



Sacred Sex Game
Triad 3 Player
(No Scoring)
Instruction Booklet

This guide is for gameplay with; three friends, people getting to know one another, workshop participants, Triad relationship, etc.

Triad 3 Player No scoring Instruction Booklet

Sacred Sex Game ®

© 2017

By Shane Brandolini and Heather Kadar

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Cloth game care:

- Handwash with gentle soap
- Line dry
- If needed, low heat iron on reverse side

IMPORTANT NOTE: Sacred Sex Game is originally designed as a dyad game. The rules and suggestions for the Triad 3 Player NO Scoring gameplay are open to interpretation, reevaluation, and restructuring. If through the process of gameplay, you are able to refine and enhance the rules and suggestions, please do so. Furthermore, the designers are open to any rule refinements, enhancements, and suggestions.

Please contact us at: info@sacredsexgame.com

Warnings

Warranty Disclaimer

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Use at Your Own Risk

Sacred Sex Game is adult and sexual in nature and may contain materials that some may consider pornographic. Playing Sacred Sex Game may involve sexual interactions with others. Risks accompanying such interactions could include, among other things, unplanned pregnancy and/or contracting a sexually transmitted disease (STD). Play Sacred Sex Game at your own discretion and risk. The purchaser and/or player assumes all risk and liability of the use of Sacred Sex Game. Flower of Life accepts no responsibility for any injuries sustained while using this game. No information in this game, whether implied or written, is to be taken as factual or accurate. Please do your own due diligence by researching and coming to your own conclusions about what is right for you and your relationships.

Risks and Safe Sex Practices

Sacred Sex Game is not a “free pass” for careless sexual intercourse and/or sexual actions that you would not normally practice. Sacred Sex Game can be played, in its entirety, with clothes on. Flower of Life does not advocate sexual intercourse as a prerequisite for playing the game. Communicate clearly to each other about your intentions before starting the game. Share what you know about sex education, and voice any concerns you may have to the group before starting the game or before considering sexual intercourse. Make sure to use protection to prevent unwanted pregnancy. Educate yourself and inform each other about safe sex practices and the use of birth control and/or condoms. Ask your local prenatal care doctor for professional advice and instruction before having sexual intercourse. Protect against STDs. Make sure you know your own body, and be certain you know everything you can about the other player’s bodies before having sexual contact or intercourse. If any of the players have any doubts, seek professional advice and consider getting tested for STDs before sexual contact or intercourse.

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; three friends, people getting to know one another, workshop participants, Triad relationship, etc.

The dyad game takes from 1 to 2 hours, on average, to play. When adding in another player the game time can increase significantly. This Triad 3 Player NO Scoring Guide can help speed up and keep the game flowing. **NOTE:** The rules for the Triad 3 Player NO Scoring DOES NOT include Scoring. In fact, 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 anytime, can choose to walk away from the game if another player bends or breaks the agreed upon boundaries.

Important: By sitting down to the Triad 3 Player NO Scoring rules; each player agrees to give and receive equally, showering each player with attention. **Even if this means simply holding space and observing.**

You must be 18 years of age or older to play Sacred Sex Game.

