

# Yes. But...

the game of ridiculous misadventures



## Intro

This game was written for **24 hour RPG “Tight Spaces” competition 2012**.

This is universal comic GM-less rule system. *Yes, But...* is a game about succeeding while failing spectacularly. It is best played with four or more players with a twisted sense of humor.

The default setting is a **Very Large Cave**, and you can come up with others by yourself. You'll find some setting ideas by the end of the booklet, in *Settings Ideas* section.

### How does it work and what's different?

In many RPGs, a character is defined by his or her strengths. Players try to do something, roll and see if they succeed. In *Yes, But...* characters are defined by their weaknesses. *Yes*, you always succeed at your attempted action somehow, *but* the amount of hilarious fallout and weird consequences depends on your ineptitude at given task.

You'll need a dozen of six-sided dice (d6) and some tokens or chips to reward good players. I'll call the tokens **Thingies**, because that's what they are.

## Character creation

In a **Very Large Cave**, players take a role of mostly unpleasant little buggers coming from different underground tribes and trying to do whatever they have to do. The problem is, when you think you've nailed everything, things just turn out weirder than you thought.

Each player should create a character for himself.

**Optional rule:** each player creates a character *for a player to his right* instead.

But first, a little about mechanical stuff that you'll encounter.

## Stats and Perks

The Stats are your character's main attributes.

The Stats are defined by your setting, and if you come up with something other than a **Very Large Cave**, you'll have to define some (three to six) Stats yourself.

The Stats are measured from negative (bad) to positive (good) numbers, 0 being average (for normal humans). The characters in *Yes, But...*, however, aren't your average humans, and that's why the *maximum* they can have in a Stat is **-1**. And that's why the Stats are called **Inabilities**.

**Inabilities in Very Large Cave:**

- **Flabby**
- **Clumsy**
- **Yucky**
- **Silly**
- **Squeamish**

Each rank of **Inability** has a word associated with it.

Here are ranks and their descriptions:

- 0     **normal** (not used in *Yes, But...*)
- 1    **not that squeamish**
- 2    **rather squeamish**
- 3    **remarkably squeamish**
- 4    **terribly squeamish**
- 5    **unbelievably squeamish**

If your character somehow manages to reduce his **Inability** even lower, you have the right to come up with a cool word for the new rating.

When you attempt to do something, you must pick an **Inability** which will hinder your action.

**Flabby** – impedes everything that requires strength and endurance. Beating someone with a stick, threatening someone, or just standing in place and waiting for a really long time.

**Clumsy** – hinders everything agility-based, such as poking someone with a pointed stick, running towards someone, or running away from someone. Also hinders social interactions that require cunning, such as trying to trick someone.

**Yucky** – impacts social interactions. Leadership, charisma, persuasion, empathy – that's what you lack.

**Silly** – has everything to do with intellect. Or rather nothing to do, since it's the opposite.

**Squeamish** – hampers your willpower, sends you running away by first signs of danger and makes you succumb not only to your inner demons, but also to all kinds of inner imps and weeny fiends you have.

The second mechanical thing *Yes, But...* uses to describe characters are Perks. You probably won't be surprised that Perks in this game are called **Drawbacks**, since that's the only type of Perks you'll encounter. If the player acts according to his character's **Drawbacks**, he's rewarded with **Thingies**.

Now let's generate the living hell out of your character!

## Pick a race

A number of peculiar races inhabit a Really Large Cave. In this day and age all races are, of course, equal. Your race choice has no impact on your Inabilities. Still, each race tries to make the live harder for itself, so you'll get one unique Drawback.

Really Large Cave races:

## Gnoblins

Gnoblins is a race of mischievous creatures which is renowned for their refined taste in some things,

but not others.

Their **Drawback** is hyperactivity. If a Gnoblin player starts to think when **declaring his action** or **answering a question** and pauses for just a moment, the player to his right gets to shout one word of his **action** or **answer** instead, then the player to his rights shouts next word and so one until the right passes to character's owner, who can continue to describe his **action** or **answer** further. If the player cannot come up with a word to shout, he is skipped, and the right to add a word passes to the player to his right. All other times, when the player isn't **active**, taking your time to think is okay. Please be thoughtful.

