

...and then, we held hands.

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LudiCreations



Components

4 player tokens

There are two tokens in each of the player colors. One token is used to represent a player's emotional journey, and the other to represent that player's emotional balance.



48 emotion cards

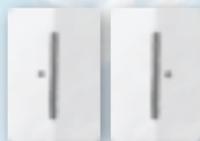
These emotion cards are used by the players to direct movement on the board. Each card has two basic emotions: one on the left side and one on the right side which combine to make a more complex emotion; while the the complex emotion has no impact on gameplay, the sides do.



The emotion cards will be spread in front of each player so that only one side of each card is available at any time (see **Setup** and **Perspective** sections).

2 cover cards

These cards cover half of each player's top emotion card, revealing only half of it, according to the player's perspective.



24 objective cards

The objective cards indicate which challenge the players must face next. This may be dealing with being **Angry** or **Sad**, or trying to become **Calm** or **Happy**.

An objective is completed if a player ends a turn on a node of the corresponding color.

Some objectives have grey bars of varying lengths; these are used when playing the game at higher degrees of difficulty – see *The Argument Variants* on page 8.



1 game board

The board is double-sided, with the side that contains symbols on all nodes being there for the convenience of colorblind players.



Goal

...and then, we held hands. is a non-verbal cooperative game about two people and their failing relationship. The two players must cooperate in order to achieve emotional balance within and between them. The players' perspectives change as they dance around each other, trying to fix what is broken.

The goal of the game is to complete a series of objectives, each of them achievable by ending a turn on a node of the corresponding color. Once all objectives have been completed, the players must reach the center together.

Communication

While playing the game, the players may NOT discuss the game itself. However, they must consider each other's available cards and potential moves.

They must cooperate by "reading" each other's intentions and by trying to help each other avoid being stuck, which would cause the game to be lost.

The players may discuss anything else while playing the game e.g. taking the opportunity to talk about something important or to just pass the time and enjoy each other's company.

In any case, hints and suggestions on how to move or which card to use are not allowed. For an added challenge, the players may try to play the game in total silence.

The players may ignore this rule for their first game in order to learn how to play.

Setup

Place the board on the table so that both players have an emotional balance scale in front of them. Place a token of each player's color on the "0" space of each scale. Place the other player token on the node immediately in front of the scale, on the outer ring. Give each player a cover card.

Shuffle the emotion cards into a deck. Each player draws 6 cards and lays them in a row (the emotion row) just below the balance scale. The cards must be placed so that each card covers half of the card next to it.

The players may look at all the cards, and then decide which side of the cards is covered at the beginning of the game: the left side or the right side, while still keeping them in the order that they received them.

Place the cover card so that it covers half of the top card in the same way, with the dot indicating which side of the cards is being used.

Shuffle the objective cards and divide them in three decks of 8 cards each. Pick one deck to start with and draw the top card, placing it face up next to the board. Once the first deck is depleted, the second deck will be used, and once the second deck is depleted, the third deck will be used.



The players are now ready to begin, starting with the youngest player.

Objectives

Objectives are revealed one by one and completed, until none are left.

To complete an objective, a player must end movement on a node that matches the objective's color.

Only one objective may be completed per turn – as soon as an objective has been completed, discard it and proceed to the next player's turn.

At first, players may move only along the outer ring on the board. Once 8 objectives have been completed on that ring, the players may move along the connections on both the outer and middle rings. In addition, the player with the most discarded emotion cards shuffles these cards back into their emotion deck.

The second set 8 objectives must be completed on nodes of the middle ring. Once that has been achieved, the players may move along the connections on all rings. In addition, the player with the most discarded emotion cards shuffles these cards back into their emotion deck.

The third and final set of 8 objectives must be completed on nodes of the inner ring. Once that has been achieved, the players may now attempt to win, together.

Arguments

Some objective cards have grey bars on the sides, indicating a higher degree of difficulty. When playing for the first time, players are advised to ignore those and play normally. For more details, see page 8.

Playing the game

The players take their turns one after the other. Each player's turn proceeds as follows:

Objective

If there is no active objective in play, the player reveals the top card of the objective card deck and places it face up next to the board.



