

For every individual node the player moves, he updates his Balance rating. So, for example, a player has a Balance rating of 0 before moving. In one turn, he moves across an Anger node, a Sad node and a Calm node, meaning that his Balance rating changes from 0 to +1, to +2 and back to +1; the player ends his turn with a balance rating of +1. If the player chains 6+ cards in a row, his Balance rating is automatically reset to 0. Whenever a player ends his turn with a Balance rating of 0, he refills his hand up to the hand limit, which is 6.

- **The Change of Perspective** A player can only see half of each of the cards in his hand, depending on which side of the board the player's token is on, relative to the player. So if a player's token is to the left of the player, he can only see, and therefore use, the left side of his hand and vice versa. Once a player finishes his movement on a different half of the board than he was before he started, he changes his card's perspective. The one exception to this rule is if the player ends his turn on one of the middle nodes, like one of the starting nodes. In this case the player may choose to either keep his current perspective or to shift it. This allows players the opportunity to change the colours in their hand when they are in need of new movement opportunities
- **Objective Completed** If during this turn, an objective was completed, reveal the next player's objective. If the completed objective was the last objective of the round, the players can move into the next circle and are dealt another four objective cards and also, shuffle the discard pile of the player with the biggest discard pile back into the Emotions Deck.

## The Endgame

Once the players have completed the objectives of the Inner Ring, they can attempt to enter the Heart Circle. To do so, a player must be on a node connected to the Heart Circle and use ANY card to move to the centre, provided he would end his movement with a Balance rating of 0. For example, if a player with a Balance rating of 1 is on a node connected to the Heart Circle, he can spend a Red card or a Black card to move to the centre because they would shift his Balance to a rating of 0. He could not play a Blue or Green card because this means he would end his turn with a Balance rating of 2. Once a player successfully enters the Heart Circle, his partner must follow him within one turn, while qualifying for the above criteria also. If the player fails to do so, they **Break Up**. Players also **Break Up** if any of the following conditions are met:

- One or more players cannot move
- There are no more cards to play, the game is over
- A player moves more than 2 steps out of Emotional Balance at any point in his turn

When the players **Break Up** the game is over and both players lose. If they enter the Heart Circle within one turn of each other, they reconcile their differences and win.



*...and then we held hands...*

fix what is broken

## ..and then we held hands...

“The meeting of two personalities is like the contact of two chemical substances: if there is any reaction, both are transformed.” – C.G. Jung

For Jess and Alba

### Overview

A 2 player non verbal co operative game about two people and their failing relationship. They co operate to synergistically move around their psyche to reach an emotional balance within them and between them. The players' perspective changes as they dance around each other, trying to fix what was broken. Changing perspectives is key to providing more options for navigating the board.

