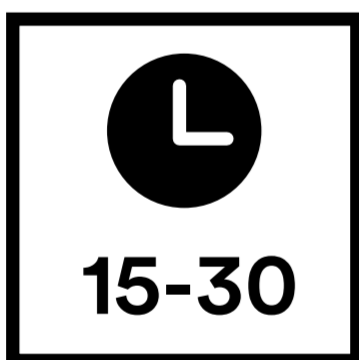
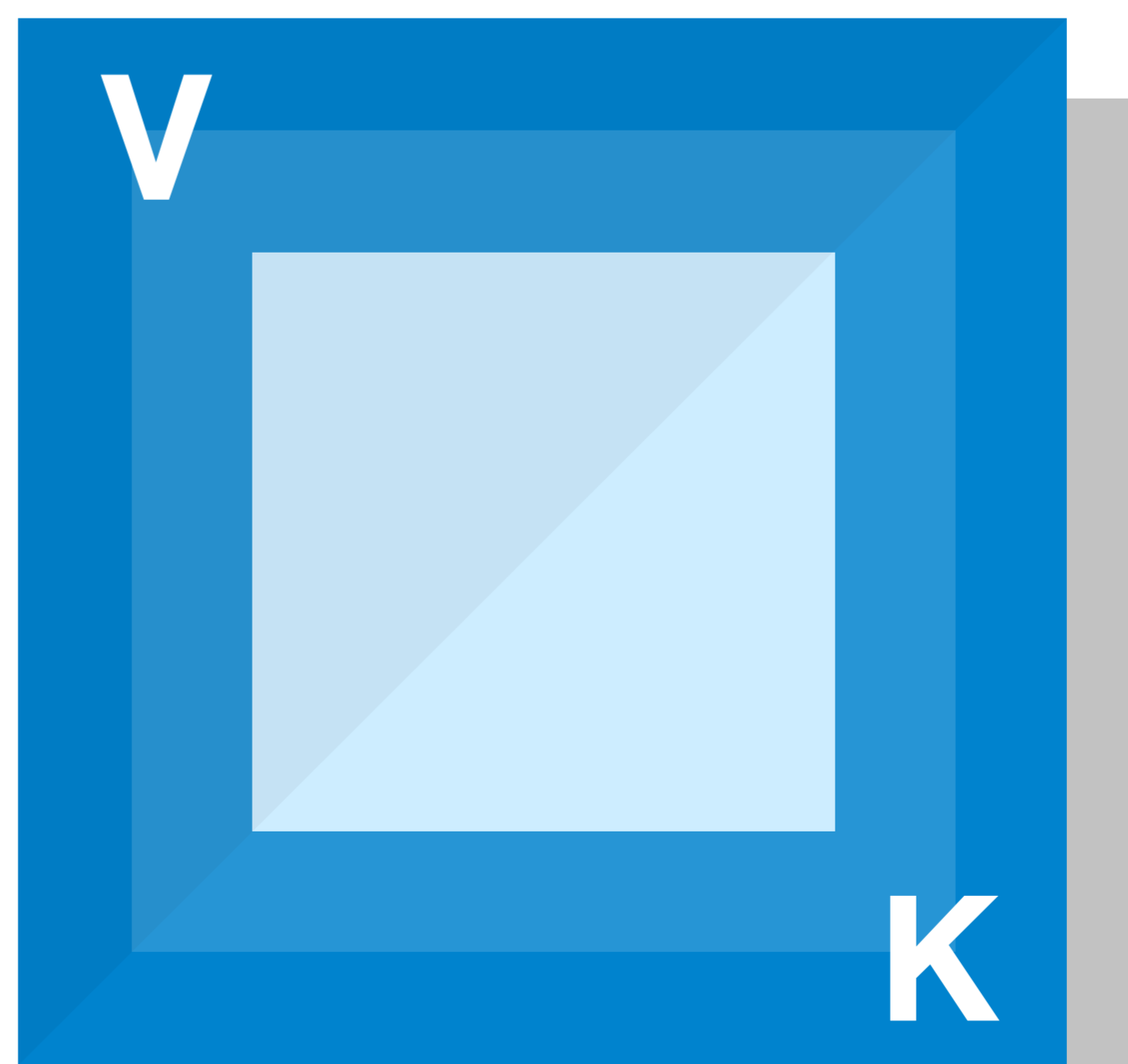
