

ESSENCE

ARCHETYPES & EMOTIONS (1st Expansion)

for 2-7 players – age 12 and above

Duration: about 60 minutes

By use of this expansion the players face their emotional realm and discover the archetypes reflected in their being.

Notice: Whereas the base game is well-suited to be played with unacquainted persons (a basic interest in the fellow beings assumed), this expansion is rather addressed to a group of people more familiar with each other.

GAME CONTENTS: **81 phrase cards** (70 emotion cards, 7 archetype cards, 4 resource cards), **38 pathway cards** (revised and updated with 4 new questions), **1 outline card, this rules booklet**

PREPARATIONS



First, the *pathway cards* of the base game are replaced by the *pathway cards* of this expansion.



Next, the new *resource cards* are shuffled with the cards of the base game, and the new *outline card* (incl. new scoring) is placed within reach.



Finally, the *emotion cards* and *archetype cards* are shuffled separately and form 2 face-down decks that are placed next to the other decks of the base game.



The rest of the setup is identical to the one outlined in the base game.

NEW PATHWAY CARDS: THE ACTIONS

▽ “Which is my favourite emotion?” (Emotion Selection)

The active player reveals **3 emotion cards**, feels out, which one of the revealed emotions he would enjoy the most and places the corresponding **assessment card** face-down in front of him. Similarly, all other players assess the active player.

Is there at least one concurrence between the self-assessment and the assessments by the other players, then the active player receives the chosen **emotion card**.

The players who correctly assessed the active player receive **1 silver esteem token**. Those who have incorrectly assessed the active player receive nothing.

Hint: Accordingly, this rule also applies to all **pathway cards** of the base game, marked with a ▽ !

„Do I have this emotion frequently?“ (Emotion Analysis)

The active player reveals *1 emotion card* and assesses by means of the scale from 1 to 5 the degree how often he experiences this emotion and places the corresponding *assessment card* face-down in front of him. Similarly, all other players assess the active player.

For each concurrence between the self-assessment and the assessments by the other players the active player receives *1 golden esteem token*.

The players who correctly assessed the active player receive *1 silver esteem token*. Those who have incorrectly assessed the active player receive nothing.

„Do I enjoy this activity?“
(Resource Analysis)

The active player reveals *1 resource card* and assesses by means of the scale from 1 to 5 the degree how much he enjoys this activity and places the corresponding *assessment card* face-down in front of him. Similarly, all other players assess the active player.

For each concurrence between the self-assessment and the assessments by the other players the active player receives *1 golden esteem token*.

The players who correctly assessed the active player receive *1 silver esteem token*. Those who have incorrectly assessed the active player receive nothing.

„Which player does this character apply to the most?“ (Archetype Allocation)

The active player reveals *1 archetype card*. All players choose for themselves which player this character applies to the most and place the corresponding *assessment card* according to player number face-down in front of them.

The players determine which player received the most votes. Each player who voted for that player receives *1 bronze esteem token*. If the active player voted for that player, he receives *2 bronze esteem tokens*. Is there no majority for one player then all players receive nothing.

GAME OBJECTIVE AND END OF A GAME

Please note: The expanded game has completely new game ending conditions as well as a new scoring.

The goal for each player still is to accumulate as many *esteem tokens* and *phrase cards* of each type as possible.

However, the game ends as soon as all *pathway cards* are used up. That is the case when both the draw deck and the display area are empty.

Before the points are counted, the players get the opportunity to improve their outcome by performing trade actions. They may trade - as often as they want - 2 *attainments* of the same colour for any other *attainment* from the general reserves, e.g. 2 *silver tokens* for one *resource card* or 2 *value cards* for one *golden token*.

Each player now determines the sum of his *essence points*. 1 *essence point* is gained for a set of 3 different-coloured *phrase cards*



or 3 different-coloured *esteem tokens* .

The player with the highest score wins. Should there be a tie, the player who additionally possesses the most *attainments* (=sum of all *esteem tokens* and *phrase cards*) wins.

Furthermore, three special awards are conferred:

- The award for *the highest degree in authenticity* goes to the player possessing the most *golden esteem tokens*.
- The award for *the best perceptive faculty* goes to the player possessing the most *silver esteem tokens*.
- The award for *the most distinct community spirit* goes to the player possessing the most *bronze esteem tokens*.

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Up-to-date information: www.essence-spiel.de

Comments and suggestions are welcome:

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Edition
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