

EMPATHIZE ME

game instructions

THE GOAL

The aim of this "empathizing" do-it-yourself game is to assess each other as well as possible, to put yourself in the shoes of the people playing along with you, and thus to get to know each other (even) better. It will be most exciting if you play it with/as people who speak different languages in their everyday lives. Because the main theme of our game edition is "language awareness":)

Each player is the game leader several times during the game and tries to find the most suitable words or phrases for the given categories in order to "lead" the other players into the dark green area of the spectrum with their own information and thus score the most points. The only problem is that the target area is hidden and is located somewhere else each time. However, the game leader knows where the target area is and tries to put the others on the right track.

The game can be played competitively in two larger groups or cooperatively in a smaller group.

GAME PREPARATION

Assemble your own game machine from the construction sheets. Please have a look at the short video: [Link!](#)

Now you decide whether you want to play competitively or cooperatively.

Small tip: The cooperative mode is well suited for groups of 2-5 people, the competitive mode is better to play with 6 people or more. For this you should divide into 2 groups of the same size.

GAME PROCEDURE

The starting team (if you play in teams) first chooses a game leader from their own group. If you are the game leader, choose one of the round game cards face down and place it on top of the game machine so that the "flag" of the card rests on the mark on the cup. Hold the card with one finger while turning the bottom cup with the other hand. Now ONLY YOU take a quick look at where the spectrum of the bottom cup is and cover it right back up with the card.

Give a hint: Now give your team (or teammates) a hint so they can guess where the target is in the area "between" the two terms on the card. This can be a single word or a short phrase. Be concise and precise in your clues. No long rambling. One word or one sentence (without a connective) and no more!

EMPATHIZE ME is all about creative clues.

There are a few rules for clues though, otherwise the game is no fun:

You are not allowed to use synonyms or words from the same "word family" as those on the clue card.

You are not allowed to use numbers, times, percentages or similar!

You as the game leader may, after giving your hint, decide for yourself if you want to answer questions from your teammates or if it would make it too easy for them.

The team discusses: After the game leader has given his/her clue, it is now up to his/her team (or the others) to guess where the target area is. This phase is the core of the game and almost completely free of rules. The players are free to discuss, debate and argue about where they think the target area is. If the team agrees at some point, they must try to adjust the light green ring so that the white line ("pointer") is in the target area of the spectrum, preferably in the dark green segment, because this is where they get the most points (dark green = 2 points, light green = 1 point).

For the competitive mode:

If the selection takes too long, the other team can harass the guessing team and urge them to hurry. But you can also set a time in which a decision has to be made.

Now the other team can try to know better: In each round, both teams thus have a chance to score points. After the team around the game leader has determined a final position of the "pointer", the other team only has to decide briefly whether the center of the spectrum (the dark green segment) is further to the right or further to the left of the pointer. The agreement should be really short. In addition, the playing device must NOT be touched!