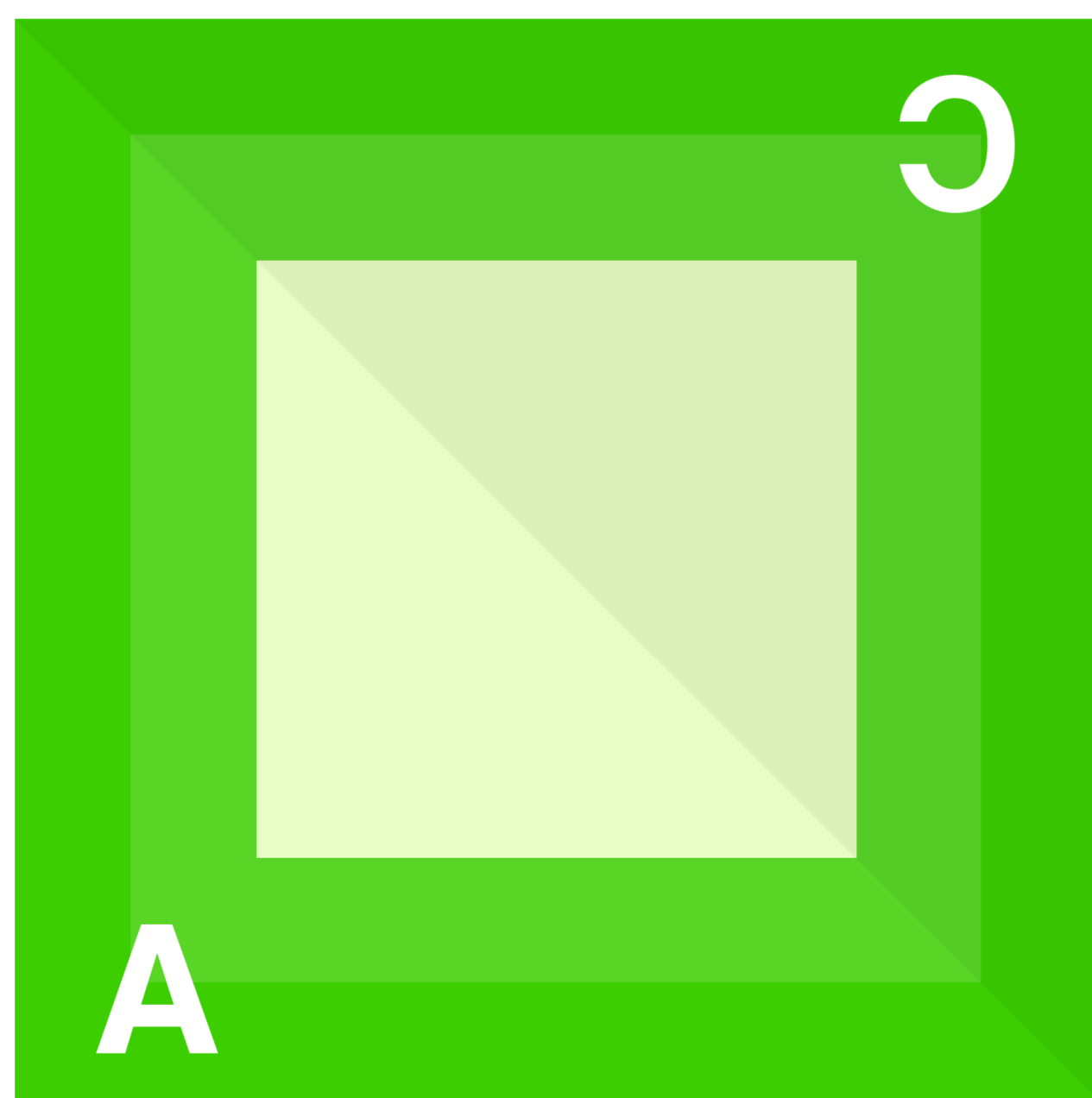
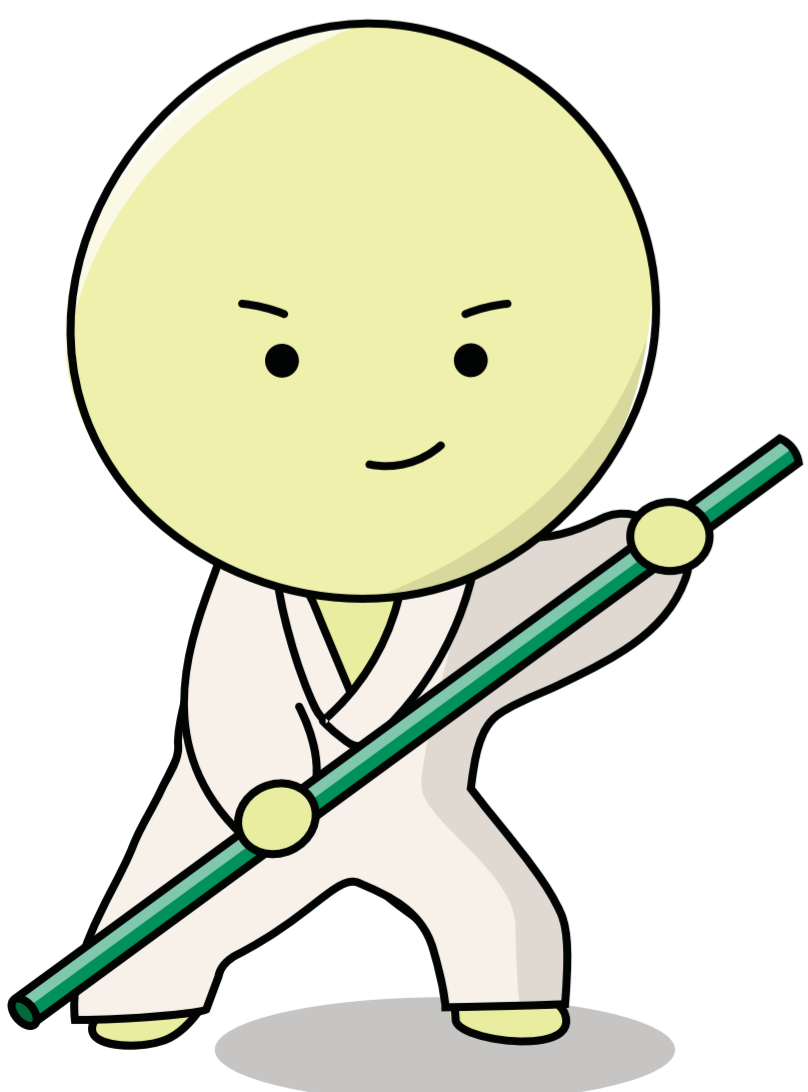


