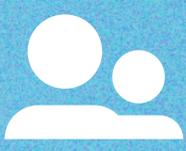


 3-6

 20+

 14+

Rulebook

EMOTIONAL INTELLIGENCE

OVERVIEW

In Emotional Intelligence, you play as both a personality detective and a communicator of your given personality type.

Your goal is to **correctly guess the personality types of the other players**, as well as **get as many players as possible to accurately guess your personality type**.

The catch: the only information you and the other players can convey is answers to This or That questions drawn on every turn.

Each player's personality will be randomly drawn at the start of every game - you are not playing with your actual personality type, but a personality type you randomly draw.

You must answer questions from the perspective of your given personality type.

Player Personality Types

ENERGY EXPRESSION

EXTROVERTED

OR

INTROVERTED

DECISION MAKING

LOGICAL

OR

EMPATHETIC

INFORMATION INTAKE

CONCRETE

OR

ABSTRACT

TEMPERAMENT

KOMPOSED

OR

VOLATILE



Every player is given 3 This or That questions at the beginning of the game.

You use these This or That questions to get information about one category on each turn.

The This or That questions in the game are **Objectively Subjective**, so you must use your intuition to deduce what other players' answers may mean.

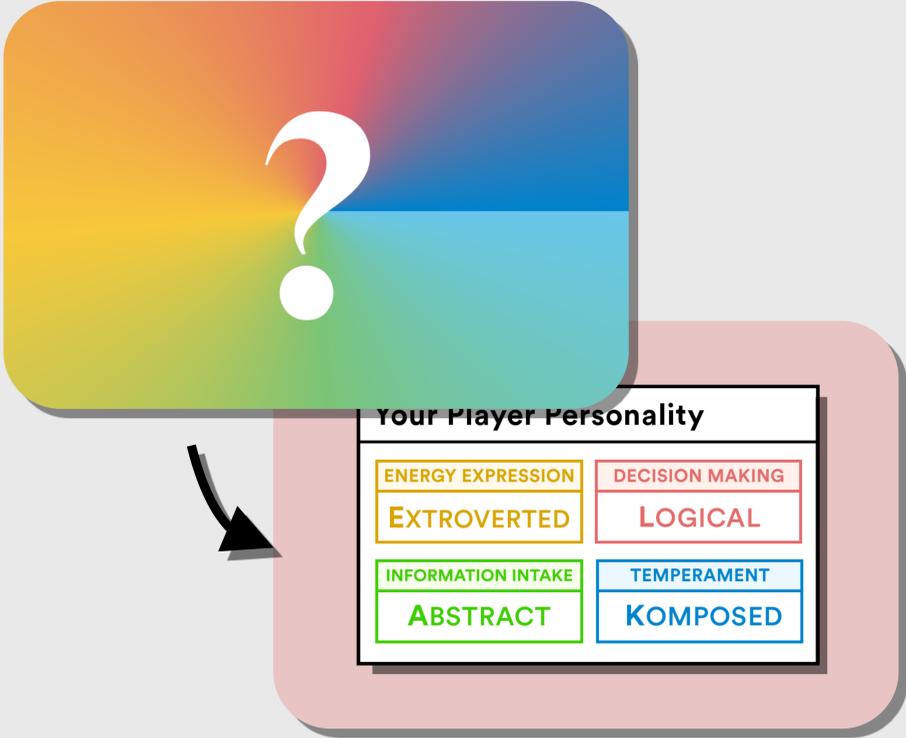
WIN WIN

- You get points for:**
- Correctly guessing other people's personality
 - Other people guessing your personality

