GO NEIGHBOR

FAMILY EDITION

72 cards • 18 Neighbors

3 ways to play

Feel • Express • Connect

Welcome to Go Neighbor

Go Neighbor is a flexible family card game built around 18 Feelings Neighborhood characters. Each Neighbor has a four-card set: the Neighbor plus three cards connected to that character.

Play with the full 72-card deck or choose fewer Neighbor sets for a shorter or easier game.

- Match & Trade
- Build Your Neighborhood
- Go Neighbor

Know Your Deck

72 cards = 18 complete Neighbor Sets.

A complete set contains four different cards connected to the same Neighbor. The cards do not need to look alike - players recognize which cards belong together.

- 1 Neighbor card
- 3 attribute / artifact cards
- 4 cards = 1 complete set

1. Match & Trade

Shuffle the selected cards and place them face down. On each turn, a player flips over two cards.

If both cards belong to the same Neighbor, the player keeps that pair. If they belong to different Neighbors, turn them face down again.

- You may use all 72 cards or play with fewer sets.
- Remember: the goal is complete four-card sets, not the most individual cards.

Match & Trade: Trading

Found pairs can be traded between players. A trade is an agreement - both players decide whether they want to accept it.

For example, you have a Patch pair and a Boomer pair. Another player also has a Patch pair and a Boomer pair. You may offer your Boomer pair for their Patch pair to complete your Patch set.

- Players may also trade for a newly found pair they want to collect.
- The player with the most complete four-card sets wins.

2. Build Your Neighborhood

Before play begins, players choose which Neighbors they will collect. Try to give each player the same number of Neighbors.

Players then ask for cards that belong to their chosen Neighbors and work toward completing all of their assigned sets.

- Easier: ask the whole group.
- More challenging: ask a specific player.

Build Your Neighborhood: Wild Neighbors

Sometimes 18 Neighbors cannot be divided evenly among the players. Any Neighbors left over become Wild Neighbors.

Anyone may collect a Wild Neighbor. A completed Wild Neighbor set can be a bonus in addition to the player's assigned sets.

- Goal: complete all of your chosen Neighbor Sets.
- Decide before playing how Wild Neighbor sets will count.

3. Go Neighbor

In this version, Neighbors are not assigned before the game. Players decide whom they want to collect as the game develops.

Important: you do NOT need to already have a card from a Neighbor before asking for that Neighbor. You can simply decide that you want to start collecting them.

- Choose as you play.
- Change your strategy as you learn what others may be collecting.

Go Neighbor: Two Ways to Ask

Choose the question style based on the players' age and the skills you want to practice.

- Communication focus: “Does anyone have something that belongs to Shy?”
- Memory + attention: “Alex, do you have something that belongs to Shy?”
- If the requested player does not have a matching card, continue play using your group's agreed Go Neighbor / draw rule.

Adjust the Challenge

Go Neighbor can grow with the players. You do not have to use every card or every challenge at once.

- Use fewer Neighbor Sets for younger players.
- Add more sets as memory and attention improve.
- Ask the whole group for simpler communication practice.
- Ask a specific player to add memory, attention and strategy.
- Let players explain why they chose to collect a Neighbor.

After the Game: Meet Your Neighbors

The game can end when the cards do - or continue with a conversation. Look at the complete Neighbor Sets each player collected and choose one or two to explore.

- Which Neighbors did you collect?
- What do you notice about them?
- Which of their qualities do you recognize in yourself?
- When could this Neighbor's strengths help you?
- Which Neighbor would you like to know better?

Play • Connect • Reflect

There is no single right way to build your neighborhood. Different versions of the game invite players to remember, notice, communicate, negotiate, make choices and develop strategies together.

Choose the version that fits your group today - and change it next time.

- 3 ways to play
- 18 Neighbors
- 72 cards
- Many ways to connect