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# EMOJITO!

OAHTIEZ

RULEBOOK

SPIELREGELN

RÈGLE DU JEU

## INTRODUCTION

Emojito! is a party game, for 2 to 14 players, where players express emotions shown on cards, using only facial expressions, sounds or both. There are three ways that the game can be played: cooperatively, competitively or in teams. Get ready to express yourself like you have never done before! EXPRESS THE FEELING.

## COMPONENTS

1 Game Board



100 Emotion Cards



7 Guessing Dials



7 Player Tokens



# EMOJITO! COOPERATIVE

2-7 Players

## GAME OVERVIEW:

The players are competing as a single team against the game itself that will act as their opponent. The goal of the team is to collect a number of cards (equal to the number of players minus 1) before the game does. In each round, 1 player takes the role of the Actor and the rest are Guessers. The Actor performs the emotion shown on an Emotion Card, and the rest of the players (the Guessers) try to find the Emotion Card from a line-up of 7. Each correct guess rewards the team with specific moves on the Game Board, while incorrect ones moves the game's Token. Each time a Token passes the checkered line, the players or the game will receive an Emotion Card as a trophy.

## GAME BOARD:

The Game Board is divided into 7 spaces, with a checkered line running between number 7 and 1. The checkered line acts as a starting point and a scoring point.

Also, in each space there is a symbol that will affect the way the Actor will perform an Emotion Card. There are 3 symbols:



**Perform using only facial expressions.** The actor only uses his face to perform the emotion of the drawn card. Hands, feet or any miscellaneous objects may not be used during the performance.



**Perform using only sounds.** The actor only uses **sounds of emotions** to perform the emotion of the drawn card, while Guessers close their eyes during the performance. The actor has to vocalize the emotion, for example with a sigh or with an angry roar. **Note. This means no animal sounds (E.g. a lion's snarl), humming or singing songs, imitating sounds of objects etc.**



**Perform using facial expressions and sounds.** The actor uses both his face and sounds to perform the emotion of the drawn card.

## GUESSING DIALS:

Players use the Guessing Dial to lock in their votes during the game. To do so, players will have to rotate the Guessing Dial, so that their choice of Emotion Card on the Game Board matches the number on the Dial.

## GAME SETUP:

Place the Game Board on the middle of the table. Give one Guessing Dial to each player. Place 2 Tokens on the checkered line, 1 for the players and 1 for the game. Shuffle the Emotion Cards and place them face-down next to the Game Board.

Players decide who will go first as the Actor.

## GAMEPLAY:

Each round, players complete the following 4 actions.

**1. Draw an Emotion Card:** The Actor secretly draws the first Emotional Card from the pile, and performs the emotion shown on the card, following the rule on the board, according to where the team's pawn is located.





***Note,** for the first round the Actor will perform using only facial expressions, since the checkered line has no symbol.*

**2. Draw and place cards next to Game Board:** The Actor draws 6 cards from the deck and shuffles the performed card with them. Make sure the Actor doesn't reveal his card while shuffling. The cards are then placed face up next to each of the 7 colored slots of the Game Board in a random order. The Actor must then lock in the performed Emotion Card on his Guessing Dial and place it face-down on the table.

**3. Guessing:** Guessers now look at all the cards displayed on the Game Board and try to guess which Emotion Card was performed. No discussion is allowed among players. Guessers then vote, by locking in their choice on their Guessing Dial and placing it, face down, in front of them. Remember, guesses must remain a secret. Next, the Actor and the Guessers reveal their Guessing Dial and players proceed with the scoring.

**4. Movement points:** Team moves the game's Token and their own Token, by counting the number of correct and incorrect guesses. For each correct guess the team's Token moves 1 space and for each incorrect guess the game's Token moves 1 space. Every time a Token (team's or the game's) passes the checkered line, the corresponding side is awarded an Emotion Card as a trophy, choosing one from the face-up cards on the play area.

***Example:** In a 5 player game, John is the Actor while Mary, Tina, Anna and Peter are the Guessers. The flip flop Token belongs to the team, while the beach ball Token belongs to the game. There is 1 incorrect guess and 3 correct ones. The team moves its Token 3 spaces and the opponent's Token 1 space on the Game Board. The teams Token passed the checkered line and is rewarded with a card from the face-up Emotion Cards on the Board. The game's Token ended its move on the purple space (number 7 on the Game Board), so the game is not awarded with a card.*

During the game, players will create 1 pile of trophy cards for the team and 1 for the game.

Discard the rest of the face-up cards into a discard pile next to the Emotion Card deck.

The player to the left of the Actor becomes the new Actor and a new round begins.

If at any point the Emotion Cards run out, reshuffle the discarded cards and make a new deck of Emotion Cards.

### **GAME END:**

The game ends when one side (the team or the game) collects a number of cards equal to the number of players minus 1. If both sides collect their final card on the same turn, the team that has moved the furthest on the Game Board wins.

