

Do you even **know**
your friends
at all?

Mind like

Rules!




FableSmith

Components & Terms

106 cards

1 Mindreader token

Statement



You should not
report your
friend's crimes

Response

Yes for sure!

Base side



High stakes side



1 **Winner card** and 1 **Loser card** to keep track of your score.



Winner



Loser

Set-up

- Place the **Mindreader token** with the purple side face up within reach of everyone.
- Place the **Winner and Loser cards** next to each other close to the center of the table.

- Shuffle all cards and deal a number of them to each player according to player count:

Players	Cards per player
4	4
5 - 7	3
8 or 9	2

- Form a face down draw pile of the rest of the cards and place it within reach of everyone.
- Pick a player to be the first **Speaker**.



← Start the game by holding your cards response side up.

Goal

Mindline is a cooperative game where all players work together to win as many cards as possible.

Cards are won when players can correctly read the mind of the active player, known as the Speaker, regarding the text on the card.

Gameplay

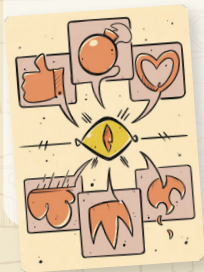
The **Speaker** draws a card from the draw pile and reads the Statement (black text) out loud for all to hear.

IMPORTANT!

Don't say or emote anything about the Statement.



All other players now guess what the **Speaker's** view on this Statement is and try to find a matching response among the cards in their hand.



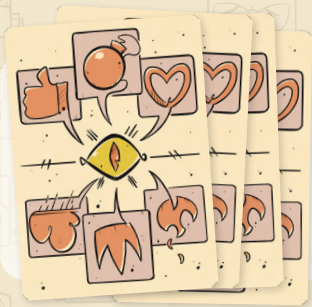
When any player thinks they have a response in line with the Speaker's views, they place that card face down in the center of the table. They then take the **Mindreader token** to indicate that they are the Mindreader for this round.



During this process, you may not share the responses you have on your cards. You may only communicate whether you have an appropriate card to play or not.

All other players (not the **Speaker**, nor the **Mindreader**) must now add 3 more cards to the **Mindreader's** card.

Players may contribute multiple cards or none at all, as long as the pile ends up with a total of 4 cards.



Each round,
a pile of 4 cards
is handed
to the **Speaker**.

Shuffle the cards and hand them to the **Speaker**, who then places all 4 possible responses in front of them.

The **Speaker** reads them out loud and picks the one that best matches their opinion on the subject.



No.
No no no.
No!



True!
Deal with it.



Clearly



Does not compute



WIN!

If the **Speaker** picked the **Mindreader's card**, the statement is won and the card is placed below the **Winner card**.



LOSE...

If the **Speaker** picked any other card, the statement is lost and the card is placed below the **Loser card**.

Switching game modes

If the card was lost, the game mode switches. The **Speaker** in the next round must read the **Response** on the card, instead of the **Statement**.

The other players must now find a Statement that would match the Speaker's Response. The rest of the game functions exactly the same as before.

The next time a card is lost, the game mode switches back, and so on and so forth.

End of turn

Each player refills their hand with cards to the original hand size (see set-up).

The **Speaker's** role moves to the next player in clockwise order.

Double the Stakes!

If you are the **Mindreader** and you are confident that the **Speaker** will choose your card, you may raise the stakes by flipping the Mindreader token to its golden side and placing a card from your hand underneath it.



If your card is picked by the **Speaker**, the card below the token is also added to the Winner pile. Otherwise, it is added to the Loser pile.

End of the game & scoring

As soon as either the Winner pile or the Loser pile has 10 or more cards, sadly the game ends.

Subtract the number of cards in the Loser pile from the ones in the Winner pile. This is your score.

You can check how well or how terrible you did, using the chart on the back of this book.

Adjusting the difficulty

You can make the game easier or harder, even mid-game, by adjusting the number of cards that get added to the Mindreader's card.

For an **easier game**, only add **2 cards**.

For a more **challenging game**, add **4 cards**.

How did y'all do?

Score

Judgement

-9 or less	Are each of you from a different planet?
-8 or -7	Best to never see these people again
-6 or -5	Reconsider your friendship
-4 or -3	Absolute strangers would do better
-2 or -1	Empathy is hard. But still come on!
ZERO	Could be worse. But could be far better!
1 or 2	There are other people in your life I hope?
3 or 4	No too shabby, not too shabby
5 or 6	You guys seems to have a good vibe going
7 or 8	You should be in a band together!
9	Legal or not, you should all be married
10+	Don't ever leave each other's sight

Art & Design by Joost Das