The Interpersonal Detective of the Universe

3-6 | 20min | 8+

The Interpersonal Universe is exploding!
The Interpersonal Detective of the Universe is on the case!
Understanding interpersonal needs through the demand ranking list and revealing errors in interpersonal communication.Who hurts you the most? It turns out, those who think they are empathetic can actually hurt the most!

The Interpersonal Detective of the Universe board game includes three different games and instruction cards. It is designed for 3-6 players and each game can be played separately, making it a great tool for gatherings with friends and group discussions.

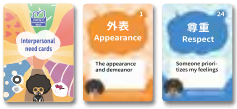
When used in conjunction with the Interpersonal Detective of the Universe guide, it helps you to get to know yourself better, learn how to decode the secrets behind interpersonal relationships, and resolve communication challenges.

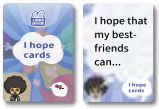
Ranking of Interpersonal Needs

Group size : 3-6 people
Time: 10-30 min

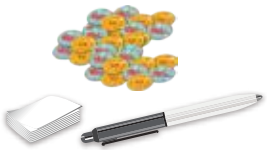
Game Components

Interpersonal Need cards, I Hope cards, interpersonal need scale cards, score coins, and prepare your own paper and pen(one of each per person).









Game Objective

Through the game, players can understand their own interpersonal needs and speculate about those of others, allowing students to get to know that everyone values different needs, and gain a deeper awareness of the needs behind their thoughts.

Game Preparation

1. Each player takes one Interpersonal Need scale card(36 Simplified Version) and places it in front of them.
2. Shuffle 20 I Hope cards thoroughly and distribute one to each player. Place the remaining cards face down as a deck on the side.
3. Select 36 cards from the 55 Interpersonal Need ones, as listed on the Interpersonal Need scale card(36 Simplified Version) for use. Return the remaining cards to the box as they will not be used.

Each player, after looking at their I Hope cards (in hands), spends 2-3 min. referring to their

Interpersonal Need scale card(36 Simplified Version) to select their top five needs related to the question. They should secretly rank these needs by recording the corresponding numbers in order, without letting others see (please prepare paper and pen for this).



Game in Progress

Announcement Stage

Starting with the tallest person, they become the initial player and act as the first person to be guessed, while the others act as guessers. The person being guessed announces the question they've chosen and their top 5 needs, without revealing the ranking order. Everyone collectively helps to select the Interpersonal Need cards corresponding to the numbers and places these 5 cards in a place where everyone can touch them.

Announcement of the third place: 3!

The person being guessed selects the need cards that ranks third among these five and points it out, pushing it out to distinguish it from the other cards. Other players use this information to deduce the ranking of the person being guessed's other needs.

Guessing Stage



Guessing the fourth place: 4?

The first thing to guess is the person being guessed's fourth-ranked interpersonal need. After counting down from 3 to 1, everyone guesses and quickly points to the selected interpersonal need card(the person being guessed can slightly delay in indicating the correct answer). Guessing players who point to the same card as the person being guessed take a score coin as a score. Place this card to the right of the previously announced third place.

Guessing the second place: 2?

The second thing to guess is the person being guessed's second-ranked interpersonal need, following the same guessing process as described earlier. Again, those who guessed correctly can earn a score coin. Place this card to the left of the previously announced third place.

Guessing the first place: 1?

Finally, you need to guess the person being guessed's top-ranked interpersonal need from the last two cards. Those who guess correctly can earn a score coin. Place the last two cards at the beginning and end of the previously arranged cards.

A total of three guesses are made, and after the guessing is complete, the person being guessed can be asked to share the needs they selected and the reasons for their ranking.

The game will then proceed in a clockwise manner.

The End of the Game and Scoring

The game continues until each player has been the one being guessed. At the end of the game, the person who earns the most score coins wins!

Advanced Gameplay

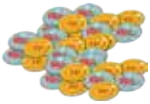
If you want to add more options for interpersonal needs, you can also use the Interpersonal Needs(55 Full Version) Instruction card for the activity. The game will also involve using all of the interpersonal need cards for selection.

