

GAME RULES

YES, BUT



ABOUT THE GAME

Every coin has two sides and every “Yes, but” meme has two parts. Time to pair them up!

Match cards, share the stories they tell and check if its what the author meant. Match three correct pairs to win!

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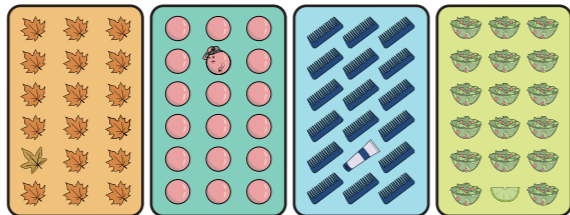
- 4 themed decks, 28 cards each
- The rulebook you are reading right now

SETUP

NO PEEKING!

Try not to look at the cards or match them into pairs before the start of the game even if you really want to. The less you know the more fun the game!

- 1 Take any one of the themed decks and return the rest into the box.

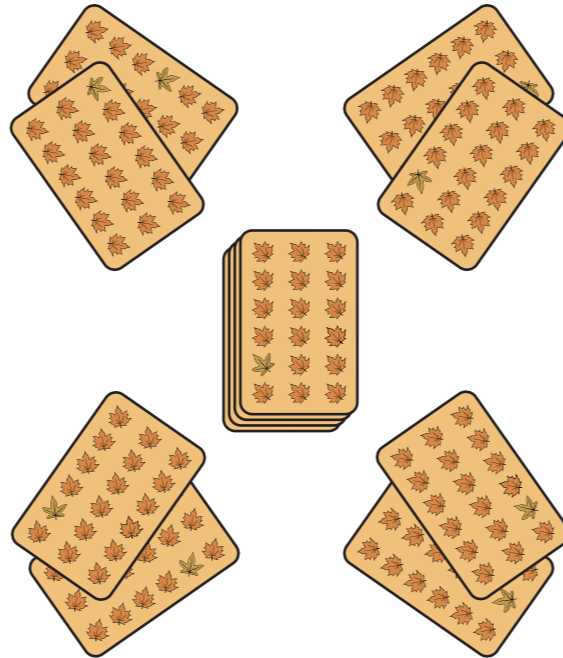


You can tell the decks apart by their backs: just take all cards with backs of the same color.

- 2 Shuffle your deck and deal 2 cards to each player facing down.

And yes, obviously, you can look at your own cards and can't show them to the other players. But remember, you **can't change the order they are in your hand!**

- 3 Place the remaining cards in the center of the table facing down — this is where everyone will draw their cards from.
- 4 Leave room in your play area for pairs of cards you will collect.



GOAL OF THE GAME

You have to match the right “yes” and “but” cards into pairs. Each “yes” card only has one corresponding “but” card. Just like in the comics! The game ends when someone matches 3 correct pairs.

GAMEPLAY

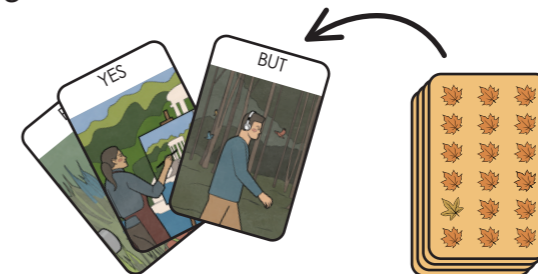
The main rule of the game: you cannot rearrange the cards in your hand, keep them in the same order. Always play the leftmost card and put new cards to the right of the rest.



During the round all players act simultaneously. Let's go:

- 1 Draw one card from the top of the deck and place it into your hand on the right side.

Sometimes there will be fewer cards left in the deck than there are players. In this case let the players with the fewest cards in their hand draw cards. If several players have the same number of cards in their hands the card goes to whoever grabs it first.



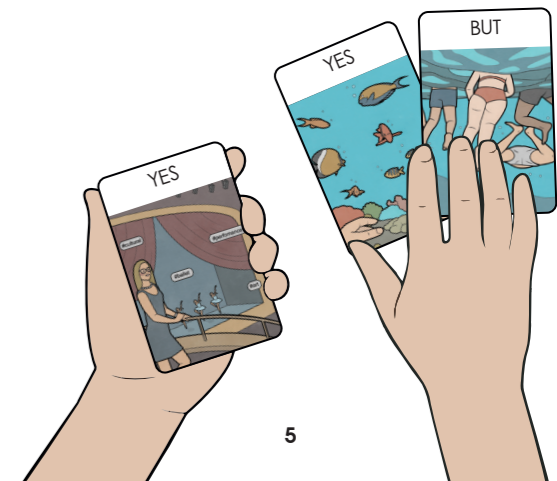
- 2 Now it's time to exchange cards. Take the **leftmost card** in your hand and **place it in front of yourself** facing down.