### Gnobolds

Gnobolds is a race of mischievous creatures which is renowned for their elaborate hats.

Their **Drawback** is that they can never agree with anything other person says. If a player accidentally agrees with other player or NPC while **declaring his action** or **answering a question**, he has to

immediately accuse the other guy in some horrible wrongdoing and argue with him or her for some time, even if the other guy doesn't want to argue. All other times, when the player isn't **active**, agreeing is okay though. Please be agreeable.

### Gnorks

Gnorks is a race of mischievous creatures which is renowned for maintaining a healthy lifestyle.

Their **Drawback** is nation-wide panic fear of letter "K". If a player accidentally pronounces a word with "K" in it while **declaring his action** or **answering a question**, he has to stand up and run in circles flaying his arms and begging for mercy for some time. All other times, when the player isn't **active**, using the letter "K" is okay though. Please don't ignore letter "K".

### Gnobbits

Gnobbits is a race of mischievous creatures which is renowned for their glorious future.

Their **Drawback** is their desire to make the world a

better place solely by changing its underlying laws of physics and logic. If by the end of the session Gnobbit player cannot come up with at least one thing he would change in the rules, he must openly declare it and be ridiculed.

### Other races

Obviously, you may come up with your own races, but since I doubt they'll have names as good as these, you may also just change descriptions and Drawbacks for existing races.

### Classes

The classes don't help you in any way, because even if you have a class, that doesn't mean you're actually competent at what you do. Instead, the classes impose additional **Drawbacks** on your character. These **Drawbacks** don't work on player meta-level, relax.

Here are some popular classes among **Very Large Cave** inhabitants.

**Meteorologist** – can attempt divinations to predict weather, which is very useful in caves, including **Very Large** ones. Little known fact, Meteorologists can also predict the fate of all earthly things using the same methods.

The **Drawback** is that Meteorologists characters can never tell a lie.

**Fightingman** – fightingmen are usually occupied with fighting. There are two types of Fightingmen: the Fightingmen who fight for greater good and justice, and the Fightingmen who just fight. The former can also heal, while the later have more time to fight.

Most Fightingmen suspect that everybody else may actually be animated plush toys plotting against them. The **Drawback** is that this is probably true.

**That in Power** – people often ask how to become one of those in power? I don't know, but since they exist, you can play one of them. You can be a king,

a vizier, a princess, a president, a dictator, a multi-millionaire, a naval admiral, a rock star or any other That in Power that you want.

The **Drawback** is that Those in Power have no real drawbacks, but have to endure unceasing accusations from the rest who are just envious.

**Werewolf** – always knows where the wolf is. Each village must have at least one Werewolf. Often helps searching for missing pets. Due to their mystical connection with nature, Werewolf characters can also understand animals, but only when the animal in question sleeps or is dead.

The **Drawback** is that Werewolf sometimes understands not only animals, but people, and can glimpse their true thoughts and intentions. They don't even have to be dead for this to work. Which is really disturbing.

**Artisan-Partisan** – these artist separatists are visionaries of new art, be it music, fashion or pulp novels. Most of the time they make way for the

new by destroying the old. Their favorite answer to imperfections of the universe is vandalism. Of all arts, some Artisan-Partisans prefer to practice Dark Arts, most also dress classy.

The **Drawback** is that deep in their heart Artisan-Partisans really don't enjoy what they are doing.

**Reverandom** – these priests devote their lives to serve their Gods. A Reverandom may pray for miracles, but he must first convert some heathens to his faith for the prayer to work. Each day the Reverandom also randomly selects a new god to worship and a new faith to convert people to.

The **Drawback** is numerous temptations (according to current faith) that Reverandoms encounter constantly.

Of course, you can come up with your own classes, just don't forget to consult your GM. Since this game is GM-less, finding a GM to agree to your class is your responsibility.

## Choose your Inabilities

As you already know, there are five **Inabilities**:

- **Flabby**
- **Clumsy**
- **Yucky**
- **Silly**
- **Squeamish**

and you must rank each from **-1** to **-5**, so each rank is used only once. If your setting has more or less than five **Inabilities**, your set of numbers may vary.

## Come up with third Drawback

Pretty straightforward, if somewhat right-brained.