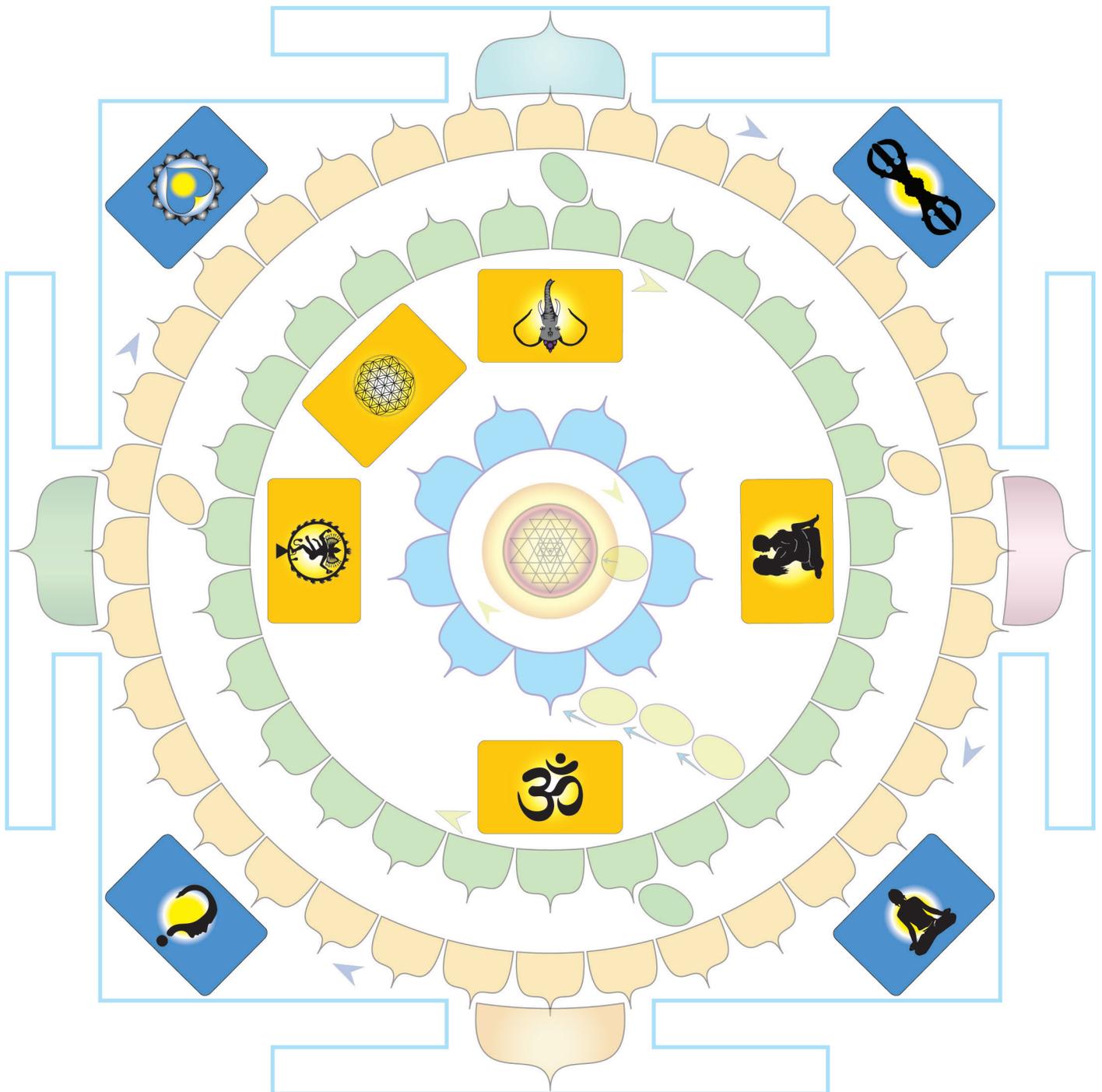
Object of the Game

The object of the game is to explore and interact with yourself and the other players, while progressing through the three rings of petals and arriving at the center circle. The first player to reach the center circle wins their chosen End Elixir.



Preparation

- 1. Determine your individual/group ground rules and set individual/group boundaries. Never assume anything about any of the players. NO means NO - Maybe also means NO**
- 2. Place the cloth game board on a flat surface. Unpack the 270 cards and separate the nine different decks. Shuffle each deck separately to energize them. Place each deck face down on the cloth game board, matching the image on the back of the cards with the image on the play surface.**



3. Pull the dice and the semi-precious stones out of the green bag. Each player must have a play piece to move around the game.

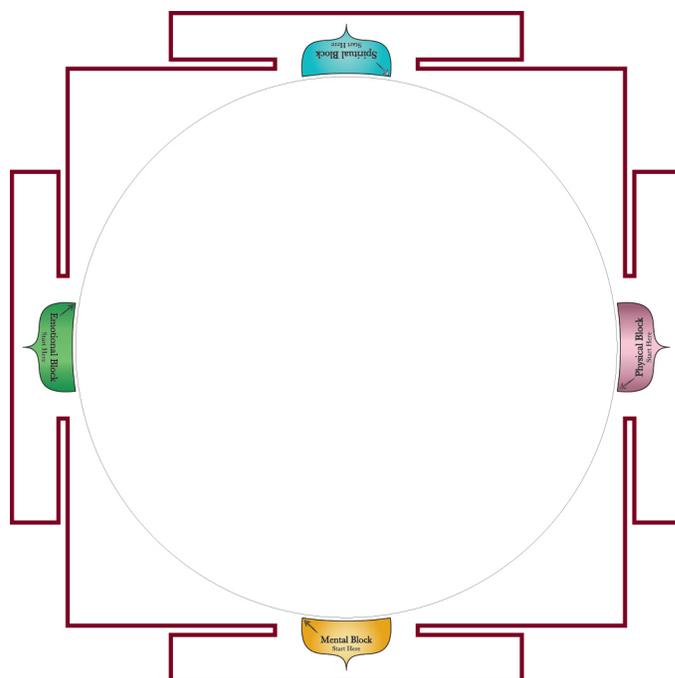
4. **Remember: there is NO scoring for the Triad 3 Player game, ignore the score-pad and the scoring on the cards.**

