

# Yes & No™

## Mission Protocol Flowchart

Propose to play.

Introduce new players using text on intro card.

That text can serve as a walkthrough of your first turn of play.

Yes

No

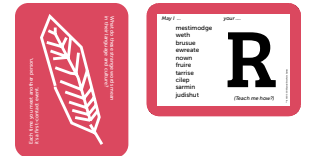
If you are introducing others to the game, it can help for you to take the pink role first so they see how it's done.

Pick who will play the pink role first. Everyone else plays the green role. If this is someone's first time, give them a chance to get familiar with their role. The mission briefing cards can be used for this, or a strong facilitator can lead. With more than two players, people in the green role can respond popcorn-style—or find some other way of taking turns that feels fun. Let the pink role rotate among players evenly.

Each player draw a body-map card. This is your body map for the whole game, or until you choose to draw a new one. If you like, adjust the letter-deck by discarding letters not on any of your maps. Players can join when it feels good, and may leave the game as they choose.



Draw a letter card. Propose some nonsense.

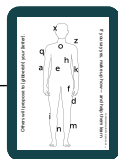


Pick a gibberish word from your letter-card; combine it with the letter to say, e.g., "I'd like to weth your R."

Advanced play for pink: make up your own gibberish words.

Extreme play for green: have pink use familiar verbs. (Get green's consent before trying this; the skills involved are subtle & rare.)

Find the letter on your body map. Advanced play: pick a spot of your choice.



Tell pink what to do. Make it up.

E.g., "if you were to weth my R, you would smile and nod at the space above my left shoulder."

Advanced play: describe something you don't want them to do. Then say "no, thanks."

This part of the game can include talking about what this might mean to you, how this might change or express your relationship, and how you feel about all of that. This conversation might be silly or serious, as you choose.

Check that you understand what you're agreeing to.

Tell them how. Or demonstrate on yourself.

Do the thing.

Thank each other, and rotate roles. The next green player is now pink. Return to first pink bubble.

When you feel like you're done, you're done. Give sensitive awareness to the experience you have created together. Notice the quality of your connection. Was this experience familiar? Make space to appreciate how you're feeling in yourself and about each other.

"No, thank you." (For any reason, or for no reason at all.) "I don't have one of those." (If the letter doesn't refer to a part of your body.)

"No, thank you." (For any reason, or for no reason at all.)