EMOTIONAL

INTELLIGENCE



Rulebook



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.

Player Personality Types

ENERGY EXPRESSION

EXTROVERTED

OR

INTROVERTED

DECISION MAKING

LOGICAL

OR

EMPATHETIC

INFORMATION INTAKE

CONCRETE

OR

ASTRACT

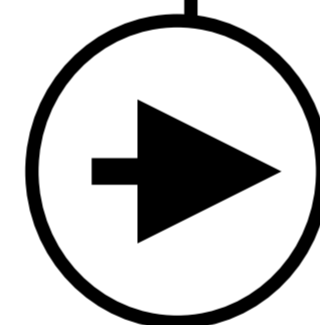
TEMPERAMENT

KOMPOSED

OR

VOLATILE

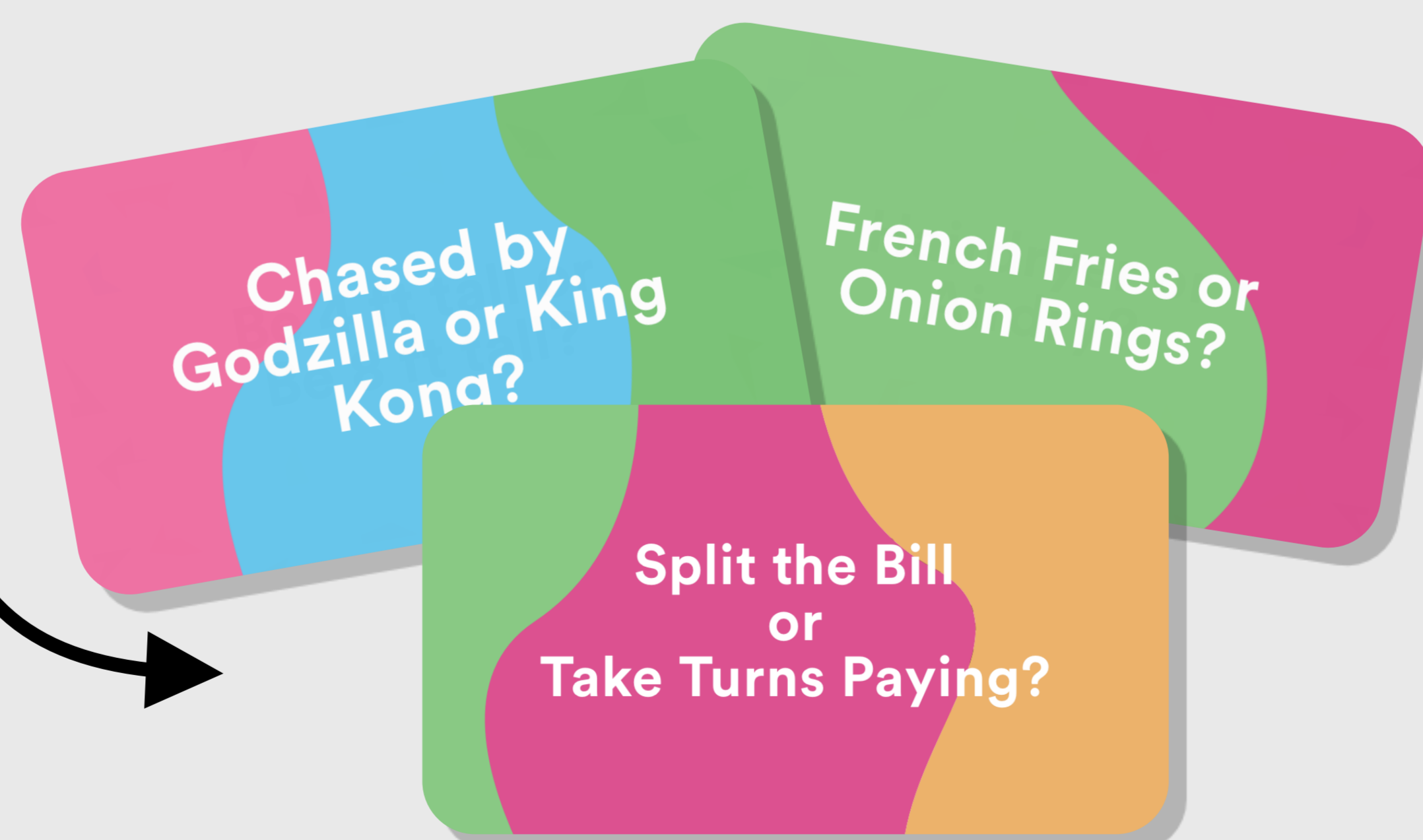
Each player's personality will be randomly drawn at the start of every game - you are not playing with your actual personality type.



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

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.