## Name your character

I've included a small name generator just in case. Just roll d20 twice and combine results.

1. Artharion
2. Bambino
3. Centurion
4. Dark Lord
5. Eugene
6. Foucault
7. Gleivnir
8. Hom
9. Irgendwer
10. Johnny
11. Laszlo
12. Massachusetts
13. Nah
14. Orthogonal
15. Piere
16. Rikimaru
17. Steady
18. Viewport
19. Whybert
20. Ziegfried

## Gameplay

So, you have a character and are ready to play.

The game consists of series of scenes, players take actions in a scene until everyone agrees that scene is resolved and it's time to move to another one. Scenes consist of turns, during each turn one player takes action, while others make fun of him.

## Awarding Thingies

During the games you will be given a chance to award other players some **Thingies**, which are used to track player's accomplishments. **Thingies** are always awarded from the common pool, not from your personal pool.

Although you surely are the best player ever, you may never award a **Thingie** to yourself, only to other players.

The two main things you can do in *Yes, But...* are **actions** and **proclamations**.

**Action** is something your character does. Remember, actions in *Yes, But...* always succeed (the characters, on the other hand, ultimately fail most of the time).

**Proclamation** is something that's true about the world, because you said that. You can proclaim anything, but your **proclamation** can't contradict other **proclamations** and **actions**.

## Where are we and what's going on?

First you have to set the scene, and there's a whole game phase devoted to that. The phase is called *where are we and what's going on?*-phase.

One of the players (typically most impatient) makes a first **proclamation** about the scene. It may be a mission (We have to find the missing prince!), a situation (So we all are sitting in the tavern...), or something entirely different (Nice weather today, isn't it?). Then the player to his left makes his own

**proclamation**. This continues clockwise until everyone has proclaimed something. If you're still having fun, have another go until you are satisfied with the scene. Remember, your **proclamation** can't contradict previous **proclamations**.

Here are some examples (by the way, everyone in the examples is called *Andy*, because I'm testing the game myself):

Andy 1: We have to find the missing prince...

Andy 2: ...before Cave Police does!

Andy 3: ...because our prince is blamed for a severe crime...

Andy 4: ...a crime of missing - missing is illegal in a Very Large Cave.

Andy 1: ...a crime that he didn't commit.

Because he's at the palace, as usual.

Andy 2: ...and we must save him!

Andy 3: ...by helping him to escape from the palace and go into hiding for years!

Andy 4: ...and maybe we should hide king and queen too, just in case.

Andy 1: We all are sitting in the tavern...

Andy 2: ...which is situated in a rather luxurious cave zeppelin.

Andy 3: ...which is currently crashing down.

Andy 4: ...above the lake in Very Large Cave.

Andy 1: Don't tell me there's also underwater city with a research facility down there.

Or

Andy 1: Nice weather today, isn't it?

Andy 2: Certainly, my good friend. As always in our Very Large Cave. But something is amiss...

Andy 3: You are talking about countless raging bears flooding our Cave, aren't

you?

Andy 4: Quite so. Looks like a flood of bears to me. I suppose it has something to do with Mother Nature.

Andy 1: It has everything to do with Nature! I bet we gotta find someone who knows a lot about forces of nature.

Andy 2: Like an elementalist!

Andy 3: ...specializing in Element of Bears!

Andy 4: ...while we're at it, we also should ask him to teach us Summon Bear Elemental spell, okay?

When the players think they're happy with the scene, each player must award a **Thingie** from the common pool to the player whose **proclamations** he found the funniest. In previous example, I'd give a **Thingie** to *Andy 3*, because both of his **proclamations** were pretty good. But sadly I can't award a **Thingie** to myself.

## I thought what I'd do was...

With the scene set, the players decide what to do about it, and this is the phase for this. Eventually one of the players makes his move: he must **declare the action** he wants to undertake and decide which **Inability** will hamper him. The player whose character acts right now is called **active player**, and it's now his turn.

While the character tries to do whatever he or she tries to do, the next phase, called *What the hell are you doing?!*-phase, happens.

## Something wicked this way comes

To roll for **wicked** stuff, player takes a number of dice equal to rank of his **Inability** most appropriate for the action. Only one **Inability** counts. If in doubt, use worse.