5. Each player chooses an **End Elixir** from the list on pages 9-10 of this booklet.

Important: Each player MUST discuss their chosen **End Elixir** with the other two players. Each player MUST agree to the other two player's choices; otherwise, choose again. Not all the End Elixirs will be appropriate for the individual or the group. Be respectful of each other, while being open to exploring the boundaries of yourself and the group.

TWO WAYS TO PROCEED: 1. Each player can retain their own **End Elixir** if they win the game or 2. each player rolls the dice. Highest roll determines the one and only **End Elixir** for the End of Game.

6. The play surface has four **Start Here** petals; (**Physical**, **Mental**, **Emotional**, or **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.



7. Make sure this Start Here resonates with you. If not, choose another Start Here that “does” resonate with you (**Physical**, **Mental**, **Emotional**, or **Spiritual**)

Suggestion: Each player chooses a block that is personal to them. Commit to recognizing a block in your life that correlates with your chosen Start Here petal; Physical, Mental, Emotional, Spiritual.

NOTE: More than one player can be on the same Start Here petal.

8. Roll the dice to see who goes first. Highest roll wins.

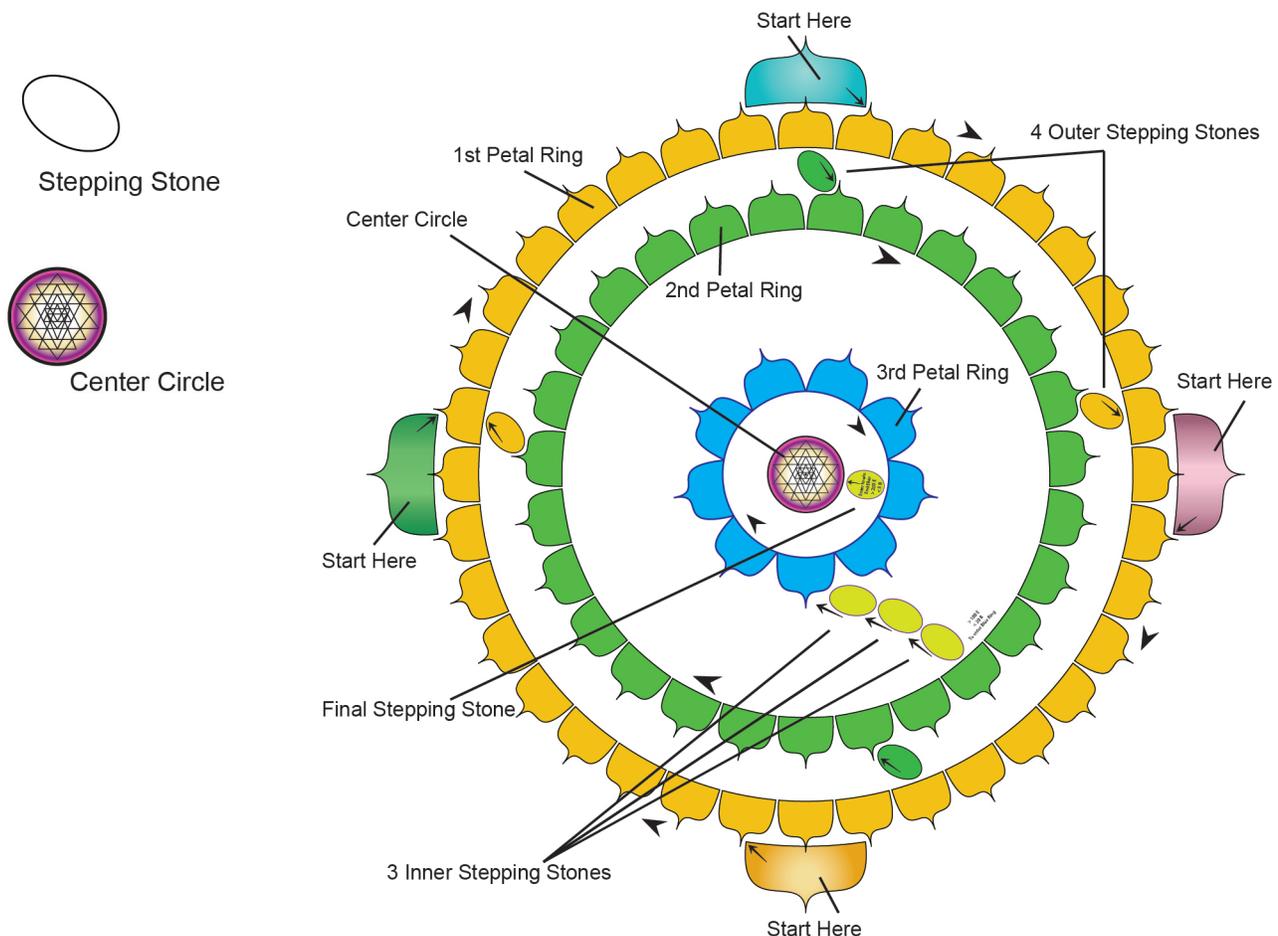
Play the Game!