Who Hurts You the Most

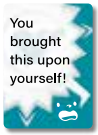
Group size : 3-6 people
Time: 15-30 min

Game Components

Heart-breaking cards, event cards, Empathy Dialogue cars, score coins













Game Objective

The game highlights the importance of empathy through the game's counterexamples, illustrating feelings that are not empathized with.

Game Preparation

1. Place the event cards and heart-breaking cards in the center of the table, and place the score coins on the side for scoring.
2. Each person takes one empathy dialogue card and places it aside for later use.
3. Each person is dealt five heart-breaking cards as their starting hand; the game is now ready to begin.

Game in Progress

1. Let the player who appears most frustrated be the starting player and the complainer for this round. They should share an embarrassing story. If they don't have one, they can draw an event card from the deck on the table and choose an event. They should read the event aloud for the other players to hear, then place the event card in front of them.
2. Other players act as friends of the complainer. From their hand with five cards, they choose the card that is most suitable for the situation and the most hurtful. They should read the heart-breaking phrase on the card and place it face up in front of them.
   When reading the phrases on the heart-breaking cards, try to mimic the tone and perform, and feel free to embellish the phrases for added effect!
   If multiple players play their cards simultaneously, please decide the order and avoid speaking and playing at the same time to ensure the complainer can hear the phrases on each heart-breaking card.
3. From the phrases on the cards on the table, all players should select the card they believe is the most heart-breaking for the complainer.
4. Once everyone has made their selection, the complainer counts down 3, 2, 1, and everyone simultaneously points with their index finger at the card they believe is the most heart-breaking.

5. Determine scores in the following order:

   (1) Correct guessers earns points: Players who point to the same card as the complainer(other than the complainer) receive one score coin each.

   (2) Multi-pointing score: The player who played the card that received the most points(guesses) earns one score coin. If there is more than one card with the most points, then all players who played those cards receive one score coin each.

Example:

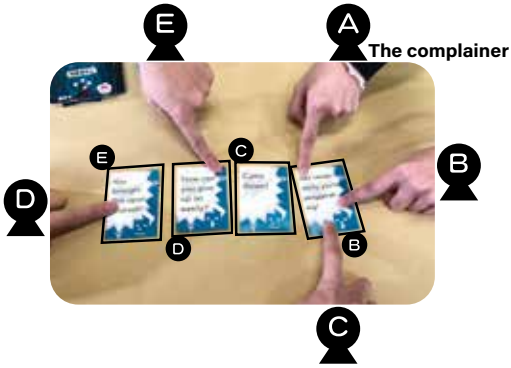
Player A is the complainer, and the others are their friends.

Player A, Player B, and Player C all point to the same cards.

Player D and Player E point to different cards.

In this case, Player B and Player C receive points for correct guesses.

The card that received the most points was played by Player B, so Player B receives the multi-guessing score.



6. Ask the complainer to share why the phrases on the heart-breaking card hurt them the most.

7. Players who played cards draw one heart-breaking card to replenish their hand to five cards. Then, rotate clockwise to the next player, who becomes the complainer and shares an embarrassing story or draw an event card.

The End of the Game and Scoring

The game continues until everyone has taken a turn as the complainer, and then the game ends. Count the number of score coins you have acquired; each score coin counts as one point. The person with the highest score becomes the winner.

Empathy Dialogue Practice

The person with the lowest score(if there is more than one with the lowest score, then all of them) takes on the role of the complainer again, sharing the embarrassing story they previously mentioned or the event from the event card drawn earlier. The top three scorers receive the empathy dialogue chart and using the correct dialogue techniques listed on it, they take turns following the first stage- Extending Your Care for Each Other's Emotions, the second stage- Assisting in Calming and Thinking, and the third stage- Guiding the Expression of Needs and Requests. They select appropriate empathy dialogues to comfort the complainer and practice empathy dialogue with them.

If there are three people playing the game, the top scorer will allocate dialogue twice, for both the first stage and the third stage of the dialogue.

The Interpersonal Detective of the Universe board game, Made In Taiwan, 3-6 Players, Ages 8+, Copyright © 2023 Walei Game Card. All rights reserved. WWW.WALEI.TW

Introduction