

# SOULMATTERS



ONLINE  
TUTORIAL

easy:rules





# SOULMATES



A game by Julien Gupta and Johannes Berger · Graphic design and illustrations by Annika Janssen and Sandra Greiling

## GAME CONCEPT

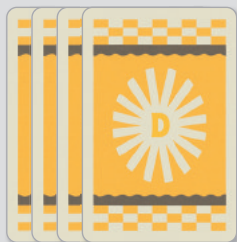
In SOULMATES you will learn which two players in your group have the most in common. To find out, you need to properly evaluate yourself and your fellow players. You will do this by using short scenarios, each having four possible answers. First, you evaluate yourself, then your fellow players, one after the other. You all share a common board with each of your fellow players. You will stack your "friend chips" on the board as a

pair. You earn these by correctly evaluating each other. The game ends after the last scenario card has been played. The two players with the most chips are **SOULMATES!** To all players: Have fun, and good luck!

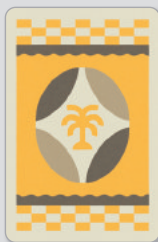
## GAME COMPONENTS

### 20 EVALUATION CARDS A-D

4 in each player color - for evaluation of the other players



Front side



Back side

### 20 EGO CHIPS A-D

4 in each player color - for self-evaluation



Front side



Back side

### 10 BOARDS

Each board is always shared by two players (e.g. yellow/mint green)



### 1 FIRST PLAYER TOKEN



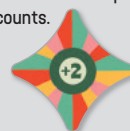
### 50 FRIEND CHIPS

These are the points you can earn as a pair.



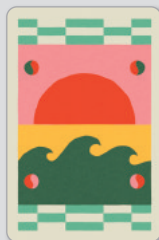
### 1 JOKER CHIP

This is used only when playing with 2 players. Put in on the table. Leave it in the game box for all other player counts.

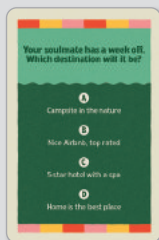


### 130 SCENARIO CARDS

Each card lists a short "scenario" with 4 possible answers A, B, C, and D (including 5 blank cards).



Back side



Front side



## SETUP

- 1 Shuffle the scenario cards and count a certain number of cards, face down.

Number of players	2	3	4	5
Number of cards	16	12	8	10

Stack these cards face down in the center of the table. Return the remaining cards to the game box, as you will not need them for this game.

- 2 Each player takes the 4 **evaluation cards** and **ego chips** of their chosen player color, and keeps these in front of them.

- 3 When playing with **fewer than 5 players**, return all boards that were not chosen to the

game box (for example, all boards with pink or dark green). Arrange the remaining boards on the table, placing each board between the two players with the corresponding colors. In games with 4 or 5 players, place the boards of players not sitting next to each other in the center of the table, with the colors pointing to the corresponding players.

- 4 Put the friend chips next to the card stack as common supply.

- 5 The player who likes soul music the best is the first player, they take the first player token.

## SETUP EXAMPLE FOR 3 PLAYERS





## GAME SUMMARY

At the start of each game round, the first player draws two scenario cards from the stack and reads them silently. Then, they decide which card **suits this group of players best**. The first player reads that card aloud, including all possible answers from A to D, places it face up in the center of the table, and removes the other one from the game.

Next, each player determines which answer is most true for themselves, using their ego chips. Then, all players evaluate their fellow players. During each round there is one active scenario card.

## EVALUATE

### EVALUATE ONESELF

First, all players evaluate themselves. Each player takes their **ego chips**, and decides which answer (A, B, C or D) is most true for themselves, and places that chip face down in front of them. The players put their other ego chips aside face down for the next round.

**Please note:** Don't take the short "scenarios" too seriously or literally. In most cases just decide **which of the 4 answers** is most suitable for yourself.

## EXAMPLE

Matilda (yellow) is the first player. She has chosen the scenario "Your soulmate has a week off. Which destination will it be?". Of the 4 possible answers, Matilda chooses A for

herself, because she likes camping. She places her "A" ego chip face down in front of her.





