

# NO HARD FEELINGS

The hot-potato bluffing game of mixed emotions



2-6 players



30 mins



10+ years

## Components

50 Emoji Cards  
5 Emoji Dials+Clips  
15 "X" Cards  
1 Emotional Support Squishy

**No Hard Feelings** is a light family strategy game for 2-6 players. It's Liar's Dice meets Clue meets Hot Potato, updated for a new generation.

Each player is dealt a few cards showing one or more emojis, then all players take turns making guesses about how many of each emoji there are in total among all players' hands.

The Emoji Dials track the current highest guess for each emoji, but there's always 1 less Dial than players, so like musical chairs, someone is always left without one. If that's you, it's your turn!

First, peek at a random card in another player's hand (gaining a little info), then steal any player's Dial and up the guess on it. It's now that player's turn!

Or, if you think at least one Dial is too high, say "I challenge!" to end the round. Reveal all cards and check all Dials. If your Dial is too high, you get an "X". If none are too high, the challenger gets an "X".

Three Xs for one player ends the game, and all others win (or continue on elimination-style!). Otherwise, pass the Emotional Support Squishy (aka the dealer marker) to the left and start a new round...

**2 MINUTES TO LEARN**  
**GREAT FOR FAMILIES**  
**FUN PEEK & STEAL MECHANICS**  
**BLUFFING AND INTUITION**  
**NO DOWNTIME OR WAITING**  
**TURN ORDER JUMPS AROUND!**



*Currently, the holder of this Dial thinks there are at least 4 LOLs among all players' hands. If you think there's even more, steal it and raise it higher!*



*Uh oh... your guess was too high and you got an X. Two more and you're out. But for each X, you'll get an extra card in future rounds to help you stay in.*

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