CONSENTACLE

A COLLABORATIVE CARD GAME OF TRUST, INTIMACY AND COMMUNICATION FOR TWO PLAYERS: HUMAN x ALIEN

I · YOUR MISSION

Enjoy a mutually fulfilling romantic encounter with a sentient member of an unfamiliar species.

Each turn, you and your partner will play cards to:

• get Trust Tokens of a particular color;
• move those Trust Tokens to the Intimacy Pool between you;
• change pairs of Trust Tokens in the Intimacy Pool into Satisfaction Tokens;
• ..and take Satisfaction Tokens from the Intimacy Pool.

Your goal: to create and take Satisfaction.

The more Satisfaction Tokens you have after your encounter, the more intense and satisfying it was!
Before playing Consentacle, ask a potential partner if they’re willing to play Consentacle with you. Consentacle is a game of trust and intimacy, where both partners must consent to play!

Decide with your partner which of you will play the Curious Human, and which will play the Tentacled Alien. Take the cards for your role:

Put the correct amount of colored Trust Tokens on your Identity Card:

Shuffle your Action Cards to form your Action Deck and place the Consentacle playmat between you and your partner.

Decide with your partner which game mode to play:

**PRACTICE CONSENT: Let’s Talk About It, Baby!**
In this mode, you and your partner may communicate openly about what cards you have in your hand, and which cards you’re going to play next.

**CONSENT CHALLENGE: Universal Translator Breakdown!**
In this mode, the two of you may not talk aloud about your cards, which cards to play, or overall strategy. You may communicate with your eyes.

If you’ve played before, you may want to add Advanced Cards (cards with white backs). See Section VI for instructions; set those cards to one side.

Draw five cards from your Action Deck. This is your starting hand.

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**MULL IT OVER FIRST**

1. **BUILD TRUST**
   At first, cards with a 1 [Build Trust] or 2 [Share Trust] in a lower corner are the most useful. If you have few or none of these cards in your hand, you may draw a new starting hand, then shuffle your first starting hand back into your Action Deck.

2. **SHARE TRUST**
III • TURN SEQUENCE

1. Pick a card to play. Depending on which mode you’re playing you should communicate about which cards you might play—either out loud (Practice Consent) or non-verbally (Consent Challenge).

2. Play your cards. In Consentacle, both players play a card at the same time. Place your cards face down on the playmat, then flip them over.

3. Check for combos and follow instructions. See if the two cards you played form the combo listed at the bottom of the card, like:

If your cards form a combo, follow the combo instructions on the bottom of the card. [NOTE: Combos are usually good, but some combos are of questionable value: combo:OOPS?]

If your cards don’t form a combo, follow the instructions at the top of the card instead. (See Section V for examples.)

Not sure which instructions come first? Carry them out in order of the numbers at the bottom, starting with 1 • Build Trust.

4. Instead of following instructions, you have the option to Withdraw Consent. This cancels the turn: take your card back into your hand and don’t draw a new one. If you Withdraw Consent, discard 1 Trust Token.

5. Discard and Draw. Put the card you played in your Discard Pile and draw a new card from your Action Deck.

IV • THE OUTCOME

When you’ve drawn the last card in your Action Deck, the following turn is the final turn of the game. When you’ve finished the final turn, consult the chart on the back of this booklet to take stock of your encounter.
V • TYPES OF ACTION CARDS

Action Cards come in five types that let you perform different actions. Combos sometimes change or add a type of action to a card’s instructions!

OPENING MOVES: Useful at the start of the game!

1 BUILD TRUST +3
These cards let you add more Trust Tokens from the game tray to the amount on your Identity Card.

2 SHARE TRUST x2
These cards let you move Trust Tokens from your Identity Card to the Intimacy Pool on the playmat.

MIDGAME: These cards are useful once you have both colors of Trust Tokens in the Intimacy Pool.

3 CREATE SATISFACTION x4
If you have matched pairs of red & blue Trust Tokens in the Intimacy pool, these cards let you change pairs into one Satisfaction Token per pair.

4 TAKE SATISFACTION x3
Once you’ve created some Satisfaction Tokens, these cards let you take one or more out of the Intimacy Pool. Place them on your Identity Card.

BONUS ROUND: Doing well? Use that Satisfaction to keep it going.

5 DO IT SOME MORE GIVE 1 GIVE 8
Once you’ve taken some Satisfaction Tokens, you can use these cards to discard one and give your partner a whole lot of Trust Tokens.

JUST CAN’T GET ENOUGH?
If you (or the Intimacy Pool) have less than the number of tokens or pairs shown on an Action Card, you may still perform the action—just fewer times!
Got the hang of the basic game? The advanced cards give you new moves and new ways of getting some Satisfaction.

EXTENSION CARDS

Before playing, select up to three Extension Cards for your role (Human or Alien). Some Extension Cards are designed especially for use in Consent Challenge Mode.

An Extension Card stays face down until you pay to reveal it by discarding the number of Trust Tokens shown at the top of the card.

Once revealed, Extension Cards give you additional abilities. Some abilities are triggered by other cards being played:

- When you play a card with the mouth icon, your partner may draw 1 Satisfaction Token.

Others can be used once or more per turn by discarding Trust Tokens:

- Pay 1 Trust Token to show your partner exactly 3 cards from your hand.

How much more Satisfaction can you generate by choosing when to reveal your body parts and intimate style?

DESIRE CARDS

Before playing, shuffle the Desire Cards for your role (Human or Alien) and draw one at random.