RESOLUTION

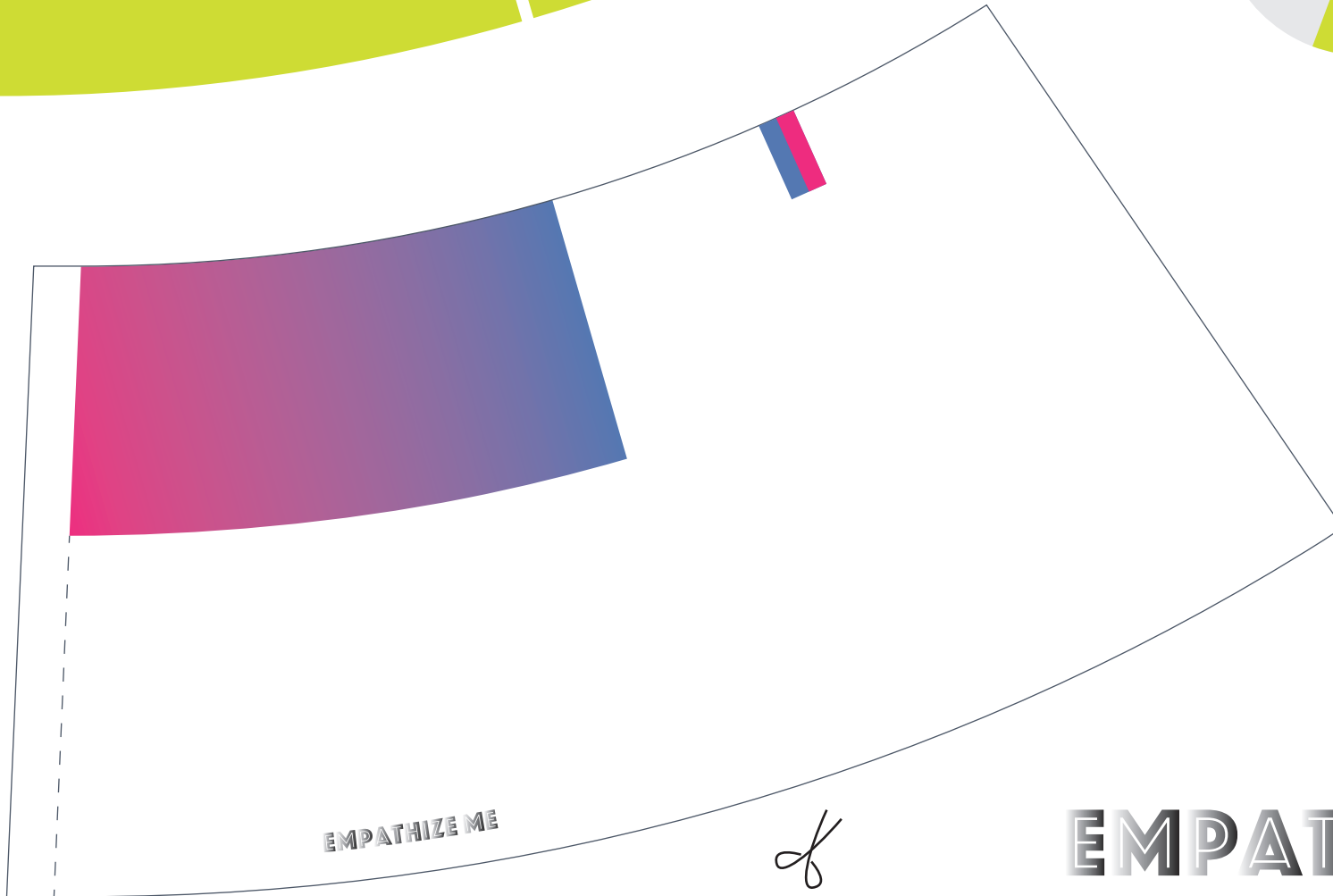
After the tip is given, it is time for the resolution. The game leader opens the cover by removing the card! The team(s), now score(s) points depending on whether and in which colored target area the pointer lies. If the pointer should lie exactly between two colored fields, the team scores the higher of the two scores. The other team scores points if they correctly guessed that the dark green segment is more to the right or left of the pointer. The game then continues with the other team, which also appoints a game leader, and so on. The teams take turns trying to score as many points as possible. The players take turns as the game leader.

COOPERATIVE MODE

The cooperative mode is especially suitable for small groups of 2-5 players, but can also be played with any other number of players. The rules are the same as in the competitive variant, except for the following changes: At the start of the game, draw 7 cards and place them in a pile. This is your supply of cards for this game. Put the rest of the cards aside. Each game leader always plays with a new card. When the deck is empty, the game ends. As soon as you have guessed/collect 3 points, you get an additional card. (Points are awarded as follows: dark green = 2 points, light green = 1 point).

If you want to see a demonstration of the game, please have a look at this video: [Link!](#)