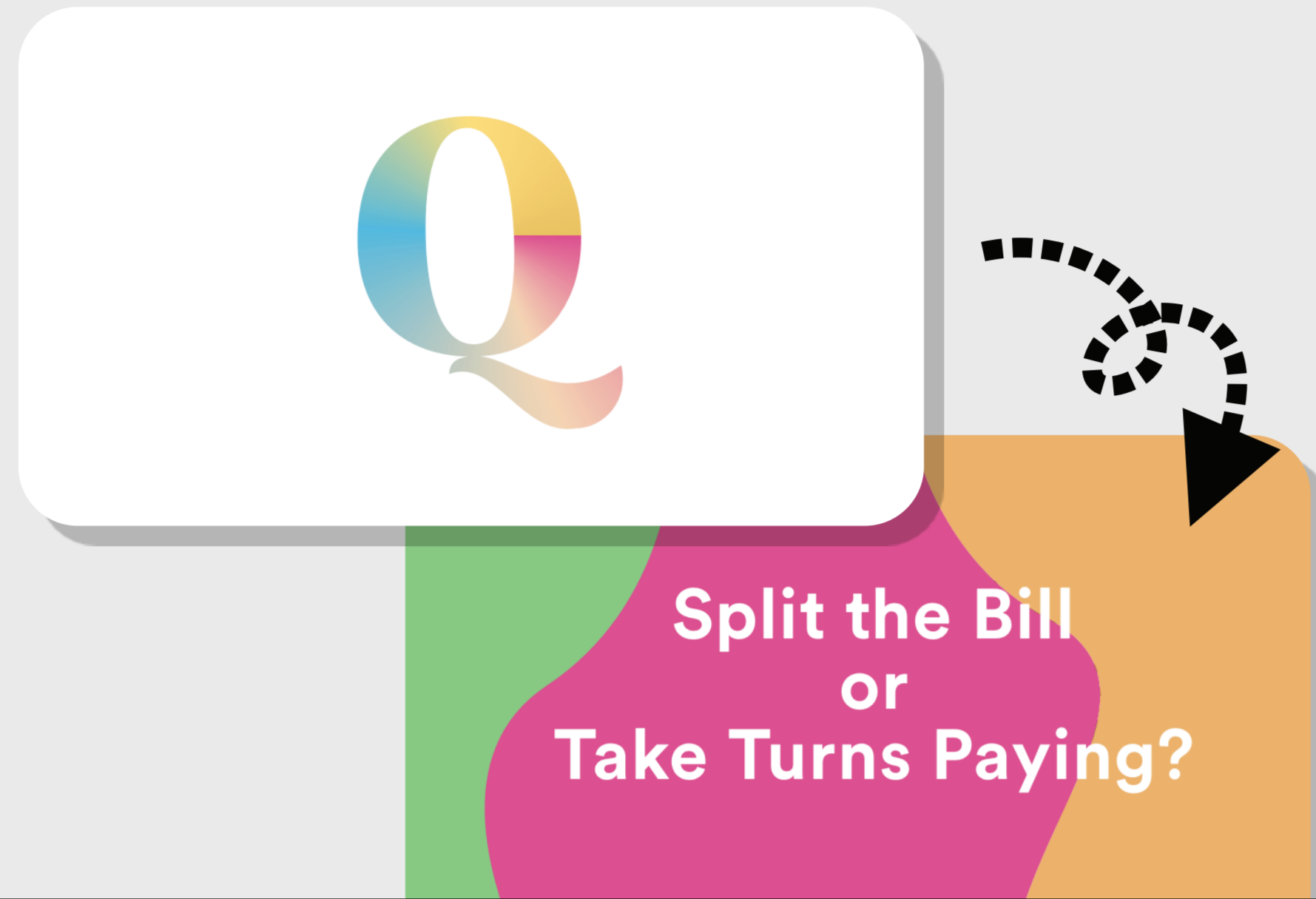


You get points for:

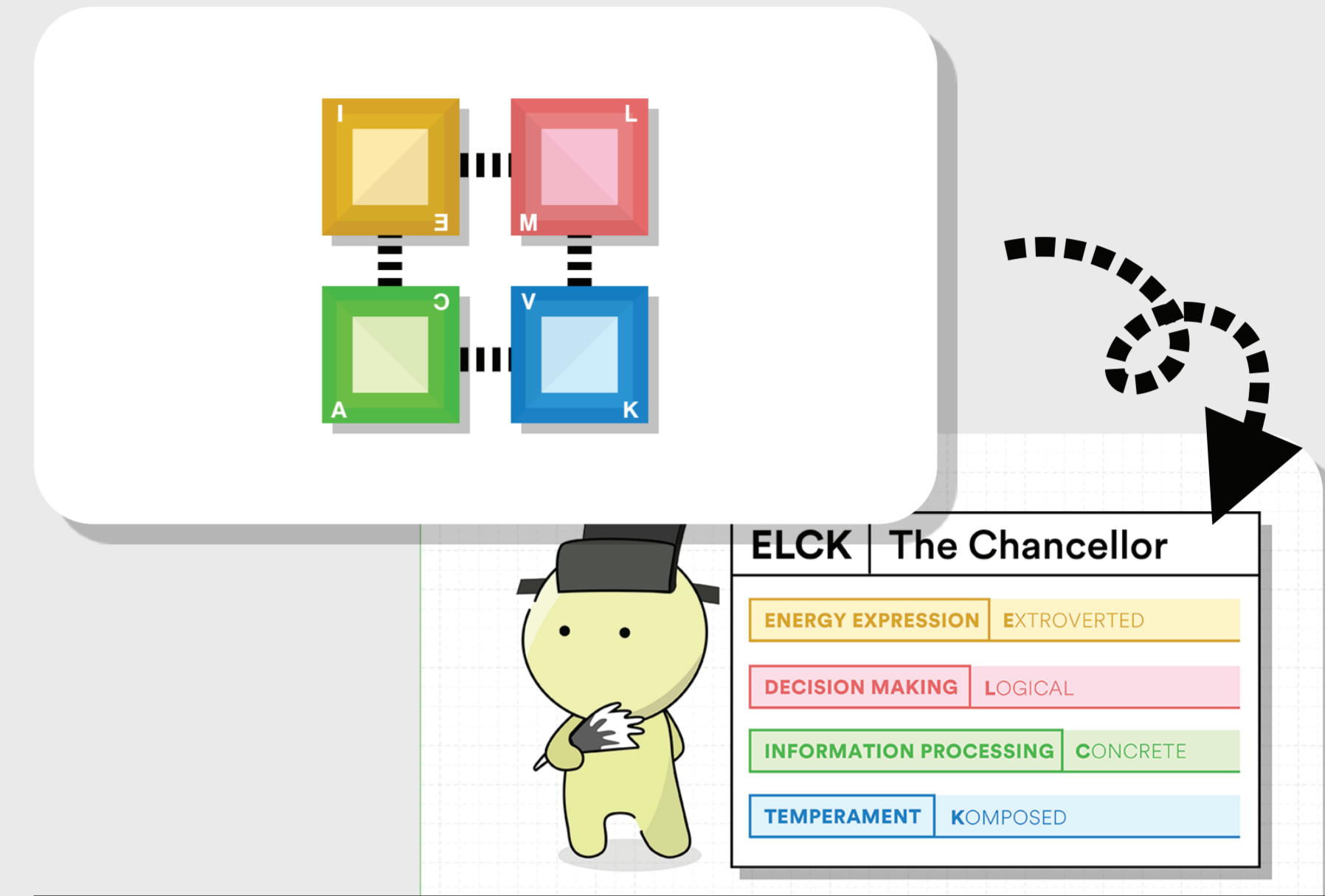
Correctly guessing other players' personality

