

HELPFUL TIPS

- ★ The cards show different faces expressing the same feeling. This helps teach that emotions can look different for different people.
- ★ Younger players can match the emoji symbols on the cards to find pairs. There is no reading required!
- ★ Make the game more fun by really getting into your facial expressions and actions!

Need help or have an issue? Email us
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BONUS GAME: MEMORY MATCH!

SETUP

- ★ Use only the feelings cards.
- ★ Place cards face-down in a grid.
- ★ **Tip:** For younger players, use fewer pairs to make the game easier. For example, you can play with 2 cards per feeling or just 7 of the 14 feelings in the game.

HOW TO PLAY

1. Pick a player to go first. On your turn:
 - ★ Flip over any two cards.
 - ★ If they're the same feeling, keep the pair and take another turn.
 - ★ If they don't match, flip them back over.
2. Play passes to the next player after any unsuccessful match.

WINNING

The game ends when all pairs have been found. The player with the most pairs wins!

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At ThinkPsych, we know that emotional intelligence is essential for a happy life. Our expert-designed games help kids effortlessly develop skills that will serve them for a lifetime. Join us in making social-emotional learning engaging and fun - exactly as it should be.



GO FISH

FACES & FEELINGS

HOW TO PLAY

WHAT'S IN THE BOX

- ★ 56 Feelings Cards
- ★ 22 Bonus Tokens
- ★ 10 Bonus Cards

OBJECTIVE

Collect matching pairs of feelings cards and earn bonus points to win the game!

SETUP

1. Separate the bonus cards from the feelings cards.
2. Deal 5 feelings cards to each player.
3. If you have any matching pairs, put them down face-up. These count toward the end-game total, but draw back to 5 feelings cards in your hand.
4. Shuffle the bonus cards into the remaining feelings cards to create the draw pile.

HOW TO PLAY

1. Pick a starting player. On your turn:
 - ★ Choose one of your cards and ask one other player if they have a match.



Important: Don't say the feeling! Instead, make the facial expression shown on your card.



All players try to guess what feeling you're showing. The first player to guess correctly gets a bonus token (worth 1 point).

2. If the asked player has the matching card:
 - ★ They must give it to you.
 - ★ You put the pair face-up in front of you and you get another turn.

HOW TO PLAY

3. If they don't have the card:
 - ★ They say "Go Fish!"
 - ★ You draw one card from the draw pile.
 - ★ If you make a pair, put it down face-up in front of you.
 - ★ Your turn ends.
4. If you draw a bonus card:
 - ★ Act out the picture or scene on the card.
 - ★ Make sounds to help other players guess what you're doing.
 - ★ First player to guess correctly keeps the bonus card (worth 1 point).
 - ★ Choose your challenge level:
 - **Basic:** Act out just the picture.
 - **Advanced:** Act out the full scene described on the card.

5. Play continues to the left, with the next player asking for cards to match one in their hand.

GAME END

The game ends when one player has matched all of their cards into pairs (i.e., no cards left in their hand) **OR** you run out of bonus tokens. Count up the points:



Each pair = **2 points**



Each bonus card = **1 point**



Each bonus token = **1 point**