auf Pappe kleben &
stick on cardboard &



EMPATHIZE ME

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Bastelbogen - craft sheet

glue on cardboard & 

helps me
bothers me

negative speaking experience
funny speaking experience

I learned quickly
I learned slowly

time well spent
time not well used

I still want to learn
I don't need this

negative stereotype
actual characteristic

bad habit
good habit

frequent use
word I prefer to avoid

analog
digital

beautiful word
ugly word

irreplaceable
replaceable

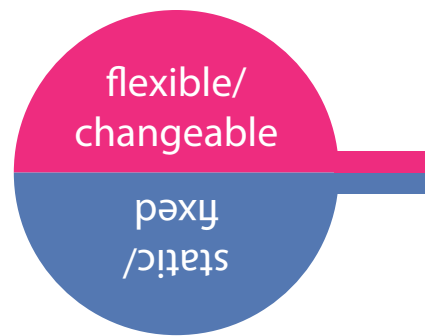
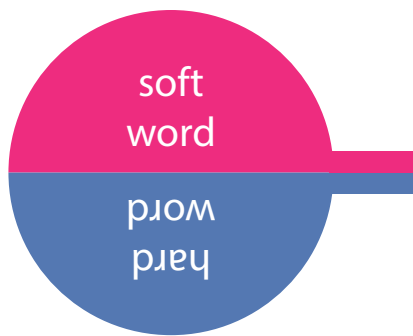
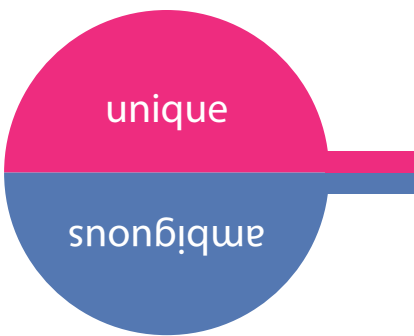
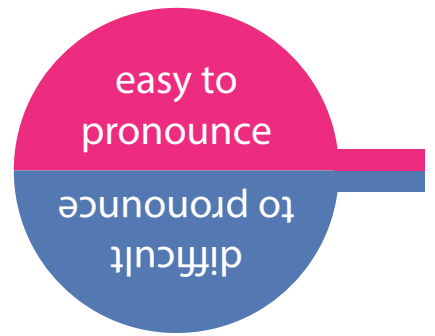
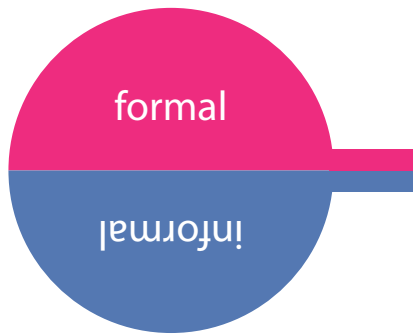
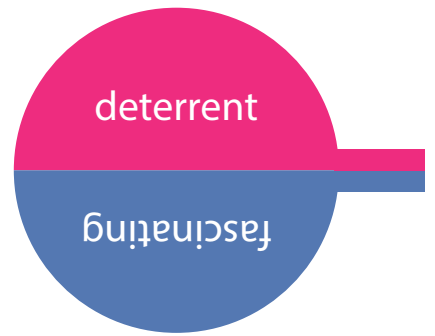
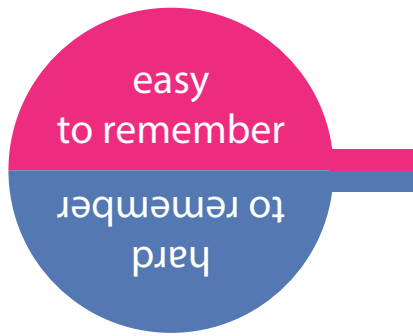
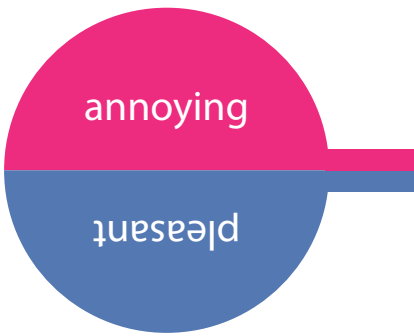
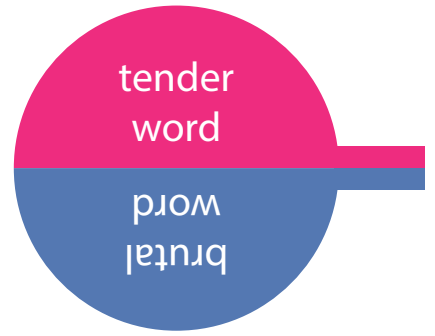
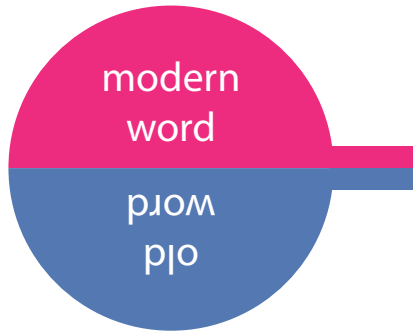
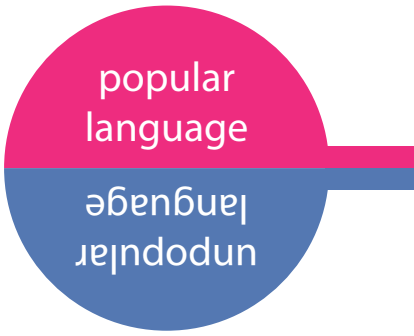
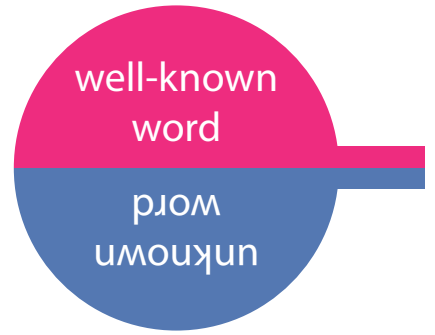
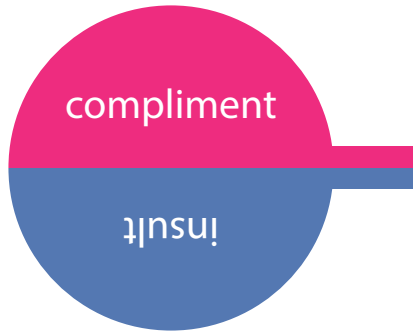
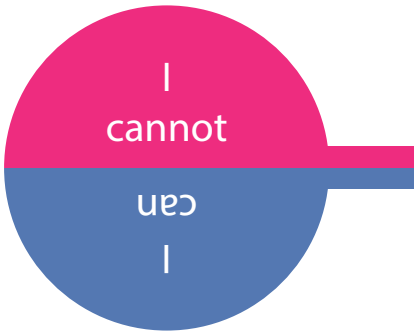
long-term benefit
short-term benefit

I feel comfortable with
I am unsure

here I speak softly
here I speak loudly

important word
unimportant word

glue on cardboard & 



glue on cardboard & 

