



# Fe<sup>le</sup> Fe<sup>o</sup>links

RULES

## FOREWORD

« *Feelinks is the result of many discussions which started with these issues: How can we improve the way we live together and how can we understand and acknowledge others with all of their differences? What are the roles of emotions in our lives? How can we help to express these emotions without judgment?*

*Our emotions are personal, not to be contested or criticized. But being able to name and confront our feelings to others, it is a big step to better understanding our behaviors.*

*Feelinks combines the pleasure of play with the discovery of emotions. We are always surprised at the spontaneity of the exchanges and the confidence exhibited by different players. This exchange is possible because the game permits players a natural expression of their emotions, without concern of having a complex. Expressing and sharing allows players to get to know the others better.*

*Within a family, among friends, between kids and adults or even as professionals, we can share different points of view without altercation! Feelinks encourages players "not to impose or judge other's perspectives".*

*Even without a distribution network or institutional partnership, the original and first edition of Feelinks ([www.feelings.fr](http://www.feelings.fr)) was a great success among professionals, education and health experts, communities and teachers who awarded it the EDUCAFLIP prize.*

*We would like to thank Yoann (Blackrock Games) and Thibaut (Act in games) who have granted our game a new life. »*

**Vincent Bidault & Jean-Louis Roubira, the authors.**

« *As a child, I scribbled strange people and animals in the margins of my school notebooks. Today, have a defined and singular style that offers my vision through a gallery of wide eyed characters that provide the discreet but tenacious joy of a humanist journey, full of emotions, and little things that make up daily life.*

*I expose my works in France and use a variety of materials (sealants, collages, paintings) to give life to the series 'TETE DE L'ART'. The meeting with the authors of Feelinks was the inevitable source of these beautiful inspirations. »*

**Frank Chalard, the artist.**

« *You now acquire a very unique game of emotions to be explored through communication and empathic exchanges. This first re-edition by Act in Games maintains many similarities to the original game design but is now accessible to be played as a family, between friends or even in a group such as in a community or at school. Furthermore, this version is 100% inspired and developed in close cooperation with the original authors. With three sets of different and complementary situations, Feelinks allows you to learn more about yourself and the other players, to be open to all the ways in which we are different or the same, and to consider everyone as a unique person.*

*We hope it will delight and inspire you as much as it has us from the first time we played, all along it's evolution. Feelinks takes you on a journey of ever changing stories with limitless replay value. »*

**Thibaut Quintens (Act in games).**

**We thank you in advance for the trust and kindness with which you will exhibit towards yourself and your fellow players. Moreover, the best way to enjoy and play the game to it's full potential is if you do explain - at least briefly - the choices you make.**



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## OBJECTIVE

Upon hearing a given situation, each player is invited to choose, among the potential emotions, the one that he/she feels closest to. Next, the players must wager on his/her partner's emotion. The aim of the game is to correctly guess one's partner's emotion. The *Emotion track* will reveal your insight and understanding of the other players.

## COMPONENTS

### 1 game rulebook

**120 Situation cards**  
divided into 3 topics:



- As a family. Play and talk about family life (from age 8).
- Between friends. Talk about social matters (from age 12).
- With your class. Talk about school and home life (from age 8).

### 24 Emotion cards

- 9 « O » cards
- 9 « X » cards
- 6 « ≡ » cards



### 1 Emotion track

Two-sided scoreboard



### 8 Player tokens

of different colors (1 per player)



### 72 Vote cards

of different colors (9 per player)



### 9 Partner cards

to determine the teams



### Thanks from the authors:

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### Thanks from the publisher:

Thanks to Vincent Bidault and to Jean-Louis Roubira for the huge trust shown during this project and their always enthusiastic and inspiring feedback.

Thanks to Frank Chalard who agreed to continue on the adventure and to pick up his brushes again for latest paintings.

The treasures in this box would not have come into our hands without the help and support of KIME and Yoann Laurent.

The written and graphic evolutions are the results of many meaningful encounters and discussions. A special thanks to Sarah Fittou, Hervé Plas, Sabrina Messahel, Cécile Thoulén, Mélissa Sablain, Elsa Nouvet, Michael Galmiche, Philippe Leclercq and all the passionate team of our distributor Blackrock Games.



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Introduction video and rules to be found on [www.act-in-games.com](http://www.act-in-games.com).

## SET UP

1

Place the *Emotion track* in the middle of the table.

2

Choose a color and take:

- (A) a *Player token* and put it on the middle square of the *Emotion track*;
- (B) 8 *Vote cards* in your hand (numbered 1 to 8 and 1 «*es*» card).

3

Take *Partner cards* according to the number of players, keeping in mind the organization of teams.

*For example, with 5 players take one pair and three identical Partner cards:*



*With 4 players, take two pairs:*



 CÉCILE



2B

 SONIA



5A








4

Choose a *Situation* deck.