Refer to diagram Below:

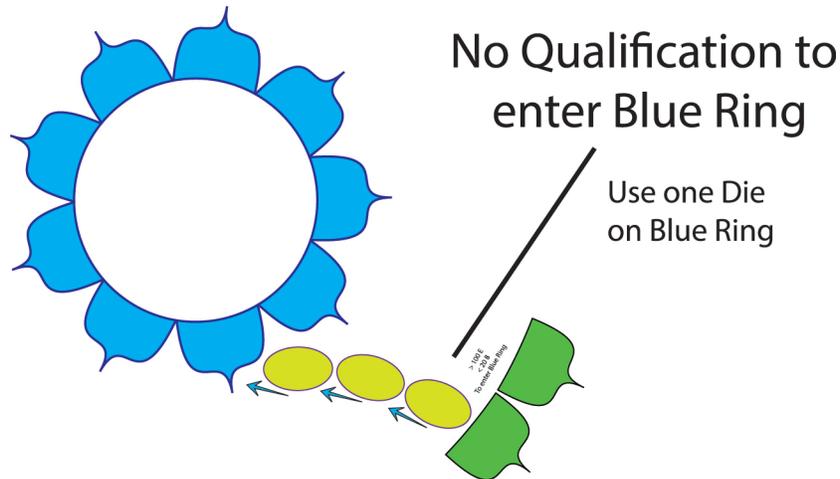
- Always move in a clockwise direction around the cloth game board.
- The cloth game has four **Start Here** petals, three petal rings (**yellow**, **green**, and **blue**), 8 stepping stones, and a **Center Circle**.
- From the player's chosen **Start Here** petal, take turns rolling the dice. Follow the arrow into the 1st (**yellow**) ring of petals. When a player lands on a petal, draw a card that matches the image on the petal, or follow the petal instructions.

Notice the 8 stepping stones:

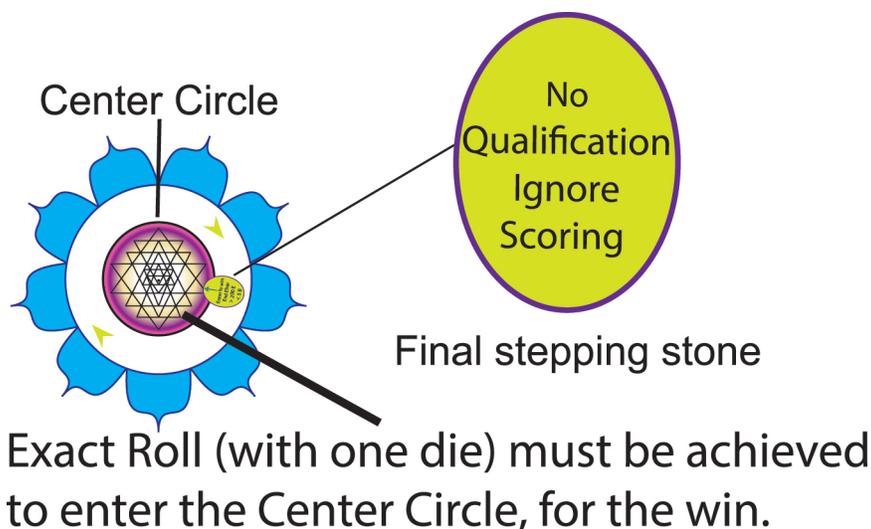
- There are **four** outer stepping stones with directional arrows connecting the 1st (**yellow**) ring of petals and the 2nd (**green**) ring of petals. These stepping stones allow players to transition between the first and second rings as frequently as they choose, based on the roll of the dice. Landing on any of these four stepping stones allows the player to roll again.
- There are **three** inner stepping stones connecting the 2nd (**green**) ring and the 3rd (**blue**) ring.
- The eighth and **final** stepping stone connects the 3rd (**blue**) ring to the **Center Circle**.



