

Feelinks

REVELATIONS

RULES OF THE GAME



ACT IN GAMES

Gender equality also comes into play with writing. For this reason, the rules of **Feelinks Revelations** are written in a gender-neutral way, using *they* and *them* as third-person singular. Yes, you will even see the glorious *themself* whose usage dates back centuries, but fell out of favor until recent years.

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For a game explanation video, see **www.act-in-games.com**.

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GOAL OF THE GAME

How well do you know yourself?
Find out with Feelinks Revelations!

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

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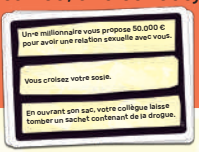
1 rulebook



1 *Revelation Box*



110 *Situations* cards,
each card offering 3 situations (naughty, lighthearted, and serious)



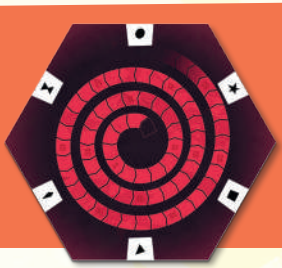
18 *Emotion* cards,
9 with the «✕» symbol on the back
9 with the «◯» symbol on the back



12 *I Know You* tokens



1 gameboard
depicting an empathy track



1 pawn



2 dice



72 *Bet* tokens
numbered 0 – 8
(nine of each color)



48 *Vote* cards
six of each color



Front Back

SETUP

1. Assemble the two parts of the gameboard, then place it in the middle of the table.

   Place the pawn on the starting space of the **empathy track** (the very middle of the board). We will call this pawn the **empathy marker**.

2. According to the number of players, place one or two dice near the board:
   - 2 – 4 players: 2 dice.
   - 5 – 8 players: 1 die (return the other die to the box).

3. Each player chooses a color and receives the following:
   - **6 *Vote* cards**
   - ***Bet* tokens** ranging from 0 through the number of players (for example, for a 5-player game, each player takes *Bet* tokens 0 – 5). Return the other tokens to the box.
   - ***I Know You* tokens**
     - 2 players: 5 *I Know You* tokens
     - 3 players: 4 *I Know You* tokens
     - 4 players: 3 *I Know You* tokens
     - 5 – 6 players: 2 *I Know You* tokens
     - 7 – 8 players: 1 *I Know You* token



4. Shuffle the deck of ***Situations* cards** and place it near the gameboard.

5. Divide the *Emotion* cards according to the symbol on their back (✕ or ○).
   - Shuffle the two decks of cards and place them face down near the gameboard.
   - **Drawn 3 *Emotion* cards from each deck** and place them around the board, such that each card is near one of the symbols at the edge of the board.

6. **Designate the first active player**, who takes the die/dice and the Revelation Box.

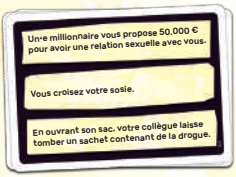
Setup example for a 3-player game



PLAYING THE GAME

1 The active player must **discard 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 (✕ or ◯) as the discarded card.

2 **The active player draws a *Situations* card.** They choose a situation and read it aloud. Then they place this *Situations* card near the board: It will serve to count the number of turns completed.



None of the situations on the card suit you? Draw a new one! After all, we're here to have fun.

3 **Each player selects the *Vote* card** whose symbol matches the *Emotion* card that best indicates how they would feel in this situation. Each player places their chosen Vote card face down in front of them.



4 **Each player who wishes can play an *I Know You* token** on a player whose emotion they think they can guess. To do this, they place their *I Know You* token on the back of that player's *Vote* card.



5 **The active player rolls the die/dice**, then places it/them on the matching symbols on the edges of the board. If both dice show the same symbol, they both go on that symbol.

6 Each player estimates the number of players (including themself) that have chosen the emotion(s) indicated by the die/dice (which might be the single emotion indicated by both dice). Starting with the active player, **each player places the *Bet* token, indicating their choice, face down in the *Revelation Box***. Pass the box around so each player can add theirs. The box will end up with the active player.



7 Starting with the active player, **each player reveals their *Vote* card** and can, if they wish, comment on their choice. According to their revelations, each player places their *Vote* card on the *Emotion* card matching their choice.
⚠ **Do not reveal a *Vote* card until all of the *I Know You* tokens on it have been resolved. To do this, someone who played an *I Know You* token must announce the emotion they think the targeted player chose**.
If several players have placed an *I Know You* token on the same person, they make their announcements in turn order.
Each correct *I Know You* guess allows the group to immediately advance the pawn **two spaces** on the empathy track.

8 Count the **total** number of *Vote* cards that have been placed on the *Emotion* card(s) indicated by the die/dice: This is the correct answer for the estimates everyone made with their *Bet* tokens. **The active player flips over the *Revelation Box*** (still closed), places it in plain sight, and then reveals its contents: Now you can see the number of estimates that were exactly correct.