*For example: if you are playing with your family, you may want to choose the green cards. If you are playing with friends, choose the orange cards, and if you are playing with a class, group, diverse public, etc. play with the blue cards. You may of course play with the deck of your choice in any given context, but it is advised to take into consideration the suggested ages. Otherwise, it is also possible to play with several decks at once.*

Shuffle the deck you have chosen and put it to the side of the playing area. Put the remaining cards back in the box, they will not be used for this game.

5

Separate the 25 *Emotion* cards into three decks according to the symbols on the back : «  » «  » and «  ».

(A) Shuffle them separately and place them face down (symbol side visible) on one side of the playing area.

(B) Place 8 *Emotion* cards face up (painting side visible) around the *Emotion track*, facing the corresponding slots and matching the symbols.

6

Choose a first player, henceforth known as the *Master of emotions*.

*For example the last one to have an emotional outburst).*

## GAME SEQUENCE

ONE ROUND IS DIVIDED INTO 9 PHASES STRICTLY PLAYED IN THIS ORDER.

1

The next *Master of emotions* is selected, playing clockwise (this step is excluded in the first round).

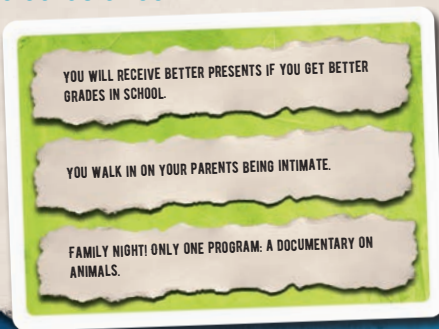
2

The *Master of emotions* reads aloud all new emotions and makes sure that every emotion is understood by all players.

3

### Situation.

The *Master of emotions* takes one *Situation card*, then chooses one of the three propositions and reads it out loud to the others. *If no situation suits the Master of emotions, he/she can put the card back on the bottom of the deck and pick a new card. It is only possible to change cards once.*



4

### Personal emotion.

Every player, including the *Master of emotions*, chooses a number, among his/her *Vote cards*, corresponding to the best emotional response in the given situation. The *Vote card* is then placed face down in front of each player.

5

### Team.

The *Master of emotions* shuffles the *Partner cards* and deals them face down to each player. They are immediately shown and indicate this round's partners.

*Example: with 7 players, there will be a team of 3 and two teams of 2.*

*For an introductory game or if the players do not really know each other, we suggest you play one round without partners. Everyone will show the emotion they have chosen without betting on another player. In this case, skip phases 5 and 6. Skip this phase for a 3 player game.*

CÉCILE


SONIA





6

### Partner's emotion.

Every player chooses a number among his/her Vote cards to try to match the number chosen by his/her partner during phase 4. If the player believes his/her partner has chosen the same emotion the «  » card is played.

The Vote card is then placed face down in front of this round's partner.

*Feel free to look your partner in the eye before making your decision.*

### With 3 players:

In a 3 players team, everyone guesses the emotion of the partner sitting to his/her left.

*Example: Cécile, Elsa and Hervé are a team for this round. Cécile will have to guess the emotion chosen by Elsa (who is on her left in clockwise order). Playing clockwise, Elsa will guess Hervé's and Hervé, Cécile's.*

**With a 3-player-game**, change partners every other turn.

7

### Show time.

Starting with the Master of emotions and going clockwise, every player reveals his/her personal Vote card. Players are free to explain their choice if they wish. Next, repeat the round to reveal the choice they made for their partner's emotion. Again, players may explain their choice if they wish.

*Tip: before your choices are revealed, it may be useful to read the situation once again as a reminder.*

**Scoring.**

**1** You guessed your partner's emotion correctly but your partner made a mistake (or the other way around): you win one point each on the *Emotion track*.

**2** You and your partner guessed each other's emotions correctly: you win three points each on the *Emotion track*.

**3** Neither you nor your partner have guessed the other's emotion: no points are won and your tokens do not advance).

**A three player team:**

In a case of a 3-player-team, nothing changes for the way to score 1 or 3 points. If only one of you or your partner guesses the emotion correctly, both will get 1 point. If you guess your partner's emotion correctly and your partner guesses your emotion correctly, you get 3 points.



*In the example: Cécile guesses Elsa's emotion and wins 1 point. Elsa too guesses Hervé's emotion and wins 3 points, because she guessed an emotion and her emotion has been guessed too. Hervé does not guess Cécile's emotion but still wins 1 point due to Elsa guessing his emotion.*

**Change an Emotion card.**

If desired, the *Master of emotions* may choose one *Emotion* card he/she wants to change. If so, he/she must discard the card (it will not longer be available for this game) and replace it with a new card that has the same symbol on the back. *Example: You can only exchange a «○» card with another «○» card. If there are no more «○» cards, this category can no longer be changed.*

**END OF THE GAME**

Taking into consideration the spirit of the game, make sure at least one full round is played per player so that everyone has the opportunity to be the *Master of emotions* (first player). With 3 or 4 players, we suggest you play two full rounds per player. If you play without counting each round, the first player to reach the last square of the *Emotion track* ends the game.