



FEELINKS

RULES OF THE GAME

Gender equality matters in writing as much as anywhere else.
For this reason, the rules of Feelinks are written in non-binary fashion.
Your feelings matter!

FEELINKS

GOAL OF THE GAME

"Your father pees next to the neighbours' hedge."

"Someone asks you to join their band."

"Your parents forbid you from criticizing adults."

These are the kind of situations to which Feelinks asks you to react.

In this cooperative game, express your emotions when faced with certain situations, then try to guess how other players felt. After the 8 situations of a game, you will evaluate the degree of empathy that binds you to the other players.

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A QUESTION ? A SITUATION TO SUGGEST ?
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YOU HAVE FOUND NO PLASTIC BAGS IN THE BOX?

That's normal, we're trying to get rid of them!

Have a look on www.act-in-games.com/feelings/visuels to discover how to organize your cards using paper folding.

TRAILER AND THE RULES TO DISCOVER:
www.act-in-games.com/feelings



[FEELINKS] IN MY CLASSROOM !

You would like to use **Feelinks** in a professional field ?

For the teacher's guide :

www.agameinmyclassroom.com

For the practical guide:

www.feelings.fr

Acknowledgments from the designers

Thanks to Yolande Albert, Olivier Decroix, Nathalie Lambinet, Elsa Antunes, Virginie Linlaud-Fougeret, Philippe Leclerc, the BGF team, Frédérique Thoreaux-Bidault, Yoann Laurent, Thibaut Quintens, Franck Chalard, Matthieu Clamot, Joséphine Bouillot, Sabrina Messahel, Thomas Cornado and Hervé Plas.

Acknowledgments from the editor

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The written and graphic evolutions are the results of many meaningful encounters and discussions. A special thanks to Sarah Fitton, Pétronille Mairesse, Jonas Lefrançois, Cécile Thoulen, Mélissa Sablain, Elsa Nouvet, Mailis Quintens, Théo Vitte, Carole Baquet, Michael Galmiche, Wladimir Watine and all the passionate team of our distributor Blackrock Games.



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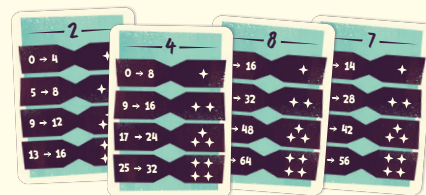
CONTENTS



1 rulebook



1 gameboard



4 double-sided Score cards according to the player count



18 Emotion cards

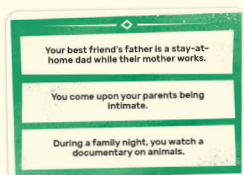


1 pawn



48 Vote cards in 8 colours

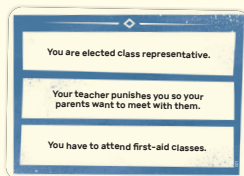
156 Situations cards divided into 4 themes :



As a Family

About family life

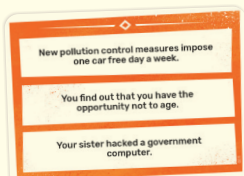
(ages 8 and up - numbered from 1 to 40)



At School

About group life and school

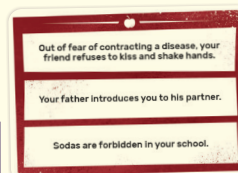
(ages 8 and up - numbered from 41 to 80)



Among Friends

About various themes

(ages 12 and up - numbered from 81 to 120)



In Society

About social issues

(ages 8 and up - numbered from 121 to 156)

They are subdivided into 6 categories which icon is on the top of the card.



Health



Parenthood



Digital World



Education



Ecology



Living together

We advise that an adult be present while using this theme, in order to make sure that the sensitive situations are dealt with all the necessary care and attentiveness.

SETUP

- A** Place the **gameboard** in the middle of the table. Place the **pawn** on the starting space of the **empathy track** (the most central on the board).
- B** Set the **Score card** corresponding to the player count near the board, to evaluate the degree of your success during the game.
- C** Give each player a colour of the **6 Vote cards**.
- D** Choose a deck of **Situations cards** and place it near the gameboard.
*You can also use several decks of **Situations cards** and let the active player choose one theme while playing.*
- E** Divide the **Emotion cards** according to the symbol on their back, **X** or **O**.
 - ♦ Shuffle the two decks and place them face down near the gameboard.
 - ♦ Draw **3 Emotion cards** from each deck and place them around the board, such that each card is next to one symbol.
- F** Choose the first active player.

