

TACTIC

EMOJITO

PARTY GAME



AGE 7+ | 2-7 | 20+

RÈGLE DU JEU • SPELREGELS • ZASADY • RULES • REGELN



Contents: 100 Cards, Game Board, 7 Game Pieces, 7 Guessing Dials (each consisting of two discs + plastic stud).



HOW TO PLAY

RULES

AIM OF THE GAME

Make expressions and sounds to help the other players guess what emotion you are trying to portray, and figure out what emotion the other players are trying to channel!

SET-UP

1. Assemble the Guessing Dials according to the image.
2. Place the game board on the table.
3. Shuffle the cards and place the deck face down on the table, too.
4. Each player chooses a game piece and places it in space number 1.
5. Place all the unused game pieces aside. They are not used in the game.
6. Give each player a Guessing Dial.

Let's play!

THE GAME BOARD

Each space on the game board has a symbol which tells the player in turn how to portray the emotion on the card. There are three symbols:



Just use facial expressions! The player in turn may only use their face to portray the emotion on the card. No body language may be used to portray the emotion!



Just use sounds! The player in turn may only use sounds of emotion to portray the emotion on the card, and the guessing players must close their eyes while the player in turn has their go. Using no words, the player in turn must vocalize the emotion, for example, with a sigh or with an angry growl.

Note! You are not allowed to imitate the animal on the card (e.g. neigh like a horse). No humming, singing or imitating the sounds of objects, etc. is allowed either!



Use facial expressions and sounds! The player in turn may use both facial expressions and sounds (but still no words!) to portray the emotion on the card.

HOW TO PLAY

The last player to have stood on a stage starts as the player in turn, while the other players guess. The player in turn draws the top card from the deck, looks at it and acts out the emotion on it according to the symbol on the space their game piece is in.

Now, the player in turn draws six more cards from the deck and shuffles them with the original card. They then reveal all seven cards by placing them face up around the game board on the table. This way each of the numbers on the game board is assigned to one of the cards.

Finally, all the players use their Guessing Dials to show which one of the seven cards they think the player in turn tried to portray. The player in turn uses their own Guessing Dial to show which one it actually was! To use the Guessing Dial, spin the disc and align it with the colour and number you chose. Then place the dial, window side down, on the table.

SCORING AND THE END OF A ROUND

For each correct guess made by the other players, the player in turn scores 2 points, with 6 points being the highest score the player in turn can achieve during a single round. The guessing players, who guessed the card correctly, score 3 points each.

The players move their game pieces 1 step clockwise for each point they scored. If a player's game piece passes the checkered line, this player takes one of the face up cards from the game board as a trophy card, and places it face down in their own scoring pile.

The remaining cards are removed from the game board and placed aside in a separate face-up discard pile. The turn then passes clockwise to the next player!

SPECIAL ACTION: CHALLENGE THE LEADER!

This special action allows one of the guessing players to challenge the player who is in the lead, in order to slow them down. However, it can only be done when the player, who is in the lead, is also guessing.

- Just one guessing player can use this special action after the player in turn has portrayed the emotion on the card, but before the seven cards are revealed and placed on the game board.
- The guessing player who wants to use this action turns one of their trophy cards face up and places it in front the player who is in the lead.
- Then, the round proceeds as normal and all the players use their Guessing Dials as normal. If the player in the lead fails to guess the correct card, they have to move three steps back. If they end up moving backwards over the checkered line, they lose a trophy card, too! The lost trophy card is placed in the discard pile.
- Finally, the card used to challenge the player is returned to the challenging player regardless of the outcome of the challenge. The card remains face up and cannot be used for another challenge.

Note! The challenging player never gets to move extra steps forward because of the challenge!

END OF THE GAME

The game ends when one of the players collects their fifth trophy card. In case of a tie, the player who has moved the furthest on the game board wins. If there is still a tie, the tied player who played last in the turn order wins.

THE CO-OPERATIVE GAME

Instead of competing against each other, the players can play as a team against the game itself.

Choose one piece for the players, and one piece for the game. Place these game pieces in space number 1. Place all the unused game pieces aside, as they are not used in the game. Play just as above, but for each correct guess, move the players' piece one step forward. For each incorrect guess move the game's piece instead. Reward both the players' team and the game with a trophy card whenever their game piece crosses the checkered line. If the players collect 5 trophy cards before the game does, they win!

SECRET MESSAGE

The biggest challenge comes from this version. The players play co-operatively. Disregard the symbol on the game board and play only with facial expressions. The player in turn only acts out the emotion to the guessing player on their left. All other players have their eyes closed. Then the guessing player acts to the player on THEIR left, etc. The last player does not act to anybody. Use exactly the same scoring as in the co-operative game.