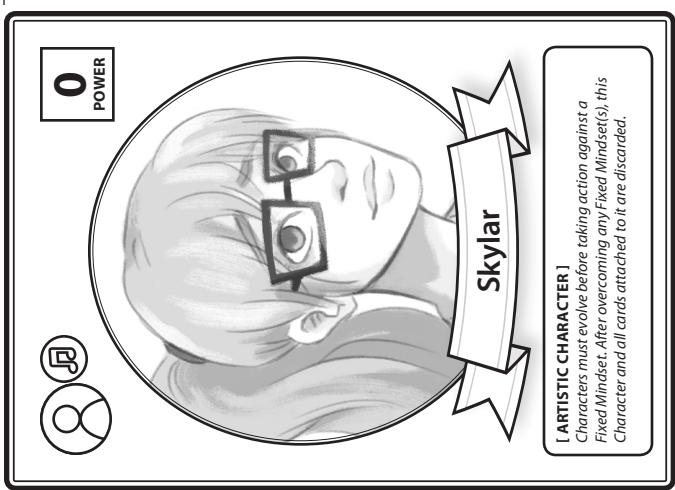
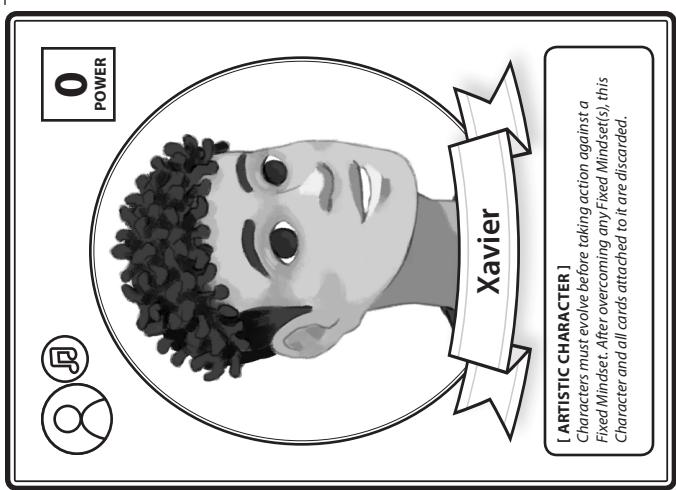
There are three types of Actions: placing a Fixed Mindset into play, Evolving a Character, or Overcoming a Fixed Mindset.

**Place a Fixed Mindset into play:** If a Fixed Mindset card is drawn, it must be read aloud. All instructions on the card should be followed before it is placed in the Fixed Mindset area between both players.

**Evolv e a Character:** Stack one Growth Mindset on top of a Character or Evolved Character stack in your Locker, then one Evolution card above the Growth Mindset. Growth Mindset and Evolution cards include additional instructions about which cards can be combined. The topmost Evolution card in the stack represents the Character's Power. Evolved Character stacks count as a single card in your locker.

**Overcome a Fixed Mindset:** Players may use an Evolved Character to challenge Fixed Mindsets in play. A player can Overcome as many Fixed Mindsets as they want in a single Action as long as the combined Threat rating of the Fixed Mindsets do not exceed the Character's Power. After Overcoming Fixed Mindsets, both the Mindsets and Evolved Character stacks are placed in the discard pile.

Mindset (r)Evolution      Instruction Card 3 of 4



**1**  
POWER



Your three straight disappointing math scores were not a pattern after all. You tried a new strategy for studying and it seems to have worked!

[ACADEMIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**3**  
POWER



Your elementary school coach has invited you to help mentor the kids on his team. What a perfect way to share yourself and help others grow.

[ATHLETIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.

**1**  
POWER



You've always been the best in your gymnastics class. Not anymore. That new person is amazing! It's so exciting to have another person to learn from!

[ATHLETIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**1**  
POWER



It took half the season, but you finally got a base hit! Feel proud of your persistence.

[ATHLETIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**1**  
POWER



You read nightly for months to compete in the Battle of the Books. Now, even though the competition is over, you can't stop reading. It's become a true part of you.

[ACADEMIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**6**  
POWER



You were told the odds were against you, but you still worked to come back from serious injury and you're feeling stronger than ever.

[ATHLETIC EVOLUTION / LEVEL 3]  
Combine this Evolution with a Growth Mindset to evolve a Level 2 Character. This card must remain stacked on the Character.

**3**  
POWER



You made the varsity golf team as a freshman. It's the sixth spot, but you've got many opportunities to work up before senior year!

[ATHLETIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.

**1**  
POWER



At recess you made an epic pass to an open teammate, who was able to kick a goal. Such a fun experience for the team!

[ATHLETIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**1**  
POWER



Your parents rented you a guitar and you've started lessons. Your fingertips hurt, but every time you practice, you feel them getting tougher.

[ARTISTIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**1**  
POWER



Your class's paintings were selected to be hung in the local library. It feels good when other people see and recognize hard work.

[ARTISTIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**3**  
POWER



It was disappointing to not earn a ribbon at the science fair, but the judges noticed how much work you put into your project and encouraged you to join the Young Inventors Society. Do it!

[ACADEMIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.

**1**  
POWER



You saw a meteor shower on a camping trip and discovered a love for astronomy. Now you're tracking the sky nonstop! It feels so good to find a new passion.

[ACADEMIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**3**  
POWER



You earned an understudy role in the school play! It's a musical this year, and the singing makes you nervous, but you know you can step in if you learn from the lead and put in the work.

[ARTISTIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.

**1**  
POWER



The local TV station is having a story contest. You've been honing your craft and feel brave enough to enter. Win or lose, it's just satisfying to create something. Good luck!

[ARTISTIC EVOLUTION / LEVEL 1]  
Combine this Evolution with a Growth Mindset to evolve a Level 0 Character. This card must remain stacked on the Character.

**6**  
POWER



You've been accepted to a study abroad program and earned a semester in Spain! You're insecure with the language, but you're about to get a crash course. Trial and error, anyone?

[ACADEMIC EVOLUTION / LEVEL 3]  
Combine this Evolution with a Growth Mindset to evolve a Level 2 Character. This card must remain stacked on the Character.

**3**  
POWER



You just started learning to play chess. There's so much strategy involved! You could spend a lifetime on the game and never master it. How cool is that?!

[ACADEMIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.

+1  
LEVEL



**“You’re not going to get me to quit. I’m too resilient for that.”**

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack on a Character to evolve one level. The Evolution and Character must be the same type.

+1  
LEVEL



**“That sounds super hard. It’s going to take some time and effort.”**

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack on a Character to evolve one level. The Evolution and Character must be the same type.

+1  
LEVEL



**“I don’t like things too easy. Easy is boring. Bring on the challenge!”**

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack on a Character to evolve one level. The Evolution and Character must be the same type.

3  
POWER



Your friend needs a DJ for a party and you offer to spin. You messed up your first mix and almost quit, but you didn’t, and you just got offered another gig!

[ARTISTIC EVOLUTION / LEVEL 2]  
Combine this Evolution with a Growth Mindset to evolve a Level 1 Character. This card must remain stacked on the Character.

+1  
LEVEL



**“His work inspires me.”**

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack on a Character to evolve one level. The Evolution and Character must be the same type.

+1  
LEVEL



**“I can totally use this feedback to improve.”**

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack on a Character to evolve one level. The Evolution and Character must be the same type.

+1  
LEVEL



**“My brain is a muscle. The more work I make it do, the stronger it gets.”**

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack on a Character to evolve one level. The Evolution and Character must be the same type.

6  
POWER



You’ve started a youth online arts magazine to help other artists be recognized. Students from all over are submitting poetry, art, and music for you to consider publishing.

[ARTISTIC EVOLUTION / LEVEL 3]  
Combine this Evolution with a Growth Mindset to evolve a Level 2 Character. This card must remain stacked on the Character.

+1  
LEVEL



**“I’m not stuck.  
I can always work to  
learn new skills, take  
different paths, and be  
who I want to be.”**

[GROWTH MINDSET / NEW INTERESTS]  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Character may evolve  
to any type as long as this card is attached.

+1  
LEVEL



**“One of the best ways  
to get better is to  
study what others  
before me have done.”**

[GROWTH MINDSET / RESEARCH]  
Combine this Growth Mindset with an Evolution and  
stack on a Character to evolve one level. The Evolution and  
Character must be the same type. You may search the  
discard pile for one Character or Evolution to use this turn.

+1  
LEVEL



**“I get out what I put  
in. If I don’t work too  
hard, I’m not going to  
be too good, either.”**

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Evolution and  
Character must be the same type.

+1  
LEVEL



**“I don’t care that  
much about the result.  
For me, it’s about  
the process.”**

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Evolution and  
Character must be the same type.

+1  
LEVEL



**“How do I know  
whether I like it if  
I don’t try it?”**

[GROWTH MINDSET / NEW INTERESTS]  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Character may evolve  
to any type as long as this card is attached.

+1  
LEVEL



**“Did you see the  
way she did that?  
I’m going to try  
that too!”**

[GROWTH MINDSET / RESEARCH]  
Combine this Growth Mindset with an Evolution and  
stack on a Characters to evolve one level. The Evolution and  
Character must be the same type. You may search the  
discard pile for one Character or Evolution to use this turn.

+1  
LEVEL



**“Mistakes make  
me smarter. Failing  
makes me stronger.”**

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Evolution and  
Character must be the same type.

+1  
LEVEL



**“That was super fun.  
Let’s try a new  
strategy and maybe  
next time we’ll win.**

[GROWTH MINDSET / BASIC]  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Evolution and  
Character must be the same type.

**1**  
THREAT



**“Really, I’m just  
not that smart.”**

[**FIXED MINDSET / BASIC**  
Place this Fixed Mindset in the middle of the gaming area  
and end your turn.

