

# Sacred Sex Game®

## Quick Start Guide

### Triad Play – Quickie – No Scoring

Sacred Sex Game was designed as a Dyad (2 person) game. We highly recommend that you play the game as a Dyad first, to understand the basic mechanics of game play.

**This guide is for gameplay with; triads, workshop partners, people who want to roleplay, friends that want to explore, etc.**

**IMPORTANT:** Please refer to the Triad Instruction Booklet for detailed rules for gameplay. This Quick Start Guide is meant for players already familiar with the game rules and operation.

Triad Instruction Booklet can be found at: [sacredsexgame.com/playgame](http://sacredsexgame.com/playgame)

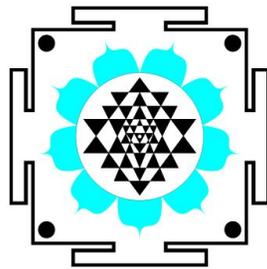
The dyad game takes from 1 to 2 hours, on average, to play. When adding in another player the game time can increase significantly. **NOTE:** This Quickie Guide will help speed up and keep the game flowing; because the rules DO NOT include scoring. All players ignore the score-pad and the card scores altogether.

**IMPORTANT:** Determine your individual, partnership, and group ground rules. Never assume anything about any of the players. NO means NO - Maybe also means NO. Before setting up the game; state the boundaries for yourself, the partnership, and the group. (Examples include: kissing, no kissing, touching in certain areas, no touching in certain areas, penetration, no perpetration, etc.) Have a clear and honest conversation about all the boundaries expressed, write them down if needed. These boundaries become ironclad rules for the gameplay.

**Safety First:** Each player must read the Warnings and Disclaimers at the beginning of the 4 Player (2 couples) Instruction Booklet. This Instruction Booklet is available for download at: [sacredsexgame.com/playgame](http://sacredsexgame.com/playgame)

1. Lay out cloth game.
2. Separate cards into the nine decks.
3. Shuffle decks and place each deck face down on matching game images.
4. Each player chooses a semi-precious stone from the bag. Each player must have a play piece to move around the game.
5. If you have not already done so; download the Triad Instruction Booklet to speed up the choosing of End Elixirs: [sacredsexgame.com/playgame](http://sacredsexgame.com/playgame). Each player chooses an End Elixir from the list or makes up their own. All players must agree to each other choices.  
**TWO WAYS TO PROCEED:** Each player can retain their own End Elixir if they win the game or each player rolls the dice. Highest roll determines the one and only End Elixir for the End of Game.
6. **Remember: there is NO scoring for this “Quickie” game, ignore the score-pad and the scoring on the cards.**
7. The play surface has four **Start Here** petals; Physical, Mental, Emotional, and Spiritual. Each player places their play piece on a **Start Here** petal. This may simply be the **Start Here** petal that is in-front of you. Make sure this **Start Here** resonates with you. If not, choose another **Start Here** that “does”resonate with you. **NOTE:** More than one player can be on a the same **Start Here** petal. Commit to recognizing a block in your life that correlates with your chosen **Start Here** petal; Physical, Mental, Emotional, or Spiritual.
8. Each player rolls the dice to see who goes first. Highest roll wins.
9. Each player takes turns rolling the dice, entering the 1st (yellow) ring. Always move in clockwise direction around the cloth game. Each player rolls independent of the other two players.
10. When a player lands on a petal, draw a card that matches the image on the petal or follow the petal instructions. **NOTICE:** Sacred Sex Game is designed for a Dyad play, so be creative when reading and following the instructions on the cards. Many of the 270 cards in the game involve interaction with another player. This can get tricky as to which player to direct the card towards. Card interactions can be for all three players, with a little imagination. **IMPORTANT:** The active player can choose to include both players in the card action or just one of the players. Be creative and use your imagination when interpreting the cards. The active player can choose another card if the “pulled” card is irrelevant to the Triad.

11. Sacred Sex Game can be played in its entirety with **CLOTHES ON**.
12. Uphold the clear guidelines and boundaries discussed at the start of the game.
13. Use the stepping stones to transition between rings.
14. Players can enter the 3rd (**blue**) ring, any time. No qualification is necessary. However, once a player enters the 3rd (**blue**) ring that player must remain on the 3rd (**blue**) ring. There is no way to transition back out to the 2<sup>nd</sup> (**green**) ring.
15. Once a player is in the 3rd (**blue**) ring an **EXACT ROLL MUST BE ACHIEVED** in order to enter the **Center Circle**.
16. First player to enter the **Center Circle** wins the chosen **End Elixir**.
17. **Important:** The non-winners surrender their ability to roll the die/dice and the winner will now roll for the other players.
18. The winner is not awarded the **End Elixir** until all players have entered the **Center Circle**. All players must enter the **Center Circle** for the game to end.
19. **Please Note:** The winner **MUST** roll for all of the active players. The winner may interact with the cards pulled by other players. All other players who enter the **Center Circle**, after the winner may also interact with the cards pulled.



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