



REVELATIONS

RULES OF THE GAME



 Gender equality also comes into play with writing. For this reason, the rules of **Revelations** are written in a gender-neutral way, using they and them as third-person singular. Yes, you will even see the glorious themself, whose usage dates back centuries, but fell out of favor until recent years.

GOAL OF THE GAME

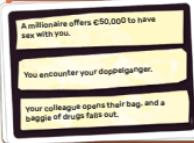
How well do you know yourself?

Find out with Revelations!

In this cooperative game, express your emotions when faced with certain situations, then try to evaluate how the other players felt. At the end of the 8 situations that constitute a game, you will be able to evaluate the degree of empathy that binds you to the other players.

CONTENTS

1 rulebook



106 Situations cards,
each card offering 3
situations (naughty,
lighthearted, and serious)

18 Emotion cards.

9 with the «X» symbol on the back
9 with the «O» symbol on the back



48 Vote cards

six of each color



Front side



Back side

1 gameboard

depicting an
empathy track



4 double-sided

Score cards, to be
used depending
on the number
of players



1 Empathy marker



SETUP

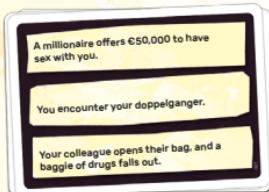
- 1 Assemble the two parts of the gameboard, then place it in the middle of the table. Place the **Empathy marker** on the starting space of the **Empathy track** (the very middle of the board).
- 2 Take the **Score card** corresponding to the number of players and place it near the board. It will allow you to evaluate your degree of success during the game.
- 3 Each player chooses a color and receives the **6 Vote cards** of this color.
- 4 Shuffle the deck of **Situations cards** and place it near the gameboard.
- 5 Divide the Emotion cards according to the symbol on their back (**X** or **O**).
 - › Shuffle the two decks of cards and place them face down near the gameboard.
 - › **Draw 3 Emotion cards from each deck** and place them around the board, such that each card is near one of the symbols at the edge of the board.
- 6 Designate the **first active player**.



PLAYING THE GAME

1 The active player must **discard one Emotion card of their choice** from those placed around the board, and replace it with the first card from the deck with the same symbol (Xou O) as the discarded card.

2 **The active player draws a Situations card.** They choose a situation and read it aloud. Then they place this Situations card near the board: It will serve to count the number of rounds completed.



None of the situations on the card suit you? Draw a new one! After all, we're here to have fun.

3 **Each player selects the Vote card** whose symbol matches the Emotion card that best indicates how they would feel in this situation. Each player places their chosen Vote card face down in front of them



4 Active player, you must flex your empathy first: **Choose another player, and announce the emotion you think they have chosen.** If this hypothesis is correct, the group scores a point; advance the Empathy marker 1 space on the track. If they wish, the player you chose can comment on their choice of emotion.

5 Now the player you chose tries to guess the card of another player of their choice. Continue this way until each player has been chosen..

⚠ Attention! The active player for the round (i.e. the first player to try to guess someone else's card) must always be **the last one chosen** during the round.

6 The role of the active player shifts to the next player clockwise.

EXAMPLE OF A 4-PLAYER ROUND



- 1 Maeyva, Enola, Diego, and Felix are playing **Revelations**. Maeyva is the first active player. After changing an *Emotion* card of her choice, she draws a *Situations* card and reads aloud, **"You must spend three days in an igloo."** The available emotions are *annoyance*, *mistrust*, *jealousy*, *fun*, *curiosity*, and *pride*.
- 2 Each player chooses the *Vote* card corresponding to the emotion they would feel in this situation, then places it face down in front of them.
- 3 Maeyva, who is the active player, must be the first to try her luck: She has to guess the card another player chose. Because she knows Enola quite well, she's confident she knows which emotion Enola would have chosen. She announces, **"Enola, I think you would be curious."** Enola flips her card over, showing the symbol corresponding to *curiosity*. Super! The group scores a point; Maeyva advances the Empathy marker 1 space on the board.



4 Now Enola must guess someone's emotion. Because Maeyva is the active player this round, she must be the last one chosen. So, instead, Enola chooses Felix; she thinks he's chosen *fun*. Unfortunately, this is wrong, because Felix chose *mistrust*. No point scored this time.

5 Felix can't choose Maeyva, since she is the active player this round, and must be chosen last. No choice: He must try to guess Diego's card. He guesses *fun*. He got it right! 1 point scored.



6 Diego thinks that Maeyva has played *curiosity*. But he's wrong: She chose *fun*. No point scored.

7 This round is complete, and the next round is about to start. Felix, who is left of Maeyva, becomes the new active player. He starts by replacing an *Emotion* card of his choice; he discards the *annoyance* card, and replaces it with the first card from the deck bearing the same symbol (X).



END OF THE GAME

The game ends after you have played **8 Situations cards** (i.e. 8 Situations cards are spread out near the board). The time has come to determine how much empathy your group has. To do this, determine your degree of success thanks to the **Score Card**. Then read the corresponding comment below.

Number of players	Empathy score			
2	0 → 4	5 → 8	9 → 12	13 → 16
3	0 → 6	7 → 12	13 → 18	19 → 24
4	0 → 8	9 → 16	17 → 24	25 → 32
5	0 → 10	11 → 20	21 → 30	31 → 40
6	0 → 12	13 → 24	25 → 36	37 → 48
7	0 → 14	15 → 28	29 → 42	43 → 56
8	0 → 16	17 → 32	33 → 38	49 → 64
Result	★	★★	★★★	★★★★

You scored:



Uh... I guess this is the first time that you meet?



Nice score! This game will certainly have taught you a lot of things about each other. And so, why stop on such a good path? Come on, let's do it again!



Great score! You almost have no secrets for each other. Yes, yes, «almost». A new game is needed to deepen this beautiful agreement and get the fourth star.



Amazing, unbelievable, you did it: four stars, the ultimate score! You should repack the game and sell it at a yard sale, because you won't probably be able to repeat this feat. Dare?

REVELATIONS



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For a game explanation video, see

www.act-in-games.com.



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