- **Blue Ring:** 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.**
- **Once beyond the 2nd (**green**) ring; use one die only.**



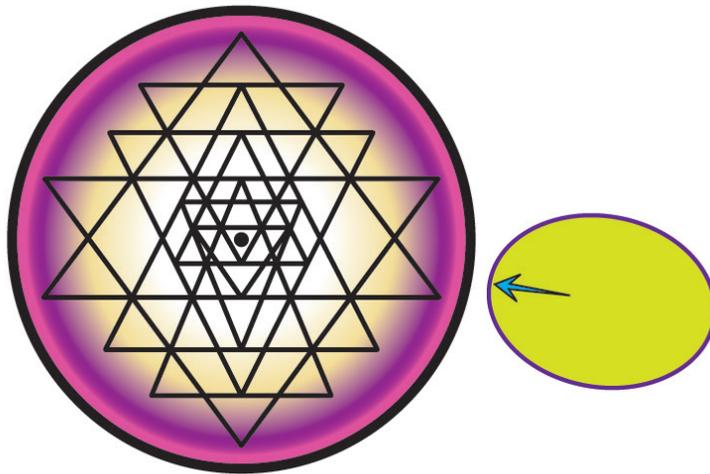
- **Center Circle:** First player to enter the **Center Circle** wins their chosen **End Elixir**.
- Once a player is on the 3rd (**blue**) ring an EXACT ROLL WITH ONE DIE MUST BE ACHIEVED in order to enter the **Center Circle**.



End of Game

The game ends once ALL players have qualified and entered the **Center Circle**. The first player to enter the **Center Circle** wins their chosen **End Elixir**. However, the winner is not awarded their **End Elixir** until all players have also entered the **Center Circle**.

Important:
All players must
enter the
Center Circle
for the game to end.



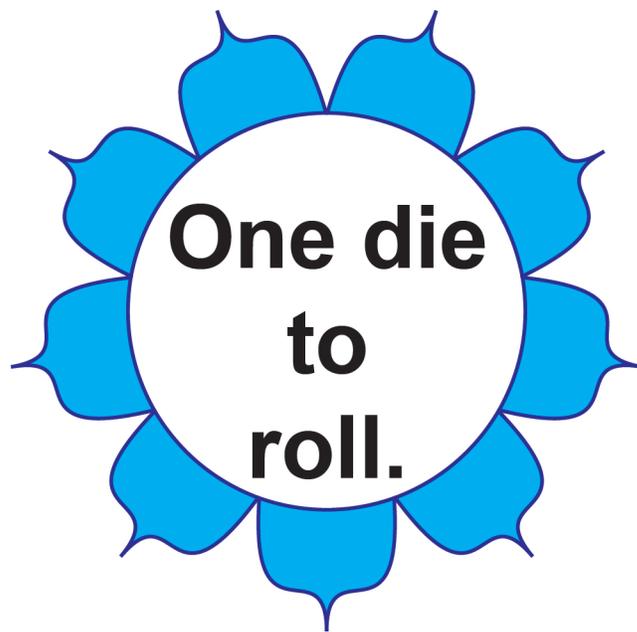
Important: The non-winners surrender their ability to roll the die/dice and the winner will now roll for the other players. The winner is not awarded the **End Elixir** until all players have entered the **Center Circle**. All players must enter the **Center Circle** for the game to end.

Please Note: The winner 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 by the remaining active players.