COMPONENTS



150 This or That Questions



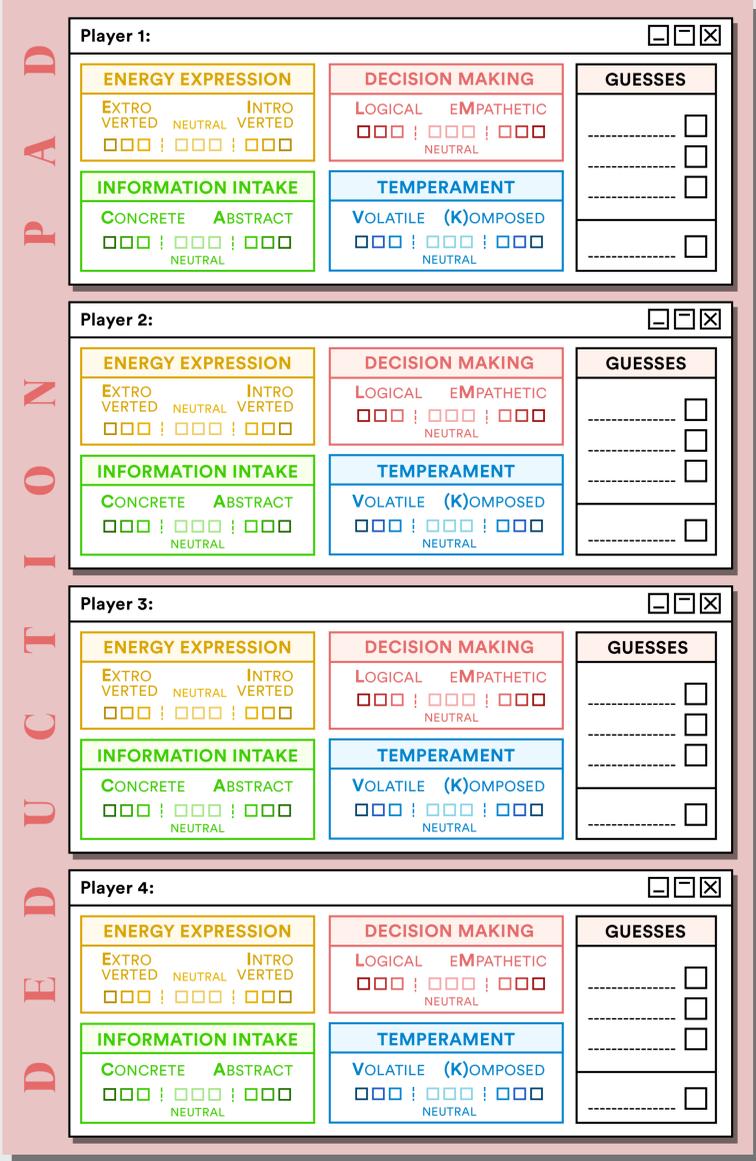
32 Personality Type Cards



1 Spinner (Doubles as Card Placement Guide)



1 Die (Alternative for Spinner)

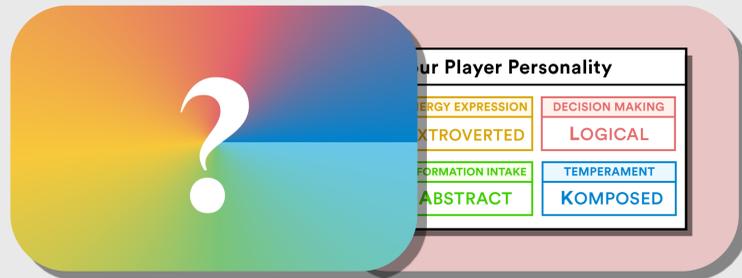


100 Sheets Deduction Pad

SETUP

1

Each player draws a card from the Personality Type deck. This is kept hidden from other players.



2

Each player then draws 3 cards from the This or That deck. The deck then goes off center of the table.



3

Each player also gets a page of the Deduction Pad (2 pages in the case of 6 players).

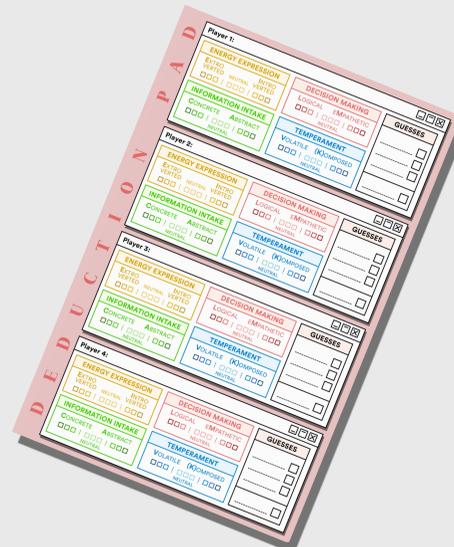


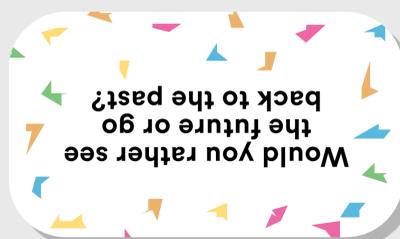
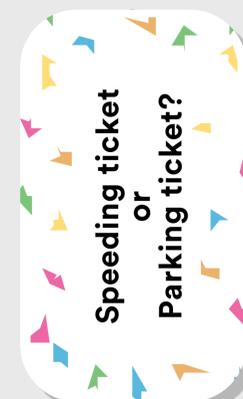
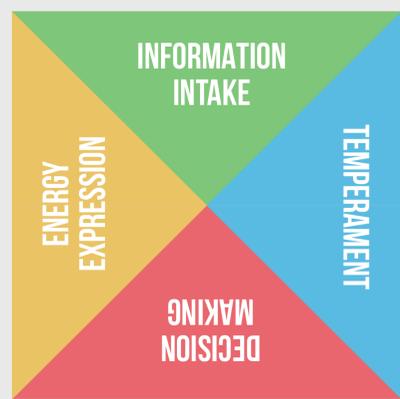
Table Setup



This or That Q's are placed adjacent to the category they're asked under.



