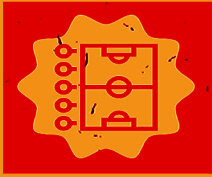


TANTRA LIFE RULES



**BECOMING CONSCIOUS
OF ALL PERFECTLY
ARRIVING IN LOVE**



An Unconventional Game

FOR LOVERS OF TANTRA

GAME RULES

Tantra Life is a brilliant game that explores our edges, fears, and wounds, while celebrating love, joy, radiance, compassion, and many more beautiful emotions. It can be played with consenting adults who are willing to be seen and show up courageously. Neo tantra is at the base of this game and it is expected that many of the players understand the inherent emotional risks and edges which are explored and involved while playing this game. This includes limitations and where we are resisting love. This game can be fun, challenging and rewarding if played consciously with an open mind.

Consent: All Actions must be consented. All actions must be consented! This is not a typo. This is important. To Consent take a moment to tune in and allow a firm yes or a firm no to arrive. Do not sacrifice integrity or allow yourself to be a people pleaser. Helping others gain points by sacrificing your boundaries is inadvisable. Notice if the NO is authentic or fear based. If you are a maybe and curious, but choose to move ahead with caution, please share this hesitation with your game partner, communicate your boundaries and move ahead with caution. You may stop your turn at any time. Speed and time to complete the action are not as important as consent.

Puja: A puja is an event where two people are connecting, adoring and celebrating one another in a ritual. In this game a quest is a ritual. Be in the moment with one another whilst Divine Timing plays are happening in the background. How can you adore, connect and celebrate the one who is speaking or acting?

Seating: All players should be seated in a circular fashion. Group or Couple. 2-8 people. Game is best with a group.

Player: Person picking a card.

Partner: Person who is supporting the Player in completing a quest.

Score Keeper: Person keeping score for the entire game.

Time Keeper: Person keeping time of play.

GAME PLAY

How to READ/interpret the cards:

CARDS: When playing with no board mix all cards. Players take from top of pile for play. DO not read RED text aloud. This information is for player only.

When a **Partner Puja** card is selected the puja partner is identified and game play begins.

When a **Divine Timing** card is selected the player will announce 'DIVINE TIMING' and game play moves to next player while the one holding the Divine Timing card plays this card secretly in the background.

When a **Unity Healing** card is selected the player will announce 'Unity Healing' and plays the card as instructed. This is a roleplay card. It helps to gain empathy towards different life situations.

PARTNER: Read only the **Black print out loud** for Partner Identification. Do not share any red print.

Directions and questions can be spoken how player chooses. Whisper or speak aloud to the partner.

QUEST: The quest is read in either a whisper or loud as the player prefers. Consent is requested. And the quest is completed.

POINTS: Points are either scored as a + or –.

CARD TYPES:

Divine Timing: If the card is a **Divine Timing** that person announces: “Divine Timing” and game play moves to next player. While the game is in play all players with Divine Timing cards play cards as instructed. However a Divine Time card should not interfere with any puja/healing play that is happening unless stated by the card. *Original person who picked Divine card is awarded points unless card is stolen.*

- **Divine Partner Swap:** Stealing a role card, If you have a Swap Partners card – you can swap yourself for a partner after hearing the quest but before the quest is played. (Good for one steal—return to bottom of deck.)
- **Divine Time Swap:** Stealing a card, if you have a Swap Divine Time Card – you can steal someone’s Divine Time Card at any time during play. The Victim must play out the instructions of this Divine Swap Card immediately. *(This is happening during normal game play.)*
- **Divine Time Play:** This is a card that is actionable anytime during the game as per the card’s quest. The contents are not revealed until the card is played.
- **Divine time Reversal:** You can reverse the role of player/partner who are about to play an action card. Use one time only and return to bottom of deck.

Partner Puja Card: These cards have immediate actions.

- **Quest card:** Find your partner as the card instructs and complete the quest.
- **Repeat & Answer:** Find your partner as in any action card and complete the quest. This card allows the Player/Partner to go deeper into the question/answer by asking and answering repeatedly until the time has completed.

Unity Healing Card: These roleplay cards have immediate actions.

- **Partner card:** You must follow the instructions. These are penalty cards.
- **Solo card:** You alone must complete this task before the entire group.

Points: If play is successful, move ahead specified spaces on board or add to tally. Failing to do what is on the card, Player loses points as indicated on card and will move back. *(If playing without a board the scorekeeper will keep track of points.)* If you are obtaining points from a Divine time card during play, you must keep track of these yourself. Honesty goes a long way in this game.

Group Consensus: The group decides on the authenticity of each play and success of the quest. *Only the ‘player’ receives or loses points unless the Divine Time Reversal has been played.*

Points: Point = a square on the board if using board. Point always goes to the Player unless stated otherwise by card.

Penalty: If you do not get consent or give consent during any play you lose 20 points.

Time: All Partner Puja and Unity Healing cards are a 2 minute play.