Game Rules

- Always honor personal and group boundaries set at the beginning of the game.
- NO means NO! Maybe also means NO!
- Ask for permission before touching or kissing any of the other players. Be specific as to the areas you want to touch and/or kiss.
- Each player may choose to change their mind and/or change their personal boundaries at any time, during gameplay.
- Be sensitive and aware of other players' boundaries even if they are not.
- Be aware and sensitive to how you use your body language when interacting with other players.
- If a player rolls doubles, roll again.
- When a player draws a card, they must read the card aloud to the group. Unless the verbiage is inside brackets [].
- Any player can choose to sit out on any card or pass on an invitation by the active player.
- The active player may choose another card if the “pulled” card is irrelevant to the group.

- When a player enters the 3rd (**blue**) ring of petals, they must use one die to roll. Once a player enters the 3rd (**blue**) ring, they cannot move back out to the 2nd (**green**) ring.



- Once a player is on the 3rd (**blue**) ring an EXACT ROLL WITH ONE DIE MUST BE ACHIEVED in order to enter the **Center Circle**.

Use Your Imagination

- When a player lands on a petal, draw a card that matches the image on the petal or follow the petal instructions. Be creative and use your imagination when interpreting the cards.

View each card as
an invitation to explore.

Suggestions for Interaction.

These MODEs can help structure the interaction between players. Before the start of the game, agree upon one of these four modes for the duration of the gameplay.

- **MODE 1: CHANCE** involves a roll of one die after the active player picks a card that directs the active player to interact with another player. Each player is represented by two numbers on a die. **Player one #'s 1&2, Player two #'s 3&4, Player three #'s 5&6.** These numbers are based on the highest roll (see page 3). If the active player rolls one of their own numbers, roll again. Otherwise, their interaction is directed towards the player that matches the number rolled.
- **MODE 2: CLOCKWISE** is predetermined by the player sitting to the left, around the game. The active player always interacts and directs their attention to the player on their left (clockwise) after picking a card that directs them to interact with another player.
- **MODE 3: FLIP FLOP** is taking turns means the active player simply flip-flops the interactive card direction between their two partners in the game. Back and forth taking equal turns with the draw of each interactive card.
- **MODE 4: TRIAD** is when an interactive card is pulled by the active player all three players engage.

Personal End Elixirs

1. Tonight is my night to receive or give unconditionally.
2. Tonight the group fulfills a sexual fantasy for me. (Be specific).
3. Tonight the group will indulge a fetish of mine. (Be specific).
4. I receive a full-body deep massage from the group.
5. I receive a full-body sensual massage with a happy ending, from the group.
6. The group will pamper and love on me for one hour.
7. Play doctor: The group gives me a “Full” body exam.
8. Bring on the sex toys. (Be specific). The group uses toys on my body.
10. Blindfold and/or gentle bondage. Tonight I get tied up. I surrender to the group.
11. I obey the groups every wish. You’re in control. I am devoted to the group.
12. The group obeys my every wish. I am in control. You are devoted to me.
13. Sexually ravaged: Have your way with me. I want to receive unconditionally.
14. Striptease: I watch each person slowly undress to the level of their comfort.
15. I lovingly watch the group masturbate.
16. The group lovingly watches me masturbate.
17. The group gives me a sponge bath.
18. I get to ask each person for permission to massage them in a place of my choosing.
19. I get to ask each person for permission to kiss them in a place of my choosing.
20. The group chooses for me.
21. I make up my own **End Elixir**. (Be specific).

Remember: Each player MUST discuss their chosen **End Elixir** with their partners. Each player MUST agree to all three player’s choices; otherwise, choose again. Not all the End Elixirs will be appropriate for the individual or the triad. Be respectful of each other, while being open to exploring the boundaries of yourself and the triad.

Remember: Each player MUST determine who the **End Elixir** will be directed towards (themselves, both of the other players, one of the other players.)