- 3 Flip your card at the same time as the other players.

- 4 Quick! **Grab one of the cards someone else just flipped** and put it into your hand **on the right side**. You cannot return the card you placed.

Exception: if all cards except for the one you flipped are taken, then return your card to your hand by placing it to the right of the rest of your cards.

Whenever someone is convinced they have matched a pair of cards into a comic strip they can check whether or not they did. If not, begin a new round.



CHECKING PAIRS

If you think you have a correct pair of cards (they don't have to be next to each other in your hand), **place it** in front of yourself facing up. To spice things up you can tell other players what happens in the comic strip and why it's funny. **The round is paused.** Check the pair:

✔ If the patterns on the backs of the cards match, then the pair is correct, you can flip it to the comic side.

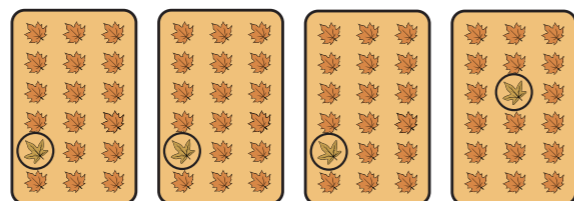
✘ If the patterns on the backs do not match, then shuffle both cards back into the deck.

Tempted to check the patterns beforehand so your pair is definitely correct? Resist it, you're strong.

The round continues after the check.



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The patterns match

The patterns don't match

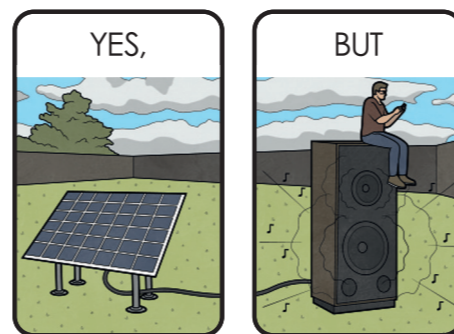
If you have only one card left in your hand, you cannot match cards before you get another card from the deck. No cards left in the deck either? Then the game is over for you. But not for the other players.

TURN EXAMPLE

Dan, Jane, July, and Curt are playing. Each player draws one card from the top of the deck. Each player has 3 cards in their hand now. Jane immediately placed two cards onto the table. This is her pair. Jane shares the plot of her comic strip: "Yes, you care about the environment but not about the people around you." Then Jane flips her cards and checks the backs. They match! Jane leaves her pair of cards on the table next to her.

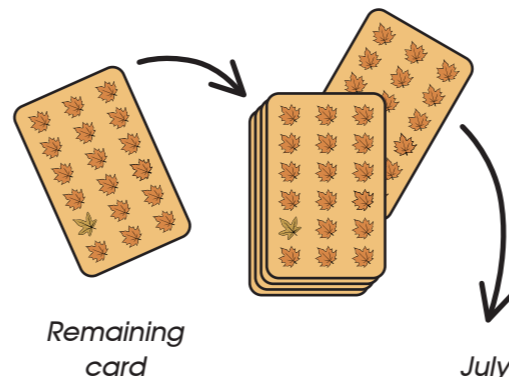


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Yes, these cards are in the example but they are not in the box

The round continues. The players already drew their cards from the deck, so now they have to exchange cards from their hands. The players flip the cards they placed and grab the other people's cards. Nobody grabbed July's card. She shuffles it into the deck and draws a new one. Dan and Curt claim they have matched cards. Curt was first. He talks about the plot of his comic strip and checks the backs.



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Curt is mistaken, his cards do not match. He shuffles them back into the deck and is left with just one card in hand. He cannot match cards before he gets another card from the deck. Now Dan gets to check his pair. Dan's cards match, good for him, let's not waste any more space in the example. A new round begins after Dan's check.

END OF GAME AND VICTORY

You win if you match three pairs of cards and place them next to you. If several players match their third pair at the same time, the first player to place it on the table wins.

TIP

Use a new deck for each game — that way the game will be unpredictable and fun!



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