Each player (including **active** player) then may add a dice, if he thinks the **proclamation** he made earlier somehow hinders the acting character. If you've made multiple **proclamations**, you may add multiple dice – no more than one per **proclamation**.

Sometimes **active** player may decide that the complication of one **proclamation** is cancelled by others (for example, Yes, there are guards, but you said it's also very dark here, so they probably don't see me anyway!)

Example:

Andy 2 (active): To build the raft, I must scavenge some wood and tools from the chaos around us, so this will bring my Clumsiness into play. My character is Remarkably Clumsy (-3), so I'll roll three dice. Anyone wants to give me more?

Andy 3: Countless raging bears won't make this easy for you. You'll roll one more.

Andy 2 (active): Okay.

Andy 1: And the weather is still very nice, so you feel a bit lazy. Add one more.

Andy 2 (active): I'd like to be lazy,



but because of raging bears everywhere fear for my life prevails. For now. I still roll four.

## What the hell are you doing?!

Starting from the right of **active** player and going counter-clockwise, each player gets to ask one **question** about what the hell active player's character is trying to do. The asking player has to come up with a hilarious **question**. The **active** player should **answer** each **question** as convincing as he can: he knows what he's doing, okay? **Answers** count as **proclamations**.

Example (continuing):

Andy 2 (active): Okay, first, we'll have to navigate the streets of our cave town, which is literally flooded with raging bears. It's like the sea of bears. But with more bears. We have no choice: I'm gonna build a raft! My Clumsiness will hamper me.

Andy 3: Um-m-m... I see you're working hard, but should you really hack all the city governor's luxurious furniture to build the raft? I guess it was worth a fortune. And you didn't even use it for the raft, just hacked it to little pieces.

Andy 2 (active): Can't you see? It's made of a very rare and expensive wood, a beartree, the tree that attracts bears. I'm just saving the governor's life, he'll thank me later.

Andy 4: I knew you are a good man. I mean, gnobbit. So, what is that bag of adorable puppies for?

Andy 2 (active): Wha?... Ah, this bag... They aren't for distracting raging bears. They're for distracting governor and his guards while I hack his luxurious furniture.

Andy 1: So, what are this raft's means of propulsion? Do we row or what?

Andy 2 (active): Good question. The raft's engine is basically a food dispenser. It makes ripples in the flood of bears, which will help us to traverse it. This beauty runs on bacon.

Andy 2 (active): Oh, by the way, I've just used my Drawback "Bacon first", so I get one Thingie (*see below*).

At the end of *what the hell are you doing?! -* phase you must award a **Thingie** to a player with the best **question**. You also have to remember if you liked the **active** player's **answers**, because in the end of the session you'll have to reward a player who gave best **answers**.

## Using Drawbacks

If active player's **Drawback** is somehow tied with his **action** or **answer** to the question, the player immediately and automatically gets a **Thingie**.

You may earn only **one Thingie per action or proclamation** this way, but you may use different (or the same) **Drawbacks** in different **actions** and **proclamations** in a single turn.

**Active** player then succeeds in whatever he tried to do, but... **wicked stuff** happens.

### ...but wicked stuff happens

**Wicked** roll shows how many **wicked** consequences the actions of your character will have.

Each die that rolled **4, 5 or 6 is discarded**—no harm done.

Each die that shows **2 or 3 is a wicked** die, and it will cause a funny thing to happen.

Each **1 explodes**: it is not only **wicked**, but makes you roll one more die immediately. One may explode into one, into one and then into one once more indefinitely: that what you'll get if you try to use your lucky dice with this system. All **wicked** dice are put in the center of the table, all non-wicked should be discarded.

Starting from player to the left from **active** player

and going clockwise, each player discard a **wicked** die from the center of the table and **proclaims** something about consequences of character's actions. If the character is particularly lucky and has rolled as much **wicked** dice as there's players (or more), he'll even get to make **proclamation** himself.

Some **proclamations** may involve other characters, but since it's a proclamation, no rolls are made.

Example:

Andy 2 rolls five dice and gets 1, 2, 5, 6. 5 and 6 are discarded, one more die is rolled because of 1, it shows 3 and counts as wicked die. Andy 2 got three wicked dice.

