

Beautiful Empathy

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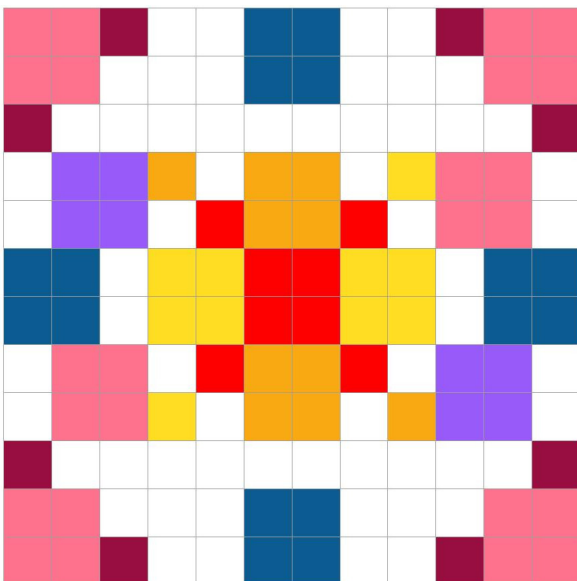


Figure 1: Mosaic created with Beautiful Empathy

Beautiful Empathy

Beautiful Empathy is a collaborative board game in which players create a unique colored mosaic. The game has no scoring system and there is no official winner. The main outcome is the mosaic built together.

Beautiful Empathy is conceived as a two player game, but the rules can be easily adapted to host more players.

Theme

Lita loves art. She is happy when surrounded by beauty. For her house, Lita wants to build a large mosaic unlike any before. To produce a completely original piece, she hires her favourite artists (the players) and makes them work in turns on a shared mosaic. For the artists, it is important to work for people who understands them. Who can empathize with them. When Lita guesses their minds, artist are more productive and resourceful. By the end, all that matters is that the painters, and of course Lita, are happy with the resulting art-piece.

Game Script

Beautiful Empathy is played in a series of consecutive painting turns. On each turn, one player is the painter and another Lita. Typically the roles rotate normally among players, but alterations on who plays Lita are allowed.

The Empathy

Each turn has two phases, the empathy and the beauty. In the first part, the empathy, Lita tries to figure out which word would the painter use to complete a sentence (out of two optional words). For example:

Sentence:

The tree was ——— in the middle of the forest

Options:

shaking — shinning

The painter must first read the sentence aloud with the two options, and quickly decide by instinct (and in silence) which one feels better. Lita must then guess which of the two options the painter chose. Empathy is key in this part.

Do a round of 5 questions, and count the number of correct ones. More correct answers by Lita will better motivate the painter for the second part of the turn, the beauty.

During this part, and in this order, the painter:

- tries to *add a new color* to its palette
- draws cards to *see the shapes available*
- *place the tiles* on the mosaic

The painter can use any combination of colors in its palette when placing the tiles. Once all tiles have been placed, the turn is over and a new one can begin.

Add a New Color

Each player starts the game with one color. Use a random generator between 1 and 20 for that, or choose freely if you prefer. This is about having fun.

To gain a new color during your turn as a painter, first count the number of correct guesses from Lita. If the number of correct answers is bigger than the number of current colors in