## EVALUATE

### EVALUATE THE OTHER PLAYERS

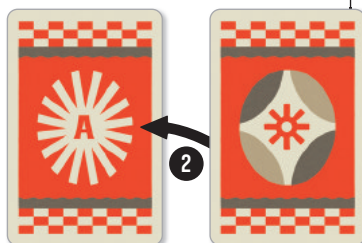
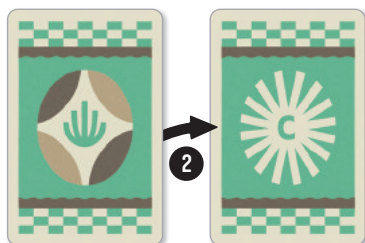
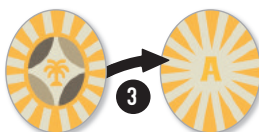
After all players have evaluated themselves, they proceed to evaluate their fellow players, beginning with the first player. Everyone except the first player takes their evaluation cards, and chooses one (A–D) which they think **best suits the first player**. They place their chosen card

face down in front of the first player's ego chip. Then, all the cards are revealed simultaneously after which the first player reveals their ego chip.

## EXAMPLE

Hanna (mint green) thinks that Matilda (yellow) would like to take a luxury vacation and chooses "C". Liz (red) chooses "A" because she thinks Matilda likes to spend her time in the countryside. They

place their cards face down in front of Matilda's ego chip. Then, both cards are revealed, followed by Matilda's ego chip.





## FRIEND CHIPS

Now, the players check if the chosen answer cards and the ego chip match. Each player who has chosen **the same answer** as the first player earns **one friend chip** (shared with the first player). Place this chip on the **shared**

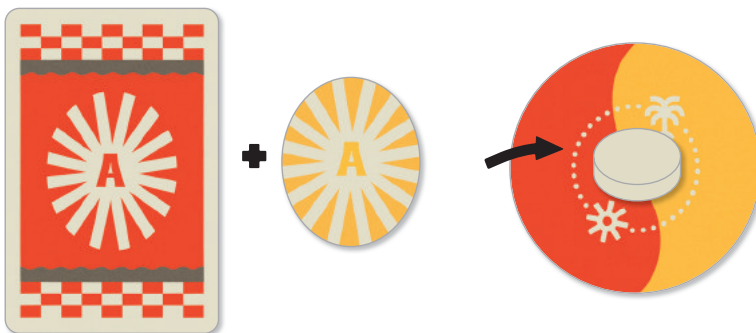
**board** of the corresponding players.



## EXAMPLE

Liz (red) evaluated Matilda (yellow) correctly, and places one friend chip on their shared board.

Hanna's guess was wrong, so she does not earn a friend chip with Matilda.



## RESOLUTION

Next, you may discuss the reasons each player chose their card. When doing so, you should not give any hints as to your own chosen ego chip if it is still face down.

the next to be evaluated in this manner, followed by all other players in clockwise order, one after the other. Do not pass the first player marker at this point.

Finally, players take back their evaluation cards. The player sitting to the left of the first player is

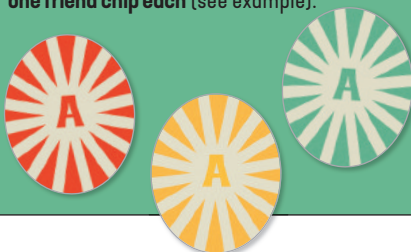
**Important:** Revealed ego chips remain face up until the end of the round!

## MATCH

After all players have been evaluated once by the other players, they **compare their ego chips with each other**.

Any two players with the **same ego chip** are considered a pair having a match (sharing a commonality), and place one friend chip on

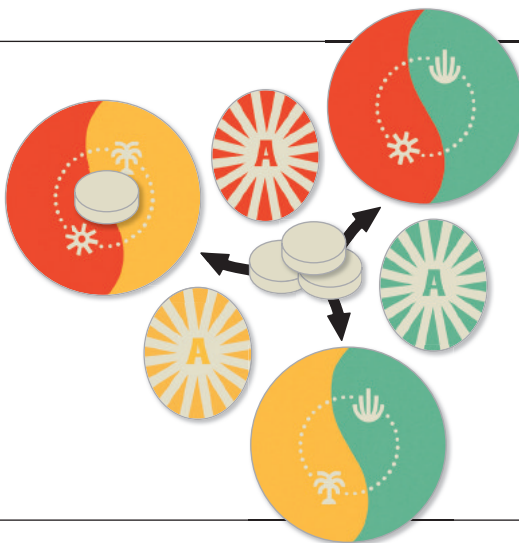
their shared board. If several players chose the same ego chip, **each matching player earns one friend chip each** (see example).





