

Mood



Once upon a time, there was a boy named Leon who lived on a small planet, where the moon was as bright as the sun, and his only friends were ash-colored stones. Leon loved to spend his days in the only forest on the planet. The trees whispered to him of other worlds and of young people just like him. After growing up, he decided to visit all the places and people he had heard about. Taking his magic top hat, he walked through the gate that would lead him to a world full of unexpected adventures.



4-8

AGE

8+



15-30

RULEBOOK



CONTENTS



7
READER
DIALS
(Moods Dials)

8 Characters = 8 Moods



1
PROTAGONIST
DIAL
(Moods Dial)

With Victory Points Guide 1-3-5-3-1



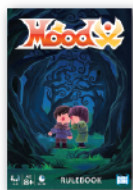
64
SITUATION
CARDS



16
TOP HATS
(2 per color)



1
SCORING
TRACK



1
RULEBOOK

GOAL

The game is divided into turns. On each turn, one player is the Protagonist of a story invented by the other players, using a real or fictional character. At the end of the story, each player must deduce the mood of the Protagonist, scoring points depending on how close they are to guessing the mood chosen by the protagonist.

SETUP

- Place the lower part of the game box in the middle of the table, showing the **Scoring Track**.
- Each player chooses a color and takes the two corresponding **Top Hats**. Players put one Top Hat on the table in front of them, and the other on the "0" of the scoring track.
- Shuffle the **Situation Card** deck and place it on the table, face down.
- The youngest player takes the **Protagonist Dial** (this player is called **PROTAGONIST**) and all other players take one of the **Reader Dials** (these players are called **READERS**).

4 PLAYER SETUP



GAME TURN

- The **Protagonist** draws a **Situation Card** from the deck and places it on the table, face up in front of him and facing the other players. (See Example 1.)

- **The first player to the left** of the Protagonist indicates which of the two characters shown on the Situation Card represents the Protagonist player by placing the Protagonist's Top Hat on it. (See Example 2.)

- **The second player to the left** of the Protagonist chooses a person representing the other character shown on the Situation Card. This can be a fictional character, one of the players at the table, or a person who everybody knows. This character is the Special Character for this turn. (See Example 3.)

- **The third player to the left** of the Protagonist, becomes the Storyteller, creating a short story or description of a scene, creatively inspired by the Situation Card, the Protagonist, and the Special Character. *The Storyteller should use the following formula to recite the story: "How would you feel if [name of Special Character] ..."* (See Example 4.)

Now, considering the story of the Storyteller, the **Protagonist** must determine his mood, secretly selecting one Mood for the "5" value on his Dial. At the same time, each **Reader** tries to guess the mood of the Protagonist and, secretly, turns the arrow of his Dial to one of the eight Moods. (See Example 5.)

GAME TURN EXAMPLE

1.

THE PROTAGONIST...

...draws a card from the deck.



2.

THE FIRST PLAYER
to the left...

...decides the character with the crown is the Protagonist.

3.

THE SECOND PLAYER
to the left...

...decides the other character is the Protagonist's wife.



THE THIRD PLAYER
to the left...

...narrates: "How would you feel if your wife offered you her mother's necklace in exchange for a beer?"



The Protagonist selects the mood in Red. The three Readers choose Yellow, Blue, and Red for their moods.

After a player selects a Mood, he places the dial in front of himself, face down. When everybody has finished choosing a Mood, all the dials are **revealed simultaneously**.

The victory points are awarded as follows:

- Each reader compares their choice with that of the Protagonist. The Victory Point Guide shows the victory points for each mood (1-3-5-3-1). **Each Reader checks the value assigned to his chosen Mood, and receives the corresponding score (1-3-5-3-1).** If there is no value for his chosen Mood, the reader does not get victory points.

- The Protagonist scores **equal to the single highest value** obtained by one of the Readers. *(See Example of Scoring.)*

- **Attention!** If all players choose the same Mood, the Storyteller scores zero points. The other players get their points normally.

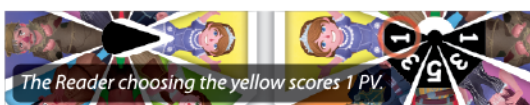
Victory points are tracked by moving the player's Top Hat on the Scoring Track; **one square for each victory point scored**.

At the end of the turn, the Protagonist and the player on the left **swap dials**. This player becomes the Protagonist for the next turn.

GAME END - THE WINNER

The winner is the first player to score a total of **24 victory points**. In case of a tie, the victory is shared.

EXAMPLE OF SCORING



The Protagonist gets 5 PV, because it is the highest score among the Readers.

NOTES

- You can **NOT** choose an animal, object or monster as the Protagonist.
- The character genders illustrated on the cards are **NOT** binding. A male player can be a female character and vice versa.
- The Storyteller is **ALSO** a Reader, and can score with the other Readers.

CREDITS

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