

Gefühlsmonster® Game – Just *like in real life...*

Game for 2-10 players aged 6 and up

Playing time: 15-60 minutes

This game is well suited to challenge creativity in storytelling. You also learn a lot about different feelings of different people... - and may have a lot of fun even talking about difficult feelings!

Required material:

Two sets of Gefühlsmonster cards, preferably Mini or Standard, Large needs a lot of space.

With 2-4 players one set is enough

1: Introduction

As it is in life, in this game one feeling comes together with another that you might not want to have...



You choose a feeling that suits you, and underneath that feeling is hidden a completely different one. Whew!



And now you're supposed to make this part of the story! The rules are strict, and may of course be changed by the players.

Here you may

- exaggerate*
- cook up wild stories*
- be funny.*

2: Game setup:



1. Both sets are shuffled, the cards of the first set are dealt face down on the table.

- For small groups of players (2-4 players), shuffle only one set and lay 13 cards face down.

2. The cards from the second set are placed face up on the cards on the table.

- Small game group: the other cards

face up on top, one remains face down individually and may be chosen as a joker if all others do not fit.

Game plan:

- 1.** A random person starts and suggests a topic on which to tell a story. E.g. party, exam, being in love, introducing yourself for a new job, getting a pet, etc.
- 2.** The person to the left of the one who suggested the topic picks up one of the two-card decks on the table.
- 3.** Now this player tells a beginning for the story according to the given topic and with the feeling of the first card. Only then does he look at the second, face-down card and continues the story with this card. One to three sets per card.
- 4.** The next player in clockwise direction now chooses a deck of cards suitable for her and continues the story with the first and then the second card as the previous player.
- 5.** This continues with the next player until there are no more cards left.
- 6.** Whoever finds a particularly successful conclusion (you will notice that others laugh or are enthusiastic), may determine the topic in the next round.

Principles for the storytelling:

- Do not take a deck of cards until the player in front of you has finished talking.



- Most of the time, the stories become funnier if you stay with a person who is experiencing something. Leon, for example, goes for a walk with a cheerful heart, and suddenly he gets a fright... etc.

The story is always starts with the upper card and continued with the lower one.

- The story must match the feeling shown on the currently drawn card.
- The narrator alone decides how this card is interpreted..
- Creativity weighs more than guidelines - so it may happen that the topic changes in the course of the story...
- Just talk about "the monster" on the cards, or give it fantasy names. Names of those present are taboo!
- Calling out is punished with a missed round :-).
- It is a game. When one of the players stops having fun, it stops.