Andy 2 (active): As you see, I've made quite a cool looking raft for us.

Andy 3 (discards a wicked die): Yep. The only thing you didn't take into account that we're out of bacon. As you remember, the last Very Large Cave

Civil War was called The Great Bacon War. It was all about shortage of bacon, you know. He who controls the bacon... anyway, that aren't us. We're out of bacon!

Andy 4 (discards second wicked die): And the city governor is angry. You ruined his furniture, the puppies ruined his carpets. Looks like it took us just fifteen minutes, a good axe and a bag of puppies to become most wanted criminals in our town.

Andy 1 (discards the last wicked die): By the way, you got the axe from a Bearhunter knight. This is a mysterious and secretive knightly order, that existed for centuries, unseen, preparing just for the occasions like this. Looks like the the Bearhunter still needed the axe, since he was surrounded by

raging bears and all that. He wasn't half as good at bearhunting without his trusty axe, I must admit. I suspect the Bearhunter order is after us and wants revenge.

After all the **wicked** dice are spent, each player awards one **Thingie** to the player whose **proclamation** he liked the most.

Now some other player may take his turn (but I wouldn't allow the same player act twice in a row), or, if the players think the current scene looks resolved, they may decide to change the scene and set up a new one.

Some **proclamations** made earlier generally apply until the end of the session, for example, if the characters managed to offend the governor, city guards can try to hinder their escape. On the other hand, other **proclamations** can be not relevant outside their scene, for example, if the governor's

mansion was proclaimed to be terribly dark, that doesn't mean it's terribly dark outside.

## Game End

When you think you had enough or someone has to go, the game ends. You also may give one last turn to a player who made the least turns. Each player then has to award **7 Thingies** to one single player who answered best in the *what the hell are you doing?!- phase*.

The player who earned most **Thingies** officially **rocks**.

## Appendix

### Very Large Cave: places of interest

Here are some locations that you totally want to check out. Each location also has an example of an NPC (see *Summoning NPC* optional rule).

#### The Great Keetonate

This is one of the most powerful states located in the **Very Large Cave**. It currently consists of a town and a nearby mushroom farm.

The Great Keetonate is ruled by Keeton's iron hand. New Keeton is elected annually by the old Keeton. The only requirement to become a Keeton is to have previous job experience as a Keeton.

Keeton’s stats:

Rather Flabby	-2
Terribly Clumsy	-4
Remarkably Yucky	-3
Not That Silly	-1
Unbelievably Squeamish	-5

The Keeton’s race is unknown.

The Keeton’s class is Keeton.

The Keeton’s **Drawback** is that he is completely invisible and doesn’t talk much.

The Kingdom of Kings

The Kingdom of Kings is a rather small cave village, inhabited exclusively by kings. If you somehow manage to become Kingdom of Kings subject, you also automatically become a king.

The main source of food and commodities in the Kingdom are parties constantly thrown by the Kings.

Sample King of Kingdom of Kings stats

Terribly Flabby	-4
Rather Clumsy	-2
Not That Yucky	-1
Unbelievably Silly	-5
Remarkably Squeamish	-3

The King can be of any race.

The King’s class is King.

The King’s **Drawback** is that there are too many successors for the Kingdom’s throne.

The Underwater Lake

The source of fresh water in **Very Large Cave** is a huge underground river. The river is pretty deep, and there are caves inside it, a bit smaller than the **Very Large Cave**, with pockets of air and stuff. In one of such caves, a **Rather Moderate Cave**, there’s a lake, which technically is an underwater lake. It is inhabited by double-mermen, the curious folk who spend all their life being twice underground and twice underwater. The bold merman philosopher

often ponder a thought that the **Very Large Cave** could actually be located underwater in some **Very Large Sea**, which, in turn, could turn out to be subterranean itself. This would make all the **Very Large Cave** inhabitants count as triple-underground mermen.

Merman Philosopher stats

Unbelievably Flabby	-5
Rather Clumsy	-2
Terribly Yucky	-4
Remarkably Silly	-3
Not That Squeamish	-1

The Merman Philosopher is of Merman race.