## EXAMPLE

Matilda, Hanna and Liz all chose "A" as their best self-evaluation, resulting in three matches. They place one friend chip on each of their shared boards, 3 chips in total.



## END OF THE ROUND

After the ego chips have been resolved, all players return their chosen ego chip face down with their other chips. The scenario card for this round is removed from the game and the **first player token** passes to the left. The new first player draws two cards, chooses one, and starts the next round.

**Note:** In the rare case that the supply has run out of friend chips, remove an equal number of chips from each board and use them as the new supply.

**Hint:** Store the played scenario cards separately in order to avoid using them again in your next game.

## END OF THE GAME

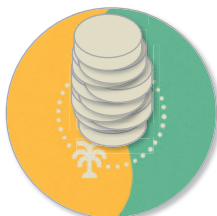
The game ends after the round in which the final scenario card has been played. Now, the final evaluation takes place. The more friend chips you have on all boards, **the higher is the commonality of your gaming group**. The two

players with the **most friend chips** on their shared board are **true SOULMATES**, whether they suspected this before or not! In case of a tie there are several pairs of SOULMATES.

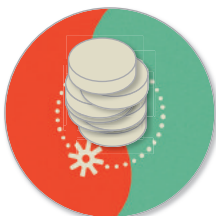
## EXAMPLE

Matilda (yellow) and Hanna (mint green) have the most friend chips and thus are the Soulmates of this game.

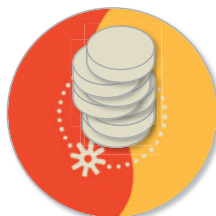
**Matilda + Hanna:  
9 friend chips**



**Liz + Hanna:  
6 friend chips**



**Liz + Matilda:  
7 friend chips**





## PLAYING WITH 2 PLAYERS

If playing with two players you probably are SOUL-MATES already! But how well do you really know each other?

As when playing with more players, you collect friend chips for evaluating each other correctly and for ego chip matches. However, you chose your own **ego chip AND the evaluation card** for you partner **at the same time**.

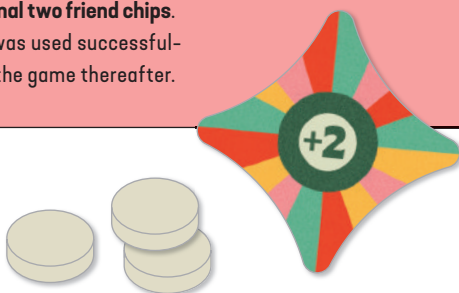
The first player reveals their chosen ego chip and the evaluation card of the other player first. This way you determine your choice and evaluate the other player without influencing their decision.

### JOKER CHIP

**Once** during the game you may use the **joker chip** in order to get a bonus. If both players are certain that they have chose the correct evaluation card they may decide **together** to place the joke chip in the center of the table. After the cards have been revealed and if both players' choice was correct, they gain **an additional two friend chips**. Regardless if the joker chip was used successfully or not, it is removed form the game thereafter.

Count your friend chips at the end of the game and find out your Soulmate level by looking at the following chart:

FRIEND CHIPS	LEVEL
0 – 4	First Steps
5 – 7	Solid Connection
8 – 10	Same Wavelength
11 – 13	Thick as Thieves
14 – 17	One Heart and Soul
18+	100% Soulmates



[www.chili-island.games](http://www.chili-island.games)

**SOULMATES** is developed in Germany and manufactured in the EU from at least 70% recycled resources. If technically and logistically possible we avoid the use of plastics.

You know best what is fun for you. Therefore, each game by **CHILI ISLAND** includes blank cards for your creative use!

Send stories and scenarios about **SOULMATES** to [hello@chili-island.games](mailto:hello@chili-island.games)

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