Other players correctly guessing your personality

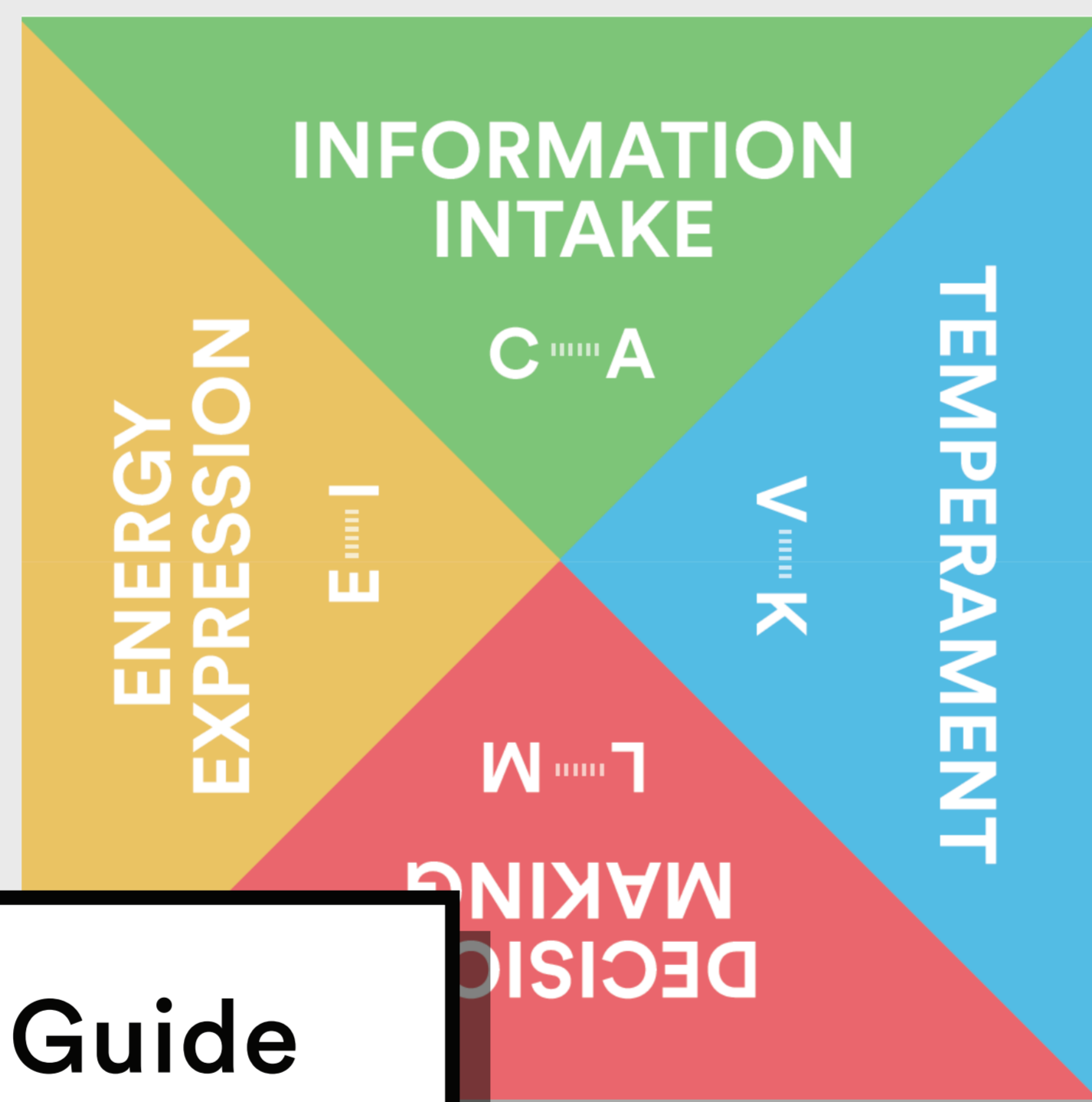
COMPONENTS



150 This or That Question Cards



32 Personality Type Cards



1 Card Placement Guide

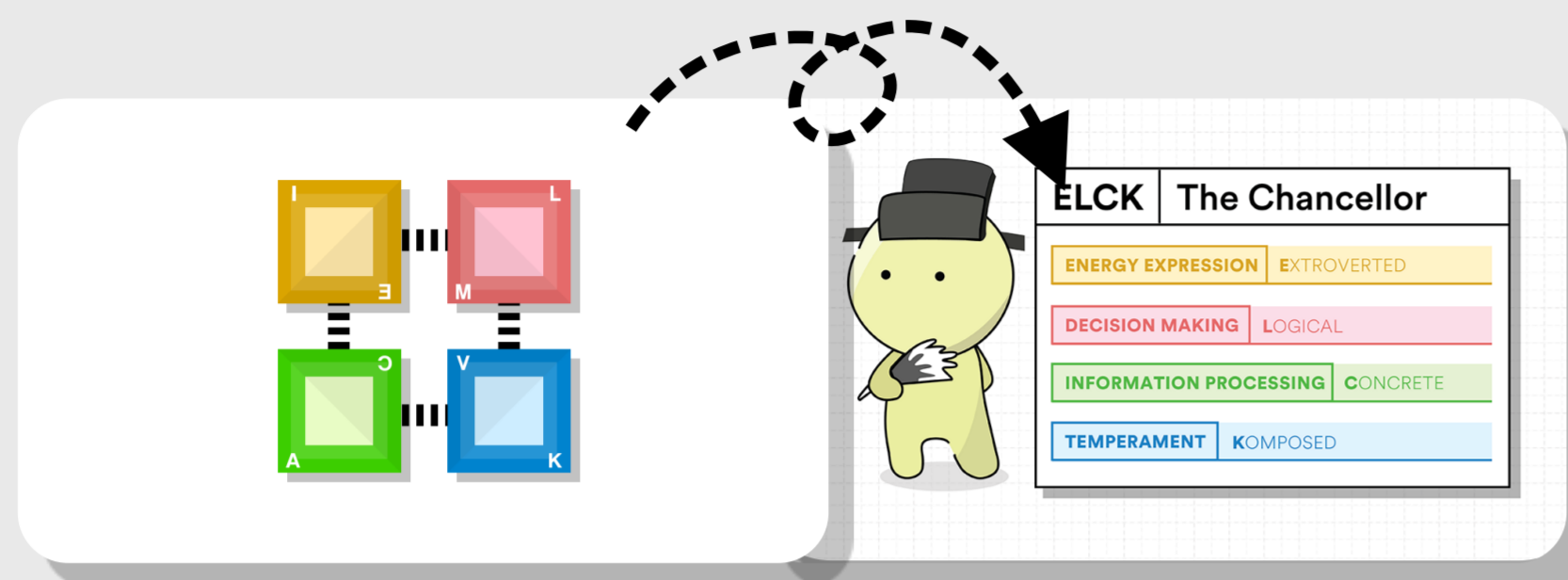


2 Dice (For Deciding Category)

Player 1:		Your Guess:		Score:			
ENERGY EXPRESSION	DECISION MAKING	INFORMATION INTAKE	TEMPERAMENT				
EXTROVERTED	INTROVERTED	LOGICAL	EMPATHETIC	CONCRETE	ABSTRACT	VOLATILE	KOMPOSED
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
NEUTRAL	NEUTRAL	NEUTRAL	NEUTRAL			NEUTRAL	NEUTRAL