Look at this card before playing: if you fulfill the instructions shown on the card, take the number of Satisfaction Tokens shown at the bottom of the card directly from the game tray.

In Consent Challenge mode, you may not discuss your desires!
VI • QUESTION x ANSWER

Which player carries out their instructions first?
The card with the lower number in a bottom corner happens first, starting with 1 • Build Trust and going up from there. If both cards have the same number, you can either carry out the instructions simultaneously, or discuss which should happen first.

When both players play a Release card, how are the Satisfaction Tokens divided?
You may divide them evenly, or mutually agree who should take more Satisfaction Tokens. If you can't agree on this, then you must each take the same number of Satisfaction Tokens, with any remaining Satisfaction Tokens (if there were an odd number) remaining in the Intimacy Pool.

Can we really not talk at all during Consent Challenge Mode?
Consent Challenge doesn’t need to be completely silent—you and your partner should still talk in order to make sure you’re carrying out instructions on your cards correctly. You can also remind each other to discard cards and draw a new card, mention when you’ve reached the final turn, etc. You may not communicate about what cards you have in your hand, what cards are still in your deck, which cards you might play next, or overall strategy for the game. (Unless, of course, you have an Extension Card that allows you to do this somehow.)

What kind of non-verbal communication is allowed during Consent Challenge Mode? Can I wink?
This is up to you and your partner, but if you’re a stickler for details, you can tune the kinds of communication allowed during play to suit your needs. Here are some recommended sub-mode settings:

- **Suggestive Gestures** (easier). You may use any part of your body to communicate suggestively, but you may not talk about your cards or strategy.

- **Windows of the Soul** (standard). You may only communicate using your eyes—including whatever eyes can do, wink away.

- **The Strictest Discipline** (harder). You may only communicate by staring at each other. Eyes forward, player: don’t even exchange significant looks in a certain direction, winks, or eye-rolls.

Can I play this game competitively, to beat my partner?
It’s hard to do this with the current Consentacle decks. In future versions of the game, you and a consenting opponent may be able to compete by playing Flagging the Orange Hanky Mode. Let us know if you’re interested!
### VII • MANIFEST

The Consentacle decks for this version consist of:

<table>
<thead>
<tr>
<th>HUMAN</th>
<th>ALIEN</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>IDENTITY CARD (1)</strong></td>
<td><strong>IDENTITY CARD (1)</strong></td>
</tr>
<tr>
<td><strong>KIT</strong> 1</td>
<td><strong>DUP</strong> 1</td>
</tr>
</tbody>
</table>

**ACTION CARDS (19)**

- **WINK** (2)
- **GAZE** (3)
- **TOUCH** (3)
- **KISS** (2)
- **BITE** (1)
- **RESTRAIN** (1)
- **PENETRATE** (1)
- **ENVELOP** (1)
- **RELEASE** (3)
- **LICK** (1)
- **STROKE** (1)

**ACTION CARDS (19)**

- **WINK** (2)
- **GAZE** (3)
- **TOUCH** (3)
- **KISS** (2)
- **BITE** (1)
- **RESTRAIN** (1)
- **PENETRATE** (1)
- **ENVELOP** (1)
- **RELEASE** (3)
- **LICK** (1)
- **STROKE** (1)

**EXTENSION CARDS (4)**

- **EYES**
- **HAND**
- **TONGUE**
- **ENTHUSIASTIC CONSENT**

**EXTENSION CARDS (4)**

- **EYES**
- **TENTACLE**
- **MAW**
- **LIKE THAT, AGAIN**

**DESIRE CARDS (4)**

<table>
<thead>
<tr>
<th>HUMAN</th>
<th>ALIEN</th>
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<tbody>
<tr>
<td><strong>IDENTITY CARD (1)</strong></td>
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</tr>
<tr>
<td><strong>DUP</strong></td>
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</tr>
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</table>

**DESIRE CARDS (4)**

**THIS SECTION BEING REVISED FOR FINAL VERSION**

### VIII • CREDITS

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CONSENTACLE is hereby dedicated to **SLUT PRINCESS SNOWFLAKE** for inspiring many cards
<table>
<thead>
<tr>
<th>Total Satisfaction</th>
<th>Equilibrium</th>
<th>Your Romantic Encounter</th>
<th>Who Has More</th>
<th>Of Lumps and Tentacles, You***</th>
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<tr>
<td>20-24</td>
<td>16-20</td>
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Reflect Upon Your Outcome and Discuss

- Own extreme satisfaction.
- Got just what you wanted, to your
- and heartfelt desired.
- Knew exactly what your body desired.
- Then took them.
- Ministrys and means of your partner.
- Found pleasures and pains in the
- and mutually fulfilled.
- Were both left panting, exhausted.
- At the expense of your own satisfaction.
- Proved yourself a giving partner, even
- Threading of your partner's shielded smile.
- Were left aching with desire and unfulfilled.
- Partner did, and nothing more.
- Seemed to desire only whatever your
- of time & space, destroying civilization.
- Collapsed the local fabric
- moonstruck servant of pleasures & pains.
- Interposed to turn you into a
- Interposed to turn you into a
- the bounds of self.
- Transplanted you beyond
- thers and leave you thirsting for more.
- Managed to both satiate your
- Gave you quite a few lasting tingles.
- Managed to be adequate for routine
- Managed to be adequate for routine
- Was just kind of... okay?
- Who has more satisfaction?

(BOTH PLAYERS) Total Satisfaction