Example of a setup for 4 players with the theme "As a Family"



FELIX

B

SUZIE

E

PLAYING THE GAME

1 Starting at round one, the active player **discards one *Emotion* card of their choice** from those placed around the board, and replace it with the first card from the deck with the same symbol (X or O).
Make sure everybody understands the available emotions.

2 The active player **draws a *Situations* card**. They choose one of the 3 situations and read it aloud. Then they place this Situations card near the board: It will help to count the number of rounds completed.
None of the situations on the card suits you? Draw a new one! After all, we are here to have fun.

Maeyva is the first active player. She draws a Situations card and chooses: "Your father invites you go cycling together."

One morning, you wake up in a grown-up body.

Your father invites you to go cycling together.

New family rule: no cellphones around the table.

3 Each player selects the Vote card that best indicates how they would feel in this situation. They place this card **face down** in front of them.

In this example, the  indicates Joy.



4 The active player tests their empathy first. They choose another player and tell which emotion they think they have chosen. If this is correct, the group scores a point and the pawn moves forward one space on the **empathy track**.

Feel free to comment on your emotion or to qualify your choice.

Maeyva chooses to guess which card Enola played. She announces:

"Enola, I think you chose Joy."



Enola flips her card over, showing the symbol corresponding to Joy. Great! The group scores a point; the pawn immediately moves forward one space on the track.



6

FÉLIX



SUZIE



- 5 Now **the player who has just been targeted must guess the Vote card** played by another player of their choice. Continue this way until each player has been chosen once.

⚠ A round must end with the active player (the one who read the situation). **They will therefore always be the last one targeted during the round.**

Now Enola must guess someone's emotion. **Because Maeyva is the active player, she can not be targeted.** Enola chooses Felix instead; she thinks he has also chosen Joy. Unfortunately, this is wrong, because Felix chose Surprise. No point scored this time.

Felix still can not choose Maeyva, since she must be chosen last. No choice: He must try to guess Suzie's card. He guesses Pride. He got it right! One point scored.

Suzie thinks that Maeyva has played Mistrust. But she is wrong: She chose Joy. No point scored.

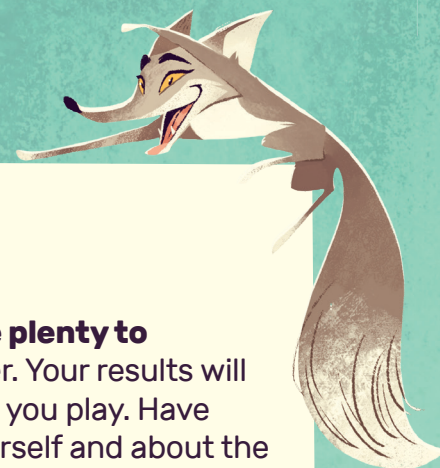
- 6 Once the round is over, **the role of the active player shifts to the next player clockwise.**

END OF THE GAME

The game ends after you have played 8 **Situations cards**. The time has come to determine how much empathy your group has.

Note how far you went on the **empathy track** and determine your result, according to the **Score card** or the chart here below. Then read the corresponding comment opposite.

PLAYER COUNT	EMPATHY SCORE			
2	0 → 4	5 → 8	9 → 12	13 → 16
3	0 → 6	7 → 12	13 → 18	19 → 24
4	0 → 8	9 → 16	17 → 24	25 → 32
5	0 → 10	11 → 20	21 → 30	31 → 40
6	0 → 12	13 → 24	25 → 36	37 → 48
7	0 → 14	15 → 28	29 → 42	43 → 56
8	0 → 16	17 → 32	33 → 38	49 → 64
	▽	▽	▽	▽
RESULT	★	★★	★★★	★★★★



Good news! You still have plenty to discover about one another. Your results will for sure be better next time you play. Have you learnt things about yourself and about the others?



Nice! You have proven to have great bonds, and have shown a lot of empathy to achieve this result. Did you discover anything new that you did not know?



Bravo! What a superb result! You are really good at putting yourselves in each other's shoes; you seem to keep no secrets from one another. It looks like you're on track to achieve the ultimate 4-star score!



Magnificent! You have joined the gaming legends: You have attained the maximum score. You are empathy aces, gold medalists at reading emotions. But could you repeat this amazing feat?