150 Sheets Deduction Pad

SETUP

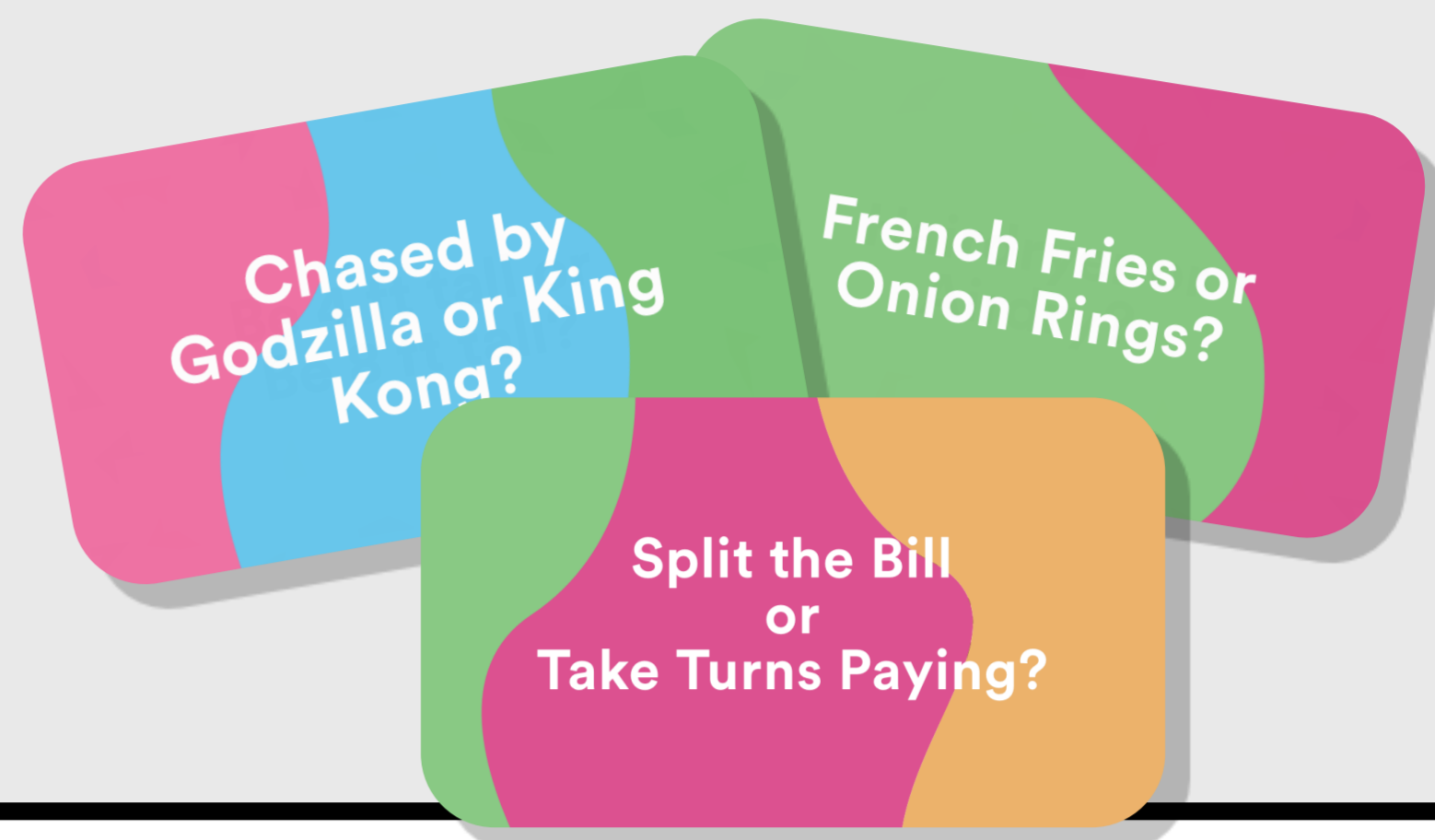


1

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 (front and back are used in the case of 6 players).