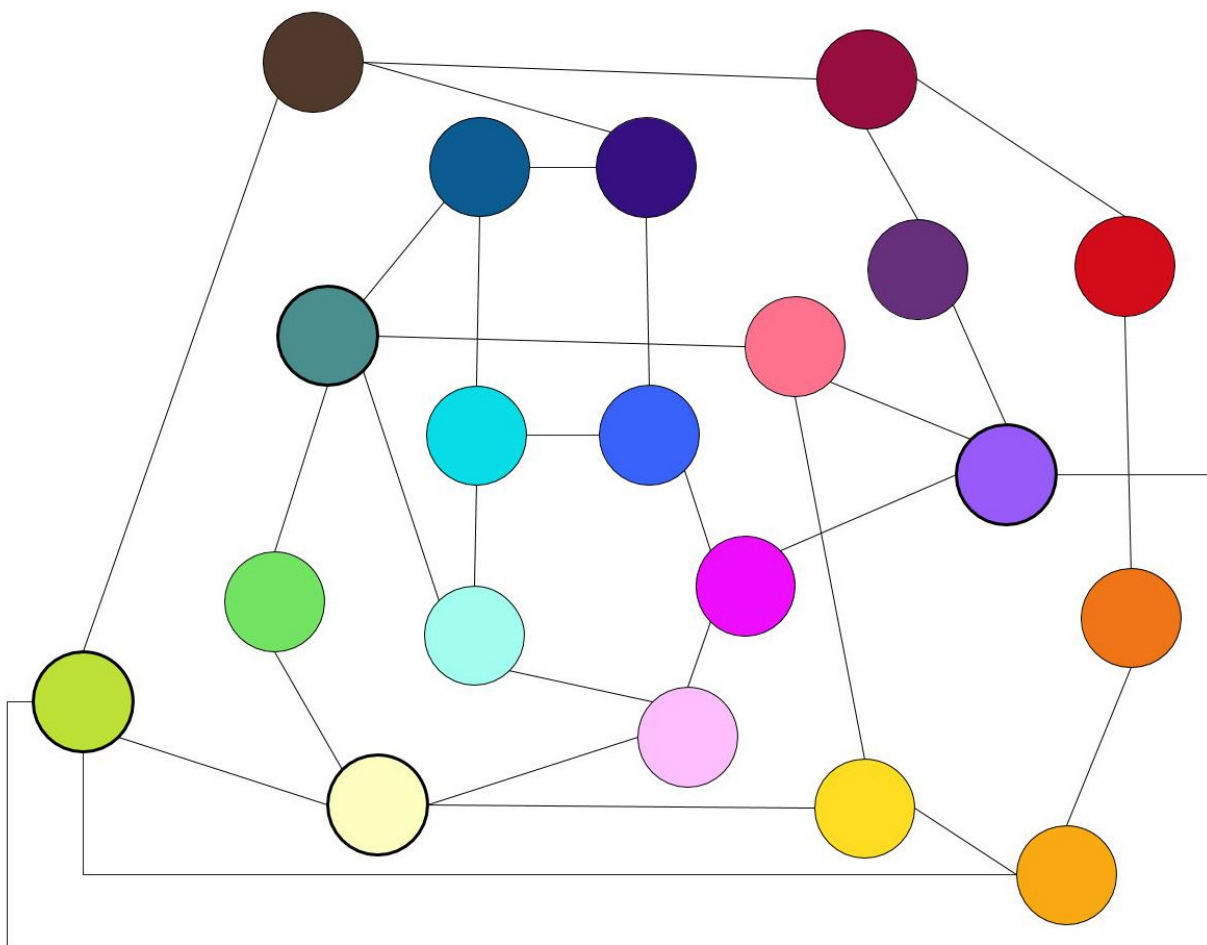


Figure 2: Color map. Edges between colors indicates direct connection, used to add them during the beginning of the Beauty phase.

the painter palette, the painter can add a new color to it. For example, a painter who owns 2 colors will get a new color if 3 or more questions were correctly answered by Lita. Five correct answers will always get the painter a new color, regardless of

the colors already owned.

The painter can choose the color to gain among those directly connected in the color map with a color already owned. Mark the colors each player owns in the color map.

See Available Shapes

After trying to get a color, the painter will find the material it has to work on the mosaic. This will also depend on Lita's empathy, as two or more correct guesses makes the painter highly motivated, while one or less correct guesses do not. Based on this, the painter draws a card from one of two decks.

- **Highly-Motivated:**

- 20%: 8 small squares (1x1)
- 40%: 4 small squares + 2 big squares (2x2)
- 30%: 8 small squares + 2 big squares
- 10%: 16 small squares

- **Any day**

- 70%: 4 small squares
- 20%: 4 small squares + 1 big square
- 10%: 8 small squares

Place the Tiles

All that is left to do is for the painter to place the tiles on the mosaic. The painter has absolute freedom to do

so, while the other painters can comment on the artistic aspects of it, before and after it is done. The placed tiles can be of any color available in the painter's palette, and in any combination (different tiles, different colors).

Inspiration Bonus

If Lita got 5 correct answers, the painter gains a bonus action, moved by her empathy. The painter draws from a uniform distribution of:

- Choose and gift any color from the board to a fellow painter.
- Place 8 tiles on the mosaic with any colors of your choice (owned or not).
- Change the color of 4 tiles already on the board to any of your choice (owned or not).

At this turn, this painter's turn is over. Call the next one in!

End of Game

The Game ends when the painters agree the mosaic is done, or when a player cannot place its tiles because of lack of space on the mosaic. Once this

is happens, take a look at the mosaic you created through empathy, and enjoy the beauty of your collaborative creation.