

Yogi Guru

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Contents




- 60 reinforced cards
- rules



- 2 card holders

Yogi + Yogi Guru


Yogi Guru is designed to be played on its own, but it is also designed to enhance your experience with the game Yogi. To do so, simply shuffle the two sets of cards together. The card backs for both games are identical to maintain the suspense when drawing your card, but you will easily be able to sort the cards out again, because the  symbol appears on each card of the Guru version.

Concept and Goal of the Game

On your turn, draw a card and perform the challenge indicated on it. You must follow its instruction for the rest of the game. When you can no longer follow all of your cumulative instructions, you are eliminated. In the end, only one player will remain!

Setup

Shuffle the cards, and divide them into two decks, then insert them face down into the card holders. Place the card holders on the table so each player can reach one of them easily. The most Zen player starts, then play goes clockwise.

Note: With young players or beginners, we recommend that you remove the purple  cards.

Gameplay

On your turn:

- 1 - Draw the first card from one of the card holders.
- 2 - Read its instruction aloud.
- 3 - start obeying the instruction, always obeying previous cards (if any).

Then it's the next player's turn.




Green cards should be kept face up in front of the player so that everyone can easily see what this player is meant to be doing


Orange cards will be placed on the player's body.



You must place **blue cards** face up in front of you (like green cards). You must follow their instructions each time you draw a card.

Purple cards are special. When you draw one, the player to your right must flesh out its instruction by declaring what the  symbol represents. This player can choose anything they like, as long as the instruction remains possible.



For example, Becca draws the card "A hand on ". Lucas, who is to her right, completes her instruction by announcing, "Your knee." Becca must keep one of her hands on her knee for the rest of the game. Lucas just as easily could have made her instruction "A hand on your left neighbor's head" or "A hand on the underside of your chair".... As long as the challenge is achievable, anything is allowed, so be imaginative!

Depending on the instruction, you may need to place purple cards in front of you (if it has a green or blue hand) or use them to follow their instruction (if it has an orange hand).

You can use other things to help, such as sliding the card into a garment, for example, but a portion of the card absolutely must remain visible at all times.

Note: The illustrations on the cards are only examples. You are welcome to find other ways to follow the instructions.

If you fail to follow the instruction on any of your cards, even for a moment, you are eliminated immediately. As long as you are always following all instructions, you can make changes in your position (ie. change which hand is holding a card in place).

You must be honest, and confess if you are eliminated; however, don't hesitate to call out someone who fails in one of their missions!

If you cannot manage to draw a card on your turn, you are eliminated.

End of the Game

The last player in the game wins.

Sadistic Variant

Shuffle the cards and deal 2 to each player. Place the card holders so each player can reach one of them easily.

On your turn:

1 - Play a card from your hand by placing it in front of another player, who must start following its instruction. If you play a purple card you choose what the © represents.

2 - Draw a card.

Then, the player to whom you assigned a card takes their turn, etc.

The last player in the game wins.

Team Variant

If you have many players, we recommend that you play in teams of 2 or 3. It doesn't matter if some teams have more players than others. When it is your team's turn, your team must draw 1 card per player on the team. Anyone on the team can draw for the team. Then at least one player on the team must follow each of the team's instructions. You are welcome to have more than 1 team member follow the same instruction, just to better protect you from mistakes, or to take over for another team member. As soon as your team fails to follow one of its instructions, your team is eliminated.

You are welcome to play the team variant in either normal or sadistic mode.



You want more?
Combine Yogi Guru and Yogi!

54 more cards to add for
even more contortion and
twisted poses!



Keep this information and address for future reference. 03-2019

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