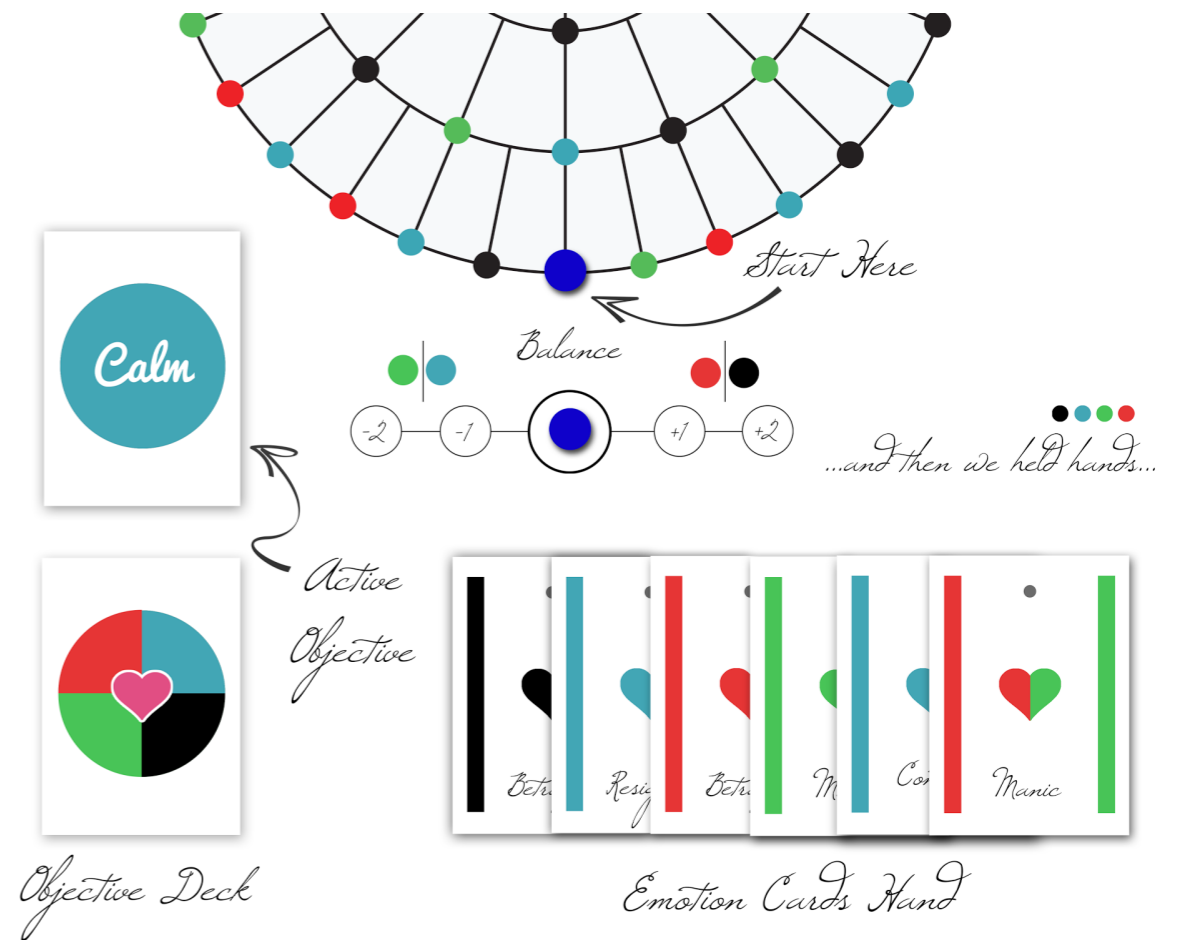
The aim of the game is to complete ‘rounds’ of objectives by ending their turns on a node of the appropriate colour, until the players reach the centre together. Players need to spend cards to move across the board to complete the objectives. Here’s the kicker though: the players **CANNOT** communicate throughout the game.

Objectives are revealed one by one alternately until all objectives are complete. Once players complete a round’s objectives, they draw four new objectives each and can start moving into the next ring. Objectives need to be completed in the relevant ring. For example, if the players are playing the Middle Ring and there is a Happy objective to be completed then only the Green nodes on the Middle Ring can complete the objective.

Once players complete the objectives of the Outer, Middle and Inner Rings, they need to enter the Heart Circle within one turn of each other, with a Balance rating of 0.

### Set Up

Set the board so that the Balance scales face each player. Take two player tokens in your colour and place one on the central spot of the Balance scale and the other on the middle node of the Outer Ring. Shuffle the Emotions Deck and deal six cards to each player. Each player chooses whether they would like to start the game with their hand fanned to the left or to the right. Each player also receives 4 random objective cards, face down. Once the board is set up as above, the player who has had the longest relationship starts. See diagram.



A player's initial setup

### Steps Of Play

- **The Objective Reveal** If there is no active objective in play, the player whose turn it is to play an Objective Card reveals the top Card of his Objective Deck and places it face up in the Active Objective spot.
- **Movement and Balance Adjustment** The player can play any number of cards to move to a different node. Players use each other's Emotion Cards, which are placed face up on the table with only one half showing, to move, matching cards of the appropriate colour to adjacent nodes and chaining as many cards as he wants. For example, if a player wishes to move to an Anger node but there is a Happy node and a Sad node in between, he needs to play a Green card, a Black card and a Red card and he can get these cards from his own hand or his partner's hand. Once the cards have been played, they are discarded to the player's discard pile, even if cards taken from the player's partner. The only restrictions to movement are that you cannot pass across your partner's token and you cannot cross over the same node more than once in a given turn.