The This or That deck is placed off-center of the Spinner.



GAMEPLAY

Select one player to start the game. That player will carry out their turn, and turns will continue in a clockwise fashion.

On Your Turn, Take 1 of the Following Options:

You can choose to spin the spinner (or roll die) and randomly land on a category for which you will ask your question.

You decide to select the category you want to ask the question for, but you must draw a card from the top of the This or That question deck.

Everyone, including you, must answer the question by selecting one of the two options in the question. Questions must be answered in a clockwise fashion in order, starting with the person asking the question.

After all players have answered the question and you have written down their answers in your Deduction Pad, your turn is over. If you chose to ask a question from your hand, draw another card from the This or That question deck. You should always have 3 This or That question cards in your hand.

About Answering

You CANNOT:

You cannot choose to not answer the question. You must select only one to answer.

You cannot elaborate on why you chose that answer.

You CAN:

You can express uncertainty in answering, e.g. "It's a tough choice but [X]."

You can express your reaction to another player's answer, e.g. "Thought you would pick the other one."

NOTETAKING

How you use the Deduction Pad is up to you, but here's a guide to using it to help you keep track of your progress.

Start at the center and go outwards. This is the first mark for Extroversion for this player.

Use the space in the notes section in a way that will remind you where you think it belongs.

Gather more check marks for one side by going outwards. You're almost sure that this person is Komposed!

Player Name: *Sigmund*

<p>ENERGY EXPRESSION</p> <p>EXTROVERTED INTROVERTED</p> <p> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p> <p style="text-align: center;">NEUTRAL</p> <p><i>Pirates?</i></p> <p style="text-align: right;"><i>Waffles?</i></p>	<p>DECISION MAKING</p> <p>LOGICAL EMPATHETIC</p> <p> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p> <p style="text-align: center;">NEUTRAL</p>
<p>INFORMATION INTAKE</p> <p>CONCRETE ABSTRACT</p> <p> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p> <p style="text-align: center;">NEUTRAL</p> <p><i>Speeding ticket?</i></p>	<p>TEMPERAMENT</p> <p>VOLATILE (K)OMPOSED</p> <p> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> </p> <p style="text-align: center;">NEUTRAL</p>
Your Guess:	Your Score:

Player Name: *Carl*

<p>ENERGY EXPRESSION</p> <p>EXTROVERTED INTROVERTED</p> <p> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> </p> <p style="text-align: center;">NEUTRAL</p>	<p>DECISION MAKING</p> <p>LOGICAL EMPATHETIC</p> <p> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p> <p style="text-align: center;">NEUTRAL</p>
<p>INFORMATION INTAKE</p> <p>CONCRETE ABSTRACT</p> <p> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> </p> <p style="text-align: center;">NEUTRAL</p>	<p>TEMPERAMENT</p> <p>VOLATILE (K)OMPOSED</p> <p> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </p> <p style="text-align: center;">NEUTRAL</p> <p><i>See the future?</i></p>
Your Guess: <i>ILAV</i>	Your Score: <i>3</i>

When you're (pretty) sure of someone's personality, write the letters here.

After you find out how many you got correct, write the number here.

GUESSING

At any point in the game, a player can use his/her turn to instigate the guessing of another player **INSTEAD** of getting information from other players.

What Happens During an Instigation

1

The Instigator announces on his/her turn that they have decided to instigate a specific player.

2

At this time, the Instigator and other players will write down an answer for that player.

3

Once everyone has locked in their guess, all players must put down their pens/pencils.

4

The player to the immediate clockwise left of the Instigator will start guessing. Guesses will be made in clockwise order.

The player states their guess, and the player being instigated will tell them how many (out of 4) are correct. The player does not reveal which ones are correct or incorrect. Each 1 (out of 4) correct equals 1 point.

5

The Instigator guesses last.

The Instigator must guess 3 or more correct. If they guess 3 or 4 correct, they get double points. If they get 2 or fewer correct, they receive no points.

For the Person Being Instigated

If the player being instigated has his/her personality completely revealed, that player receives 2 points for each person who gets all 4 categories correct. A player cannot be instigated twice.

END OF GAME

What Happens After You've Been Instigated

Regardless of whether your personality was revealed during the instigation of your personality, you will no longer have to answer questions.

However, you are still very much a part of the game, as you can use your next turns to ask questions of other players and instigate them at will.



There is no disadvantage to being instigated first, as you will have the same playable actions afterwards.

When Does the Game End?

The Game is Over When

Every player has been instigated. Each player counts the number of points they received for each guess for other players, as well as points for other players' correct guesses for themselves (if there were any). The winner of the game is the player with the most points.

More Questions?

To look at detailed FAQ, please visit www.hawberrygames.com
Additional deduction pads for print also available on
hawberrygames.com