

*...and then,  
we held hands.*



## **FAQ**

**What is the significance of keeping the cards in order?**

There is no need to keep the cards in a strict order, though they must remain spread in the correct direction.

**When taking a turn, can a player remain on the current node, not playing any emotion cards?**

No, each player must play at least one emotion card, moving to an adjacent node.

**Can players move back to the node from where they started their turn?**

No, players can only move onto nodes that they have not occupied at any time during the current turn.

**When does perspective change the layout of a player's emotion cards?**

At the end of a player's turn (after drawing new emotion cards if in balance), perspective must change to match the player's current side of the board (left or right). If the player ends on a node on the middle line, then either perspective may be selected, but it will then remain fixed at least until the end of the player's next turn.

**Must players complete an objective in every turn?**

No.

**When attempting to win the game by entering the center of the board in balance, should a player draw back up to six emotion cards (for use by the other player)?**

No, that would make the game easier and is not the designers' intent.

**What happens when a set of eight objectives is completed and the discard piles are of equal size?**

The players shuffle one deck of their choosing into the Emotions draw deck, without looking through the cards in either discard pile.