Table Setup

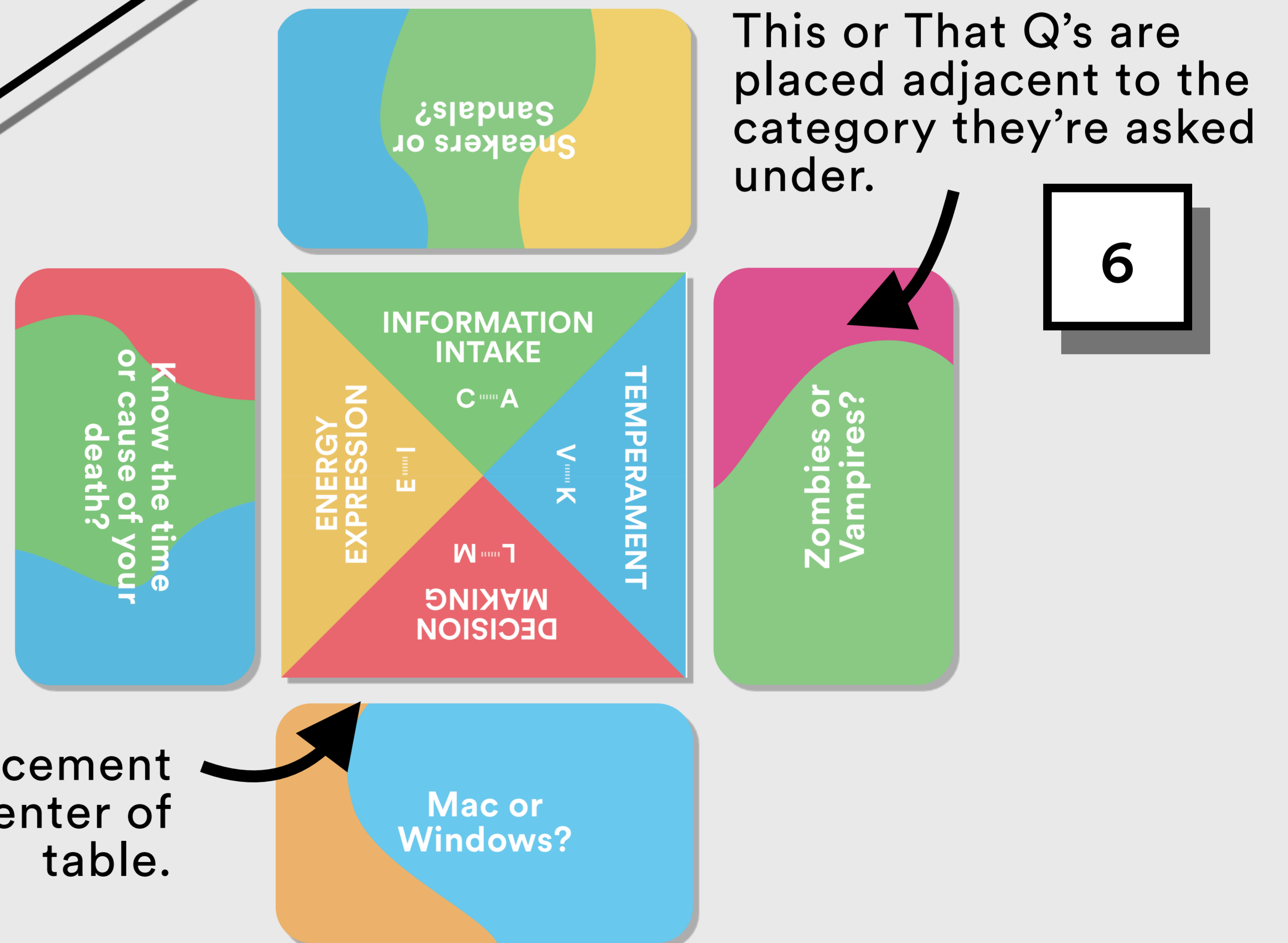
The This or That deck is placed off-center of the Spinner.

5



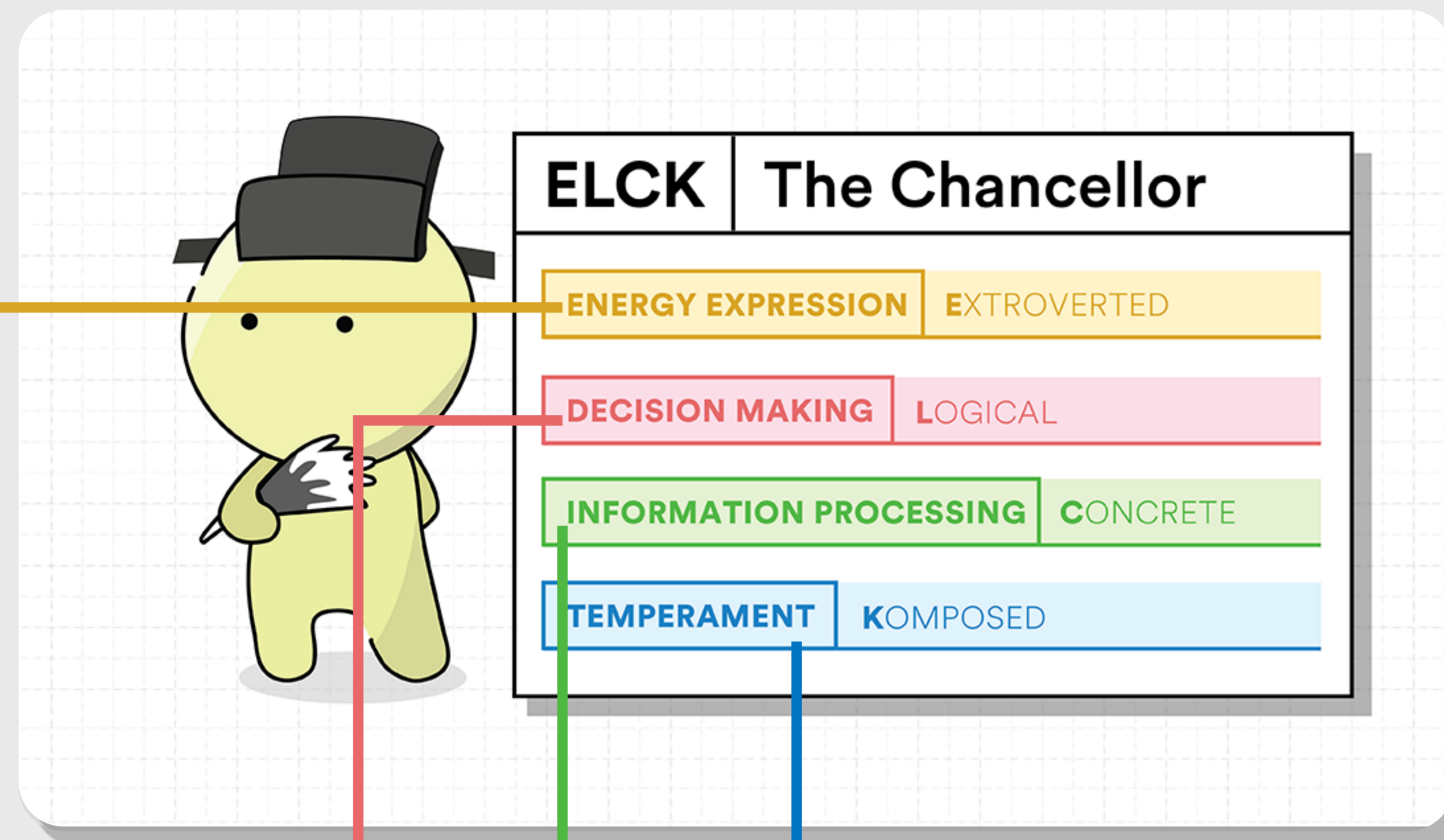
4

Place Card Placement Guide in center of table.



