



Get familiar with the elements

Emotion cards

There are 4 sets of 8 emotion cards. Each set of cards has a different coloured scarf.

Coloured Scarves

There are 4 scarves (Red, Blue, Green, Yellow).

Reference Cards

There are 4 reference cards that show all the 8 different facial expressions in the game.



Wooden Die

You can ask for a card from other players by rolling the die.



Collect a card from other players by narrating an incident, when you may have felt that emotion. You cannot name the feeling. e.g. "I am looking for a card that shows how I felt when the dog was chasing me."



You may ask for a card by acting out the expression but no words or sounds are allowed.



You may ask for a card from other players by naming the feeling. e.g. "Do you have a sad face?"



You may ask for a card by making a sound that would describe the emotion. e.g. the sound of laughter for 'happy'.



You may ask for a card from other players by drawing the feeling. Do not use any words.



Without using any words, sounds or gestures, you may ask for a card from other players by making the facial expression (non-verbal). You could use the mirror to see if you have the right expression.



Game 1 : Set up

Keep the die, mirror, pad and pencil closeby. Each player selects a coloured scarf and wears it around their neck. Distribute 1 reference card to each player. Shuffle the deck of emotion cards & keep it closeby.

For a 2 player game, please remove a set of coloured cards (8)

Note: There are other creative ways to wear the scarf. On the head like a bandana, a bow around the neck.

Aim of the game

Seek 4 emotion cards from the same set as your coloured scarf.



How to play

Deal 4 emotion cards to each player. The rest of the cards are placed face down in a deck in the middle of the table.

All players look at their cards. The player who makes the funniest face starts the game. The object of the game is to make a set of 4 different emotions from the same coloured set as your scarf.

The player whose turn it is

a) Decides which card, s/he wants from the other players. You could use the reference card to see all the emotions.

b) Roll the die and ask for the card.

All the other players try to identify if they have the particular emotion card being asked for. The card must be in the same colour as that of the scarf of the player asking for it.

a) Player has the card being asked for

If a player has that emotion card, they give it to the person asking for it and draws another card from the central pile. It is now this player's turn.

The player who has just received a card discards a card from their hand and places it at the bottom of the centre pile

b) If no player has the card being asked for

Then the player asking for the card, discards a card from their hand and returns it to the bottom of the central pile and draws another card from the central pile.

Play continues clockwise.

Winning the game

The 1st player to complete a series of 4 cards wins the game.



Variations

One could also create 2 sets of 4 cards each.

If there are fewer than 4 children playing the game, the player with the completed set may take a new scarf. The game continues until all the cards are used. It is possible that there may be no real winner, since it is possible for two players to collect two sets each.

Younger children may play with fewer emotions i.e. 4.

Game 2 : (for 3- 5 players)

Set up

Each player receives a Reference card and places it face up on the table. Keep the mirror close by.

Shuffle the 32 cards and deal out cards based on the following criteria.

- a) For a 3 player game: 8 cards each
- b) For a 4 player game: 6 cards each
- c) For a 5 player game: 5 cards each

The remaining cards are placed faced down in the centre and is the draw pile.

Aim of the game

Seek a set of 4 cards of the same emotion.
e.g. 'Shy' in Red, blue, Green, and Yellow
(There are 8 sets of emotions in the game).



How to play

After the cards are dealt, all players look at the cards in their hand and choose one card from their hand and put it face down in front of the player to their left, at the same time.

When everybody has received a card in front of them, all players take the card that was passed to them, in their hand.

If a player has a complete set, s/he calls "Stop".

It may happen that a player or several players have a complete set, immediately after being dealt the cards. If so, the player calls, "stop" and the game is paused.

"Stop, I have a set."

As soon as a player has a set of 4 cards of the same emotion, 'stop' is called and the game is paused. Then s/he acts out the feeling on the set without using any words. Only, facial expressions and gestures are allowed. While acting, s/he may use the mirror provided to see whether or not they have the right facial expression. The other players take turns guessing the expression.

If nobody has a set, the game continues as previously described.

Guessing: Look carefully and be quick

a) Win 1 card: The first player who guesses and names the emotion correctly gets 1 of the cards as a point and places it in their win pile.

b) Wins 3 cards: The player who acted the emotion gets the other 3 cards and puts them down and draws a new card.

If the player guesses incorrectly, s/he will return a won card to the box. The other players will then have a chance to guess and win cards as above.

If no person guesses correctly, the person who had the set, gets to keep only 1 card (of that set) in their win pile and puts the other 3 out of the game. S/he then draws 1 new card from the central deck.

If the player has less than 4 cards in their hand, they must draw as many cards as needed to have 4 cards in their hand. The game continues like this and another card is passed on simultaneously to the player on the left.

It may happen that one or more players call "stop" at the same time. In this case, the sets will be played one after the other in a clockwise direction.

Ending the game

The game ends when there are no more cards in the stack and a player has less than 4 hand cards unless someone is still able to create a set and call stop.

Cards in players' hands don't count as points. only the cards in the 'win' pile are counted. Each card counts as a point and the player with the maximum number of cards is the winner.

Game 3 - I Remember (Upto 8 players)

Set up

Shuffle the cards and and deal out cards to the players based on the following criteria.

- a) For 2 players: Deal 4 cards each
- b) For 3-4 players: Deal 3 cards each
- c) For 5-6 players: Deal 2 cards each
- d) For 7-8 players: Deal 1 card each

How to play

Players look at their cards and then put them face down in a row in front of them.

The player who makes the funniest face starts the round by turning over 1 card for all to see.

- a) Name the feeling shown on the card and describe a real or imagined event that could or that has triggered that feeling in the past.
- b) The card is left face up.

Other players need to listen carefully to remember the feeling and the event. e.g. a player may say, "Happy", "this is how i feel when someone smiles at me.'

Players continue to turn over 1 card at a time, describing an event associated with the emotion in a clockwise direction. Continue till all cards are face up.

All players now turn their cards down without changing the order. In a clockwise direction, the first player to have started the game, may choose a player at random. S/he then has to point to one of their turned down cards, name the emotion and repeat their story.

If they can remember and repeat the story well enough, they get to keep the card. If they are not able to name the feeling or emotion correctly, they lose a previously won card.

Winning the game

The player with the most cards is the winner.

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info@chalkandchuckles.com
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