9 Essentially, each correct *Bet* token, that indicates the total number of players who selected the emotion(s) for this turn, allows the group to advance the pawn one space on the empathy track.

10 The role of the active player shifts to the next player clockwise.

EXAMPLE OF A 3-PLAYER TURN



1 Maeyva, Enola, and Félix are playing **Feelinks Revelations**. The second turn of the game is starting, and Maeyva is the active player. After changing an *Emotion* card of her choice, she draws a *Situations* card and reads her chosen situation aloud: «You must spend three days in an igloo.»
The available emotions are *annoyance*, *mistrust*, *jealousy*, *fun*, *curiosity*, and *pride*.

2 Each player chooses the *Vote* card corresponding to the emotion they would feel in this situation, then places it face down in front of themself.

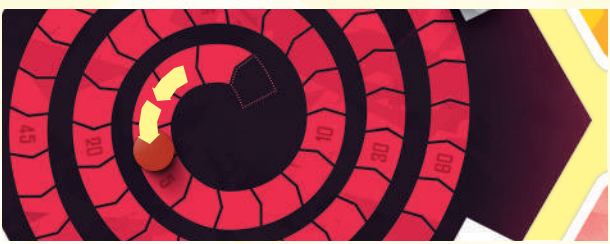
3 Enola decides to place an *I Know You* token on the back of Maeyva's *Vote* card: They think they know what emotion she would experience. Maeyva and Félix decide not to play an *I Know You* token this turn.

4 Maeyva, the active player, rolls the dice. She rolled the symbols that indicate *curiosity* and *jealousy*. She places the dice on the corresponding symbols at the edges of the board.

5 Each player estimates the total number of votes that *curiosity* and *jealousy* will get. Let's take Félix, for example, who knows he'd be curious in this situation.
Right from the outset, he rules out the possibility that Maeyva or Enola would choose *jealousy*. On the other hand, he thinks it's likely that one of them would be as curious as he would about the prospect of dwelling in an igloo.
So, he places his number-two *Bet* token face down in the *Revelation Box*, which Maeyva just passed to him.



6 Maeyva, who is the active player, is thus also going to be the first to reveal her *Vote* card. But before that, Enola — who had played an *I Know You* token on her — must announce their prediction: They declare that they think Maeyva has chosen *fun*. Maeyva reveals her card… and she really did choose *fun*! Good news for the team: a correct guess. So the empathy marker immediately advances two spaces. Maeyva explains her choice, then places her Vote card on the *Fun* card.





7 Now it is Félix' turn to reveal his *Vote* card and to justify his choice (*curiosity*); then finally Enola's turn (*mistrust*). In this way, one by one, each places their *Vote* card on their chosen emotion.

8 Now they count the total number of *Vote* cards placed on the emotions indicated by the dice: none on *jealousy* and one on *curiosity*. This means that 1 would have been the correct *Bet* token to have put in the *Revelation Box*. Maeyva flips the box over, places it where everyone can see it, and reveals its contents: two 1 tokens and one 2. These two correct bets advance the marker a total of two spaces on the empathy track.



9 Now the next turn can start. Enola will be the active player. She decides to discard the *Emotion* card for *annoyance*, and replace it with the first card from the deck with the same symbol (✕).

END OF THE GAME

The game ends after you have played 8 *Situations* cards (i.e. 8 *Situations* cards are spread out near the board). The time has come to determine how much empathy your group has. To do this, use the table below to determine your result, according to the number of players and your empathy score.

Number of Players	Empathy Score			
2	less than 9	9 – 17	18 – 28	more than 28
3	less than 12	12 – 23	24 – 36	more than 36
4	less than 14	14 – 27	28 – 42	more than 42
5	less than 15	15 – 29	30 – 45	more than 45
6	less than 18	18 – 35	36 – 54	more than 54
7	less than 17	17 – 34	35 – 52	more than 52
8	less than 20	20 – 39	40 – 60	more than 60
Result:	★	★★	★★★	★★★★

The number of stars you obtained:

★

You still have much to discover about each other: a beautiful opportunity to play again!

★★

Nice result. This suggests a comfortable level of familiarity with each other.

★★★

Super score! You clearly keep no secrets from one another.

★★★★

Magnificent, incredible! There aren't enough superlatives to describe your prodigious empathy.

TURN STEPS SUMMARY

1. The active player can change one *Emotion* card.
2. The active player reads a *Situation*.
3. Secretly choose the emotion you would feel.
4. You may play an *I Know You* token on a player whose answer you think you know.
5. The active player rolls the die/dice.
6. Play your *Bet* token face down in the *Revelation Box*.
7. Reveal the emotions felt.
   Award points for correct *I Know You* guesses.
8. Flip and open the *Revelation Box.* Award points for correct Bet tokens.
9. Next player counterclockwise becomes the active player.

Have questions?
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