If you would like to make the game more challenging, you may follow these instructions:

- **Challenging:** For each incorrect guess, the game moves 2 spaces.
- **Very Challenging:** For each incorrect guess, the game moves 3 spaces.
- **Impossible:** For each incorrect guess, the game moves 3 spaces and team must play with the variant rule Secret message.



## VARIANT RULE, SECRET MESSAGE!:

The Actor only acts to the player on the left, and that player proceeds to act again to the next player and so on. The same rules apply except during the acting phase, all guessers close their eyes except the Guesser on the left of the Actor, who will be the only one to see the Actor's expression. The Guesser continues with acting out the emotion to the Guesser on his left, and this continues until all the Guessers have seen the emotion performed.

**Note, when playing with this variant rule, only use facial expression. Do not follow the symbols rules.**

## EMOJITO! COMPETITIVE

3-7 players

### GAME OVERVIEW:

This mode is played exactly like the cooperative mode, but the players try to collect cards for themselves and not as a team.

### GAME SETUP:

See cooperative mode, with the exception that each player chooses a Guessing Dial and a Player Token and places it on the checkered line.

### GAME PLAY:

Each round, players complete the following 4 actions.

1. **Draw an Emotion Card:** See Cooperative play.
2. **Draw and place cards next to Game Board:** See Cooperative play.
3. **Guessing:** See Cooperative play.
4. **Movement points:** For each correct guess the Actor receives 2 movement point on the Game Board, with a maximum of 6 movement points per turn, while the Guessers who guessed correctly receive 3 movement points. Players move their Tokens clockwise according to the points received. When a Player's Token passes the checkered line, this player takes one of the face-up Emotion Cards from the board as a trophy card and places it, face down, in front of him/her.

### SPECIAL ACTION: CHALLENGE THE LEADER!

During the competitive mode, players can use a special action called, "Challenge the Leader". This move allows the Guessers to "Challenge" another Guesser to try to find the Actor's card. **Note, this action will help players balance out the scoring with leading players.**

A Guesser can use the action after the Actor performs his Emotion Card and before he places the drawn cards around the Board. The Guesser flips one of his won cards and "Challenges" another Guesser. If the "Challenged" Guesser cannot find the Actor's card but the "Challenger" does, then the "Challenged" Guesser moves 3 spaces back on the board. If this move would force the player to cross the finish line backwards, then that player also loses and discards one card from his pile. A challenged player can move a maximum of 3 spaces backwards in 1 round, no matter the number of challenges.

**Note, challengers do not move extra spaces if they win their challenge.**

### GAME END:

The game ends when a player collects 5 cards. In case of a tie, the player that has moved the furthest on the Game Board wins. If there is still a tie, the tied player who went last in turn order wins.



# EMOJITO! TEAMS

## 4-14 Players

### GAME OVERVIEW:

This mode is played exactly like the cooperative mode, but the players try to collect cards in teams of 2.

### GAME SETUP:

See cooperative mode, with the exception that the players form teams of 2 players and each team gets a single Dial and a Token to share.

### GAMEPLAY:

**1. Draw an Emotion Card:** Each team's Actor, simultaneously, draws a card from the deck, looks at it, and then performs, the emotion shown on the card. Actors only use their face to describe, so they do not follow the instructions of the Game Board symbols. Each Guesser must try to guess their Actor's Emotion Card.

**2. Draw and place cards next to Game Board:** One player collects all the Emotion Cards from the Actors, and draws additional cards from the deck until there are 7 cards. Shuffle the cards and then place them face-up on the Game Board next to each of the 7 numbers. Make sure not to reveal any team's cards while shuffling.

**3. Guessing:** Guessers will now look at all the cards displayed on the Game Board and must guess which Emotion Card was performed by their Actors. No talking is allowed among players. Guessers vote using their Dial and proceed to place it face down in front of them. When all Guessers have voted, each Actor announces which card they have performed and place their card in front of them. Guessers turn their Guessing Dials face up and the teams proceed with the scoring.

**4. Movement points:** For each correct guess the team receives 2 movement points on the Game Board. Teams move their Tokens clockwise according to the points received.

As with competitive mode, when a Team Token passes the checkered line, that team takes 1 of the face-up Emotion Cards from the board as a trophy, placing it face-down in front of them.

Discard the rest of the face up cards into the discard pile.

If at any point the Emotion Cards run out, reshuffle the discarded cards and make a new deck of Emotion Cards.

At the end of each round, each team member swaps roles, from Actor to Guesser and vice-versa.

### GAME END:

When a team collects 3 cards, the game ends. In case of a tie among teams, the team that has moved the furthest on the Game Board wins. If there is still a tie, the tied teams play additional rounds until there is a clear winner.

*Note, teams may choose to perform following the Board's symbols, but only if they are familiar with the Team Mode of play.*