

Sacred Sex Game®

Quick Start Guide for 4 players (singles)

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; friends, people getting to know one another, workshop participants, couples who want to role-play, etc.

IMPORTANT: Please refer to the 4 Player (singles) Instruction Booklet for detailed rules for gameplay. This Quick Start guide is meant for players already familiar with the game rules and operation.

4 Player (singles) 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 (singles) DO NOT include Scoring for each player. All players ignore the score-pad and the card scores altogether.

IMPORTANT: Determine your individual/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 and the group. (Examples include: kissing, no kissing, touching in certain areas, no touching in certain areas, penetration, no penetration, 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. Anyone, at any time, can choose to walk away from the game if another player bends or breaks the agreed upon boundaries.

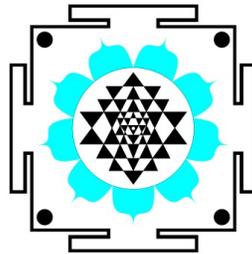
Safety First: Each player must read the Warnings and Disclaimers at the beginning of the 4 Player (singles) Instruction Booklet. This Instruction Booklet is available to view/download at: sacredsexgame.com/playgame

Important: By sitting down to the 4 Player (singles) rules; each player agrees to give and receive equally, showering each player with attention. Even if this means simply holding space and observing.

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 for 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 (singles) Instruction Booklet: sacredsexgame.com/playgame. Each player chooses an End Elixir from the list or makes up their own. All players must agree to each of the other players' choices. **TWO WAYS TO PROCEED:** Each player can retain their own End Elixir if they win the game or each of the four players rolls the dice. Highest roll determines the one and only End Elixir for the End of Game.
6. **Remember: there is NO scoring for the 4 Player (singles) game, ignore the scorepad and the scoring on the cards.**
7. The play surface has four Start Here petals; Physical, Mental, Emotional, 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, 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. Each player rolls independently of the other players.
10. When a player lands on a petal, draw a card that matches the image on the petal, and follow the petal instructions. **NOTICE:** Sacred Sex Game is designed for a Dyad play (2 people), 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 players, with a little imagination. **IMPORTANT:** the active player can choose to include all three players in the card action, two players, or any one of the players. Be creative and use your imagination when interpreting the cards. Any player can choose to sit out on any card or pass on an invitation by the active player. The active player can choose another card if the "pulled" card is irrelevant to the group.
11. If any players retreat to a private space for energy work and sexual postures or if any player chooses to quit the game; the remaining players continue to roll.
12. Sacred Sex Game can be played in its entirety with **CLOTHES ON**.
13. Uphold the clear guidelines and boundaries discussed at the start of the game.

14. Use the stepping stones to transition between rings.
15. 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.
16. Once a player is on the 3rd (blue) ring an **EXACT ROLL MUST BE ACHIEVED** in order to enter the **Center Circle**.
17. First player to enter the **Center Circle** wins the chosen **End Elixir**.
18. **Important:** The non-winners surrender their ability to roll the die/dice and the winner will now roll for the other players.
19. 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.

Please Note: The winner MUST roll for all the 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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