

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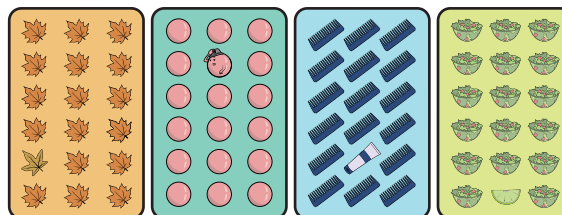
- 4 themed decks, 28 cards each
- The rulebook you are reading right now

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.

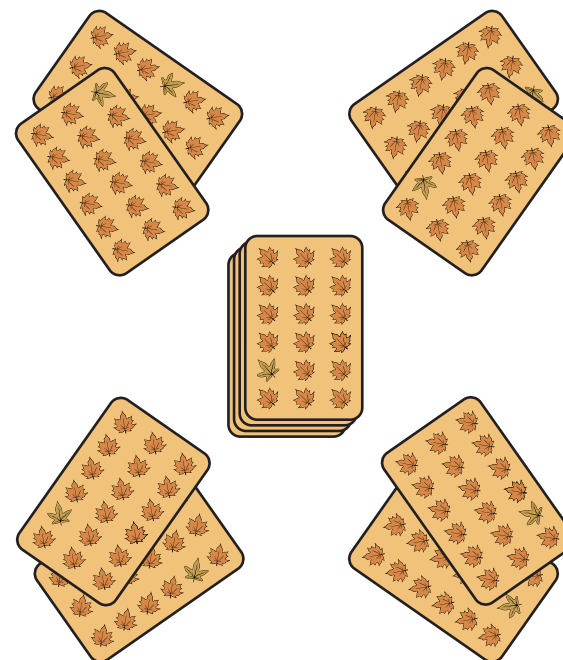


You can tell the decks apart by their backs: just take all cards with backs of the same color.

- 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.

connect two parts here

Print sheets in landscape orientation. Turn each sheet over on the vertical axis. Make sure the sheet is loaded with the same side facing up in the tray (for example, if the front side was printed on the top of the sheet, the top of the sheet should remain on top when flipped).

connect two parts here

GAMEPLAY

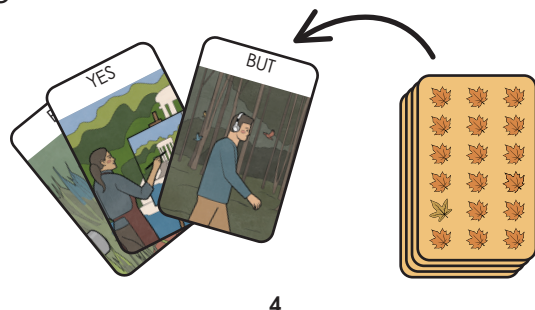
The main rule of the game: you cannot rearrange the cards in your hand, keep them in the same order. Always play the leftmost card and put new cards to the right of the rest.



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.



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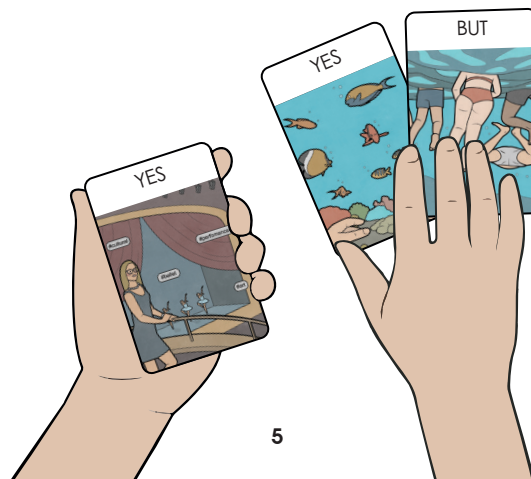
- 2 Now it's time to exchange cards. Take the **leftmost card** in your hand and **place it in front of yourself** facing down.

- 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.



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front