

Sacred Sex Game[®]

Quick Start Guide for 4 Players (2 couples)

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 gameplay.

This guide is for gameplay with; two committed couples, workshop partners, couples who want to role-play, friends that want to explore, etc.

IMPORTANT: Please refer to the 4 Player (2 couples) Instruction Booklet for details rules for game play. This Quick Start Guide is meant for players already familiar with the game rules and operation.

4 Player (2 couples) Instruction Booklet can be found at: sacredsexgame.com/playgame

The dyad game takes from 1 to 2 hours, on average, to play. When adding in another two players the game time can increase significantly. This Quick Start Guide can help speed up and keep the game flowing. **NOTE:** The rules for the 4 player (2 couples) DO NOT include Scoring. All players will 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: Partners can mix, partners cannot mix, the other couple can watch, couples' retreat to private space to interact, 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.

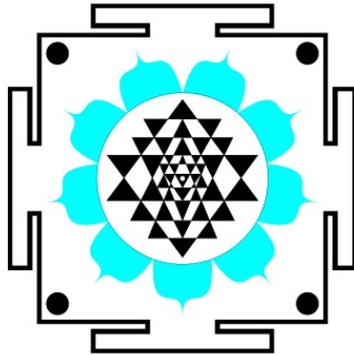
Safety First: Each player must read the Warnings and Disclaimers at the beginning of the 4 Player (2 Couples) Instruction Booklet. This Instruction Booklet is available for download at: sacredsexgame.com/playgame

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. There are only three play pieces included in the game. Treasure hunt of a fourth play piece. Each player must have a play piece to move around the game.
5. If you have not already done so; download the 4 Player (2 couples) Instruction Booklet to speed-up the choosing of End Elixirs: sacredsexgame.com/playgame. Each player chooses an End Elixir from the list or makes up their own. The Couple must agree to their partner's choice.
6. **Remember: there is NO Scoring for the 4 Player (2 couple) 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 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 a clockwise direction around the cloth game.
10. **Important:** Both couples may choose to remain together for the duration of the game or retreat to private spaces for energy work and sexual postures. Each player rolls independently of the other players. However; in an effort to save time, each couple rolls independently of the other couple. The group may choose to continue to roll together. However, if a couple is interacting, discussing, or excuses themselves from the play surface, the other couple continues to roll, and visa-versa, taking turns among themselves. When the departed couple returns, the group simply picks up where the "group roll" left off - always moving clockwise.
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 in the 3rd (blue) ring. There is no way to transition back out to the 2nd (green) ring.
15. Once a player is on the 3rd (blue) ring an **EXACT ROLL MUST BE ACHIEVED** in order to enter the **Center Circle**.
16. First player, of each couple, to enter the **Center Circle** wins their chosen **End Elixir**.

17. Important: The non-winners, of each couple, surrender their ability to roll the die/dice and the winner will now roll for their partner. The winner must focus all their energy on helping their partner to enter the **Center Circle**.

18. All four players must qualify & enter the **Center Circle** for the game to end.

Please Note: There is one winner of the **End Elixir** for each couple. The first couple to finish their gameplay, holds space until the other couple finishes their game. If you start the game together as four players, it is important to finish together.



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sacredsexgame@gmail.com

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