**1**  
THREAT



**“I’m a natural.  
I don’t need any  
more practice.”**

[**FIXED MINDSET / BASIC**  
Place this Fixed Mindset in the middle of the gaming area  
and end your turn.

**+1**  
LEVEL



**“The journey is never  
complete. I, and those  
around me, can find  
new ways to grow  
together.”**

[**GROWTH MINDSET / TEAM SUPPORT**  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Evolution and  
Character must be the same type. You may trade and use a  
Character or Evolution from your teammate’s locker.

**+2**  
LEVELS



**“I’m not afraid to work,  
challenge myself,  
or fail. That’s what  
makes me a force.”**

[**GROWTH MINDSET / WORK HARDER**  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve twice skipping a level. You do  
not need an Evolution for the level you are skipping. The  
Evolution and Character must be the same type.

**1**  
THREAT



**“Really, I’m just  
super smart.”**

[**FIXED MINDSET / BASIC**  
Place this Fixed Mindset in the middle of the gaming area  
and end your turn.

**1**  
THREAT



**“Back off! I could  
do it that way if  
I wanted. I just  
don’t feel like it.  
Stop attacking me.”**

[**FIXED MINDSET / BASIC**  
Place this Fixed Mindset in the middle of the gaming area  
and end your turn.

**+1**  
LEVEL



**“I’ll give you  
feedback if you give me  
feedback. We can learn  
from each other.”**

[**GROWTH MINDSET / TEAM SUPPORT**  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve one level. The Evolution and  
Character must be the same type. You may trade and use a  
Character or Evolution from your teammate’s locker.

**+2**  
LEVELS



**“Fact: While a broken  
bone is healing, there’s  
a period of time when  
it’s stronger than  
before it broke.”**

[**GROWTH MINDSET / WORK HARDER**  
Combine this Growth Mindset with an Evolution and stack  
on a Character to evolve twice skipping a level. You do  
not need an Evolution for the level you are skipping. The  
Evolution and Character must be the same type.

**3**  
THREAT



**"I got hurt last time,  
so I better not try  
that ever again."**

[**FIXED MINDSET / TRIPLE FIXED**]  
Place this Fixed Mindset in the middle of the gaming area and end your turn. This Fixed Mindset may only be overcome by a Level 2 or greater Character.

**2**  
THREAT



**"I'm not going to  
try that. I know I  
can't do it well."**

[**FIXED MINDSET / DOUBLE FIXED**]  
Place this Fixed Mindset in the middle of the gaming area and end your turn. This Fixed Mindset may only be overcome by a Level 2 or greater Character.

**1**  
THREAT



**"You're such a loser.  
You're never going to  
amount to anything."**

[**FIXED MINDSET / TOXIC LANGUAGE**]  
Discard one Character from your locker, if you have any. If the Character has already evolved, the entire Character stack is discarded. Place this Fixed Mindset in the middle of the gaming area and end your turn.

**1**  
THREAT



**"Maybe I was never  
as good as I thought I  
was. All my successes  
have been luck."**

[**FIXED MINDSET / REGRESSION**]  
Discard one Evolution and Growth Mindset from an evolved Character in your locker, if you have any. Place this Fixed Mindset in the middle of the gaming area and end your turn.

**3**  
THREAT



**"This, right here,  
is the best job  
I can do. I can't  
make it better."**

[**FIXED MINDSET / TRIPLE FIXED**]  
Place this Fixed Mindset in the middle of the gaming area and end your turn. This Fixed Mindset may only be overcome by a Level 2 or greater Character.

**2**  
THREAT



**"Some people are  
born with talent.  
I'm not one of them,  
and I'll just live  
with that."**

[**FIXED MINDSET / DOUBLE FIXED**]  
Place this Fixed Mindset in the middle of the gaming area and end your turn. This Fixed Mindset may only be overcome by a Level 2 or greater Character.

**1**  
THREAT



**"Don't you wish  
you could do this  
as well as I can?  
Too bad you can't."**

[**FIXED MINDSET / TOXIC LANGUAGE**]  
Discard one Character from your locker, if you have any. If the Character has already evolved, the entire Character stack is discarded. Place this Fixed Mindset in the middle of the gaming area and end your turn.

**1**  
THREAT



**"I can't come back  
from that failure.  
It was just too  
much for me."**

[**FIXED MINDSET / REGRESSION**]  
Discard one Evolution and Growth Mindset from an evolved Character in your locker, if you have any. Place this Fixed Mindset in the middle of the gaming area and end your turn.

Mindset  
(r)Evolution

**LOCKER**  
**SPACE 1**

**LOCKER**  
**SPACE 2**

**LOCKER**  
**SPACE 3**

**LOCKER**  
**SPACE 4**

**LOCKER**  
**SPACE 5**

**LOCKER**  
**SPACE 6**

**FIXED MINDSET**

**DECK**

**DECK**

**DISCARDS**

**DISCARDS**

**FIXED MINDSET**

**FIXED MINDSET**

**FIXED MINDSET**