Movement, Balance, Perspective

The player may play any number of emotion cards to move to a different node along the lines that connect nodes on the board. Cards may be played from either player's emotion row – but note that this might result in the player not being able to move (see **Losing the game**).

To move to a node, the player must choose a card that is showing the color of that node on the visible half of that card. The card may be any of the cards in either player's row.

A player may move through any number of nodes on the way to a particular destination always playing one card per node.

For example, if a player wishes to move to an Anger node through a Happy and a Sad node, cards showing green, black and red halves must be played, in that sequence.

Once cards have been chosen and played, they are discarded into the active player's discard pile, even if they came from the other player's area.

The player with the largest discard pile shuffles those cards with their emotion deck after the players complete a set of 8 objectives (see **Objectives**).



Restrictions

- Movement may not involve the same node more than once in the same turn.
- A player's token may not pass through the other player's token.
- A player may not move if a movement would cause the emotional balance scale to move past "-2" or "+2".

Balance

The emotions that were experienced during this process affect the player's emotional balance. For each half of a card used in movement, the balance scale is adjusted according to its color:

- For every blue or green color half used, the balance is adjusted once to the right.
- For every black or red color half used, the balance is adjusted once to the left.

Using the movement example above, if the player started the turn balanced (at "0") and used green, black and red halves to move, then the player's balance scale would be adjusted once to the right (for green) bringing it to "+1", and twice to the left (once for black and once for red), bringing it first back to "0" and then to "-1".



Drawing emotion cards

If a player ends movement with their emotional balance scale at "0", then the player has the emotional stability to weigh all options ahead, and therefore draws emotion cards back up to the limit of 6.

New cards are added to the end of a player's emotion row (so that the newest cards are farthest away from the cover card) and spread according to the existing perspective.

Perspective

A player can see and use only half of each of the emotion cards; which half that is depends on which side of the board the player's token is located:

- If a player's token is located on the left half of the board, the player will be able to see and use the left halves of their cards.
- If a player's token is located on the right half of the board, the player will be able to see and use the right halves of their cards.
- If a player's token is located on the line separating the two halves of the board (the vertical middle line), the player may choose which of the two halves of their cards to see and use.

A player's perspective changes if at the end of a turn (and after drawing cards), the player's token is on the opposite half of the board than it was at the beginning of the turn.

To change perspective, the player gathers all of their cards into a deck while preserving their order, then spreads them in the appropriate direction to reveal their other halves, which will be used in the next turn.

If at the end of a turn the player's token is located on a node on the middle line (i.e., in neither half of the board), the player may choose whether to change perspective or not, deciding whether to do this without looking at the covered halves of the emotion cards.

Example: Changing perspective



Winning the game

To attempt to win, the players must both enter the center space, one after the other, on consecutive turns. To enter the center space, any emotion card may be discarded to move from any node connected to the center from the inner ring.

The emotional balance is then adjusted according to normal movement rules (taking into account the discarded card's color), and the player's token is placed in the center.

To win, both players must have a balanced emotional state, i.e., both of their balance tokens must be on the "0" position at the end of the turn that they entered the center space.

If this was achieved, the players have managed to communicate despite all odds and can rejoice at an impressive feat of coordination.



Losing the game

The players lose the game if:

- they fail to find a way to consecutively end their turns in the center space in emotional balance.
- at the beginning of a turn a player is not able to make a valid move.
- the emotion card deck has been depleted, and the players do not have any emotion cards in front of them.

The argument variants

The presence of the grey bars on objective cards indicates that an argument is taking place. To complete the objective and resolve the argument, the players must both be on the same node of the corresponding color:

Thus, the objective is considered completed once a player ends a turn on a node on which the other player had ended the previous turn.

Following the completion of the objective, a player may exit the node and continue the game in any direction – this is the only opportunity for the players to cross each other's path.

The argument objectives allow for the following levels of difficulty, as indicated by the height of the grey bars:

Challenging: Objectives with the 1/3-height bars on the cards are arguments; ignore longer bars and complete these objectives normally.

Difficult: Objectives with the 1/3- and 2/3-height bars on the cards are arguments; ignore longer bars and complete these objectives normally.

Impossible: All objectives with bars on the cards are arguments.



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