

YES, NO, BUT

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“Yes, No, But...” is a simple narration game that may be used with kids starting from 10, because this game focuses on the capability to negotiate and handle resources.

The players are asked to build a story together, when they will disagree they'll use the rules described below.

This game can be used in family, in the class room and at parties. It may work with little kids, even if it's not so simple.

The number of players is variable. My advice is to play with many players. Here's how to play.

Each player takes a sheet and a pencil or a pen and write three entries like the table below.

YES, BUT	
NO	
NO, BUT	

Each player has 10 points (the more the points the longer will last the game) to distribute to the three entries.

No entry may be set to zero. With 10 points, moreover, no entry may be set to a value more than 4, like the example below.

YES, BUT	3
NO	3
NO, BUT	4

One player starts telling a story. If no one objects everything he/she says is automatically true. The

storyteller, instead, stops whenever another player wants to object.

Example:

Player A: Once upon a time there was a fisherman living in a little house near the ocean. The fisherman was very poor.

(Case 1 - NO) Player B: **NO!** The fisherman was rich.

Or:

(Case 2 - NO, BUT) Player B: **NO**, he was rich **BUT** he had many friends.



The objecting player lowers by one the value of the entry used.

In Case 1, NO would go to 2. In Case 2, NO BUT would go to 3.

The opposing player takes the lead of narration and continues to tell the story, until some other one objects.

The game ends when all the players have no more points to object.

The last player taking the narration leads the story to an end.

Play Time	Variable
N. of Players	2 to Many
Level	Easy
Neede	Pen and Paper