6

THE PERSONALITY TYPES



ENERGY EXPRESSION	DECISION MAKING	INFO PROCESSING	TEMPERAMENT
EXTROVERTED - Receives energy from social interaction - Finds it easy to share feelings	LOGICAL - Uses logic primarily to make decisions - Not easily swayed by sob stories	CONCRETE - Analyzes and visualizes information in terms of numbers, facts, and data	VOLATILE - Tends to have strong ebb and flow - Passionate at their best; irascible and quick-tempered at their worst
INTROVERTED - Energy is depleted from social interaction - Has difficulty sharing feelings	EMPATHETIC - Uses empathy & emotions primarily to make decisions - Does not have black and white views on most issues	ABSTRACT - Analyzes and visualizes information in terms of concepts, ideas, and future plans	KOMPOSED - Temperament is even-keeled; few spikes in energy - Cool and collected in times of trouble; however, can appear cold and standoff-ish

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.

GAMEPLAY pt 2

About Answering

You CANNOT:

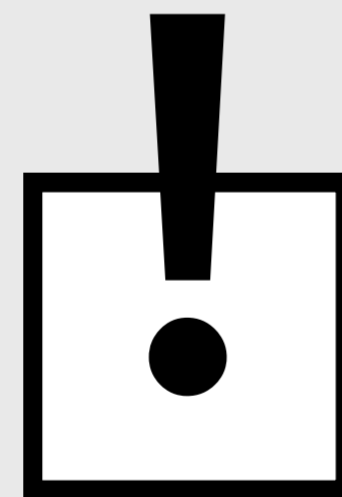
You cannot choose to not answer the question. You must select only one to answer.

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."



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.

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!

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.

If any players guessed your personality correct, write the number here.

Add your scores here for a total score.

Player 1: <i>Sigmund</i>		Your Guess:	Score:
ENERGY EXPRESSION	DECISION MAKING	INFORMATION INTAKE	TEMPERAMENT
EXTROVERTED INTROVERTED □□□: □□□: ✓□□ NEUTRAL <i>Pirates?</i>	LOGICAL EMPATHETIC □□□: □□□: □□□ NEUTRAL <i>Waffles?</i>	CONCRETE ABSTRACT □□□: □□□: □□□ NEUTRAL	VOLATILE KOMPOSED □□□: □□□: □□□ NEUTRAL
Player 1: <i>Carl</i>		Your Guess:	Score:
ENERGY EXPRESSION	DECISION MAKING	INFORMATION INTAKE	TEMPERAMENT
EXTROVERTED INTROVERTED □□□: □□□: □□□ NEUTRAL <i>Speeding ticket?</i>	LOGICAL EMPATHETIC □□□: □□□: □□□ NEUTRAL	CONCRETE ABSTRACT □□□: □□□: □□□ NEUTRAL	VOLATILE KOMPOSED □□□: □□□: ✓✓□ NEUTRAL
Player 1: <i>Katharine</i>		Your Guess: <i>ILAV</i>	Score:
ENERGY EXPRESSION	DECISION MAKING	INFORMATION INTAKE	TEMPERAMENT
EXTROVERTED INTROVERTED □□□: □□□: ✓□□ NEUTRAL	LOGICAL EMPATHETIC □□✓: □□□: □□□ NEUTRAL	CONCRETE ABSTRACT □□□: □□□: ✓□□ NEUTRAL	VOLATILE KOMPOSED □□✓: □□□: □□□ NEUTRAL
Player 1: <i>Isabel</i>		Your Guess: <i>IMCK</i>	Score: <i>3</i>
ENERGY EXPRESSION	DECISION MAKING	INFORMATION INTAKE	TEMPERAMENT
EXTROVERTED INTROVERTED □□□: □□□: ✓✓□ NEUTRAL	LOGICAL EMPATHETIC □□□: □□□: ✓□□ NEUTRAL	CONCRETE ABSTRACT □□✓: □□□: □□□ NEUTRAL <i>See the future?</i>	VOLATILE KOMPOSED □□□: □□□: □□□ NEUTRAL
Others Correct Guess: <input type="checkbox"/> Correct x2 = <input type="checkbox"/>		Total Score:	

GUESSING

After each category has had at least TWO (2) questions played on it, a player can use his/her turn to instigate the guessing of another player **INSTEAD** of getting information from other players. (Note: Instigation does not apply to 2 player games).

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

Players other than the Instigator can choose to go **ALL OR NOTHING**. They can choose to do this by putting their personality card at the center of the table.

4

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

5

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.

6

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 Players that went **ALL OR NOTHING**:

These players must get all 4 personality categories correct to get double points. They will get either 8 points ($4 \times 2 = 8$) or 0 points (if they got 1, 2 or 3 correct).

GUESSING pt 2

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.

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.

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.

GAME EXTRAS

How to Play with 2 Players?

Same way as with 3+ players. The only exception is that there's no Instigation.

All players get the exact number of points for how many personality categories they guess correctly. Correctly guessed players also get 2 points.

Can I Roleplay?

As each personality card comes with a persona, you are free to act as your character.

However, this may impact game play in unexpected ways. If you decide to roleplay, it would be best to tell other players beforehand.

What if I Don't Know a Card?

If you don't know the brands/artists/misc content on a This or That card, you can search for it online during the game.

Additionally, if you and your friends do not like certain cards, feel free to discard or recycle them. The game is about having fun and if you're not enjoying a card, there's no need for it!

More Questions?

To look at detailed FAQ, please visit www.hawberrygames.com

Additional deduction pads for print also available on hawberrygames.com

For specific questions, DM [@hawberrygames](https://www.instagram.com/hawberrygames) on Instagram.

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