



EXPRESSIONS



RULEBOOK

v2.0

Prefer a Video?



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CONTENTS

50 Expression Cards



5 Player Aids



1 Setup Card



1 First Player Card



In EXPRESSIONS, players are working together to score Harmony while avoiding Agony. Do this by giving each other "Suggestions" and correctly guessing cards in each other's hands.

Be careful what you say because talking about the cards in your hand is strictly OFF-LIMITS!

Play Expressions on the go!

Use the included tuck box to take Expressions anywhere you go!

SETUP

Setup using the chart on the Setup Card

# of Players	Cards per Player	Timer Stack
5	9	5
4	11	6
3	14	8
2	16	10 Flip 2

1 Shuffle and deal cards to each player facedown.

2 Place the remaining cards in a face down Timer Stack. Either on top of the Setup Card OR on the back of this rulebook.

3 Choose a starting player and give them the First Player Card.

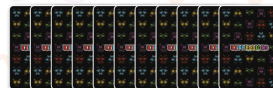
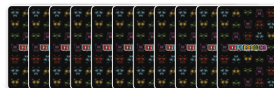
The Timer Stack will determine the number of rounds in the game.

Each player will take turns in clockwise order.

After all players have taken a turn, the First Player reveals the top card from the Timer Stack and places it in Agony.

! This happens each round. When the last card is flipped, the game immediately ends.

1



3



Harmony



Agony

EXAMPLE: In a 4 player game, each player is dealt 11 cards and the remaining 6 are placed in a face down Timer Stack.



ON YOUR TURN

On your turn, you have 2 options. You can **PLAY A CARD** from your hand, or, **GUESS A CARD** in another player's hand.

PLAY A CARD

Play any one of the cards from your hand in front of you. The way you place the card will determine the information you convey to the other players. Each card has 4 sides, the side facing the center of the table when the card is played should be what you are conveying. These are called "Suggestions".



When a Suggestion is no longer relevant to your hand, immediately move it to Agony. At the end of the game, ALL Suggestions will be moved to Agony.



You must always be truthful when playing cards.

You CANNOT play the Green 6 as your lowest Green if you have the Green 4 in your hand.

Center of Table



Example : Oliver has the Green 6, 7, 8 and 9 in their hand. Oliver plays the Green 6 like this to show it is the lowest Green card in their hand.

GUESS A CARD

Choose another player and guess a specific card (color and number) that you think they have in their hand.

If **CORRECT**, that player adds the card to Harmony. Then, the player that guessed correctly adds any one card from their hand to Harmony.



Oliver's Hand



Example : Nova guesses that Oliver has the GREEN 8 in their hand.

Oliver had the GREEN 8, so they add it to Harmony and Nova adds any one card from THEIR hand to Harmony.

If **INCORRECT**, the player that **DOES** have the guessed card must add it to Agony. Then, the player that guessed incorrectly must add a card to Agony from their hand. If no player has the guessed card, only the player that guessed incorrectly adds a card to Agony.



Coupe's Hand



Example : Nova guesses that Oliver has the GREEN 10 in their hand.

Coupe had the GREEN 10, so they add it to Agony and Nova adds any one card from THEIR hand to Agony.

GAME END

After the final card in the Timer Stack is revealed, the game immediately ends. All Suggestions and cards remaining in players' hands are moved to Agony.

If there are more cards in Harmony than Agony, YOU WIN!

FAQ

Q: Can I play a card in a way that is not truthful?

A: No you cannot.

Q: What happens if the guessed card is not in any player's hand?

A: It is in the Timer Stack and only the guesser adds a card to Agony.

Q: When do I flip the Timer Stack for the first time?

A: Just before the First Player's second turn.

Q: What happens if I run out of cards?

A: You can only guess on your turn.

If correct, move a card from Agony to Harmony. If incorrect, move a card from Harmony to Agony.

Q: What if no other players have cards in their hand for me to guess on my turn?

A: You can add any one card from your hand to Harmony.

Q: What communication is off limits?

A: Anything that specifies what you have in your hand.

This is group dependent and can be talked about before the game.

2 PLAYER AND HARD MODE

In a Normal 2-Player game, cards left in players' hands are added to Harmony.

In a 2-Player game, and in Hard Mode, you will flip the top 2 cards from the timer stack each round.

EASY MODE

For an easier experience, play one last round AFTER the final card in the Timer Stack has been revealed.

TIPS AND TRICKS

- Move a Suggestion to Agony as soon as it is no longer relevant to your hand. This allows you to give more information about your hand.
- Consider what other players' are guessing in addition to their Suggestions as this can convey cards in their hand.
- Organize the cards in Harmony and Agony and use them to fuel your guesses.
- The goal of the game is to have fun. Be creative to find new ways to "Express" what cards you have in your hand to other players.

CREDITS

Game Design/ Graphic Design: Isaac Meyer

A huge thanks to the many play testers that made this game so great to play. We'd also like to thank our friends and family that made this all possible with their time and support.

For additional languages and modes of play including a 6 Player Variant, visit



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HARMONY

TIMER STACK

NORMAL

<i># of Players</i>	<i>Cards per Player</i>	<i>Timer Stack</i>
5	9	5
4	11	6
3	14	8
2	16	18 Flip 2

AGONY