Group End Elixirs

22. Honoring of each other in a special way. Each person chooses a different body part.
23. Group Massage: Everyone reaches for a different area on someone else.
24. Laying on of hands: Sending positive energy to each other.
25. Group Breathing: Sit in a circle, with knees touching and deeply breath together.
26. Group Chanting of OM, while holding hands.
27. Play doctor: Each person takes exploring the others in the group.
28. Deep Eye contact: Partner up and share deep eye gazing (focus left eye to left eye).
29. Take turns receiving: One person, at a time, receives a conscious and sensual touch.
30. Slow strip tease: We all slowly undress together, to the level of each person's comfort.
31. Strip Tease: Everyone undresses, one by one. Winner starts.
32. Take turns holding each other for several minutes.
33. Sensual play: Conscious touching, kissing, and massage with clothes on.
34. Group Massage: Each person chooses where they want the others to massage them.
35. Give each other a sponge bath, one by one.
36. Each person is honored by the others, one by one in the same way.
37. Each person shares their sexual fantasies with the group. Listening with open hearts.
38. The group practices deep breathing and energy transfer between each other's bodies.
39. Tonight we all fall asleep cuddling each other.
40. Bring on the sex toys and massage tools. The group plays and interacts with toys.
41. Take a bath/shower together and/or get into a hot tub together.
42. 69 circle - Each person goes down on the next person in the chain.
28. Wild, hot uninhibited sex, mostly. No judgment and only two rules and boundaries.
29. Wild, hot uninhibited sex. Anything goes. No judgment and no rules, only boundaries.
30. Honoring of the Feminine: Giving love and sending energy to the Yoni(s) present.
31. Honoring of the Masculine: Giving love and sending energy to the Lingam(s) present.
32. We choose to make up our own **End Elixir**.
- 33. We just want to play the game. The winner just wins.**

- **Respect and honor personal and group boundaries when choosing End Elixirs and while giving and receiving of the End Elxirs.**

- **Respect and honor yourself. Respect and honor each other.**

Terms & Ease of Play

Terms:

- Active player Player whose turn it is.
- Lingam Male sex organ.
- Yoni Female sex organ.
- Yab Yum One person sits with legs crossed, other person sits in their lap.



Yab Yum

Suggestions for ease of play:

- **First and Foremost:** Basic rules and boundaries must be set to ensure personal safety. Clear communication helps define and identify our own personal boundaries (examples: Yes, please!, Everything but “this” and “that”..., No, please don’t touch me “there”, I am only willing to do “this”, to “more please”) Be clear and concise! NO means NO!
- Players can choose the same **End Elixirs**.
- If a player draws a card that makes them feel unsafe or uncomfortable, they may choose to place that card at the bottom of the deck (without question) and draw another card
- The **End Elixir** list is extensive. Some of these End Elixirs may never be appropriate for some individuals and/or the group. Be respectful of each other and breathe deep while discussing your choices.
- Wear comfortable clothing and create a pleasing space to play the game: blankets, pillows, music, etc.
- Used cards can be neatly stacked on the outside of the cloth game. Impactful cards can be set aside for later discussion, reflection, or journaling.
- Reshuffle card decks when needed.
- Additional game suggestions, other Game Instruction Booklets, and Quick Start Guides can be found at: sacredsexgame.com/playgame

Card Descriptions



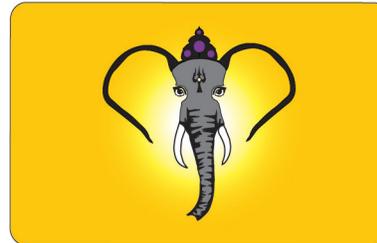
Body Card:
True and False questions related to physical state.



Expansion Card:
Opportunities for increasing Energy & eliminating Blocks.



Mind Card:
True and False questions related to mental state.



Block Card:
Possibilities of accumulating Blocks & decreasing Energy.



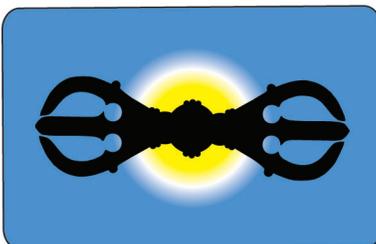
Emotion Card:
True and False questions related to emotional state.



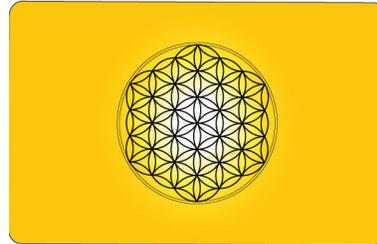
Posture Card:
Breathing, energy work, kissing, & sexual positions.



Knowledge Card:
Increase awareness of sacred sex & communication.



Spirit Card:
True and False questions related to spiritual state.



Integration Card:
Increase awareness of giving & receiving.