The Merman Philosopher class is Philosopher.

The Merman Philosopher’s **Drawback** is that he can’t enter the same river twice, and thus is forced to lead a nomadic lifestyle.

## Other places to visit:

- Gold Farms
- The Guild of the Unemployed
- The Great Door
- The Abandoned Busy Intersection
- The Giant Shoe
- A Lake With Spicy Soup In It
- The One Inch Gulch
- The Library of Smells
- A Really Big Stone, Kinda Funny Looking

## Optional stuff

### But I like d20!

You may use any dice you like. Just assign half of the sides to be **wicked**, and as many sides of them to be **explosive** (allowing to roll additional dice) as you want.

### Level Down

As the adventures get to your character's head, he or she may act weirder and weirder. For each **7 Thingies** you earn, you may make a **Level Down**.

It allows you to reduce one **Inability** one rank lower and add one additional **Drawback**, which will help you to earn more **Thingies**.

You don't lose **7 Thingies**, you still retain them, but for a next **Level Down**, you'll need another 7.

### Summoning NPC

While this game can be played without any NPCs, it also can be played with them.

To use an NPC in a scene, you must **summon** it.

You may only **summon** an NPC if you aren't **active** player. In *I thought what I'd do was...* - phase, **after active player has declared his action**, before *something wicked this way comes* - phase starts, you may use **7 Thingies** to **summon** an NPC. As with **Level Down**, these **Thingies** are not spent, you still have them, you just can't neither **summon** nor **Level Down** by spending them.

**Summoned** NPC must have a rank for the same **Inability** that the **active** players decided to use, and a unique **Drawback**. You come up with both, as well as with what the NPC is trying to do. NPC probably just wants to help.

When rolling for **wicked** stuff in *something wicked this way comes* - phase, NPC's **Inability** is added to character's Inability. If two professionals fight, the fight is short, fierce and brutal. If the two utterly inept persons try to settle the score, on the other hand, hilarity ensues.

When **answering questions** during *what the hell are you doing* - phase, the **active** player may use NPC's **Drawback** in addition to his character's **Drawback**.

Each time he does, not only he gets a **Thingie**, but you get a **Thingie** too.

**Summoning** NPCs for creative players will probably earn you some **Thingies**, but it will help them too, and they probably have a lot of **Thingies** already.

Only one NPC may be **summoned** per turn. The same NPC may be **summoned** multiple times by any player, but you'd better change his **Drawback** to keep things interesting.

## Hardcore PvP

You may use rules above to **summon** your own character instead of NPC. This changes the usual procedure in an important way: you get a full *what the hell are you doing* - phase right after the active player gives ends his *what the hell are you doing* - phase. Now you have to **answer questions** about how your character is trying to do interfere with his opponent (or how he helps).

The **active** player will still succeed at his action, but this is a good opportunity to earn some **Thingies** by using your **Drawbacks** in **answers** and maybe even to push for "best answers guy". Beware that the player who manages to ask best **questions** in your phase will benefit too.

## Tribal Warfare in Tight Spaces

Want to inject more epicness and/or make the tightness of the **Really Large Cave** more apparent? Then the **Tribal Warfare** mode is for you.

This optional rule basically sets the misadventures of the players' party against the background of some greater events, such as the **Great Bacon War**. At first, **Tribal Warfare** was core game mechanic, because the *Yes, But...* should feel much more tighter and somewhat more claustrophobic while using it. I then decided to make it optional, since core rules can be played without it. Still, this option is definitive *Yes, But...* experience.

### Tribal Warfare set up

You'll need a **Very Large Cave's** map – I didn't have time to draw the map, so you'll have to make your own. Map preparation is best done collectively.

Take a sheet of paper and draw a big, vaguely roundish shape. Break this shape into squares with five rows and five columns, you should have number

of cells somewhere around four times number of players. If there's too many or too little cells, try again.

In each cell inside of the shape you have to write a name of location, refer to *Very Large Cave's places of interest* section for some ideas. Take turns with other players or come up with locations collectively. Cells outside of the shape count as boring rock or barren wastelands, contain absolutely nothing and are of no interest.

Give each player some tokens of distinct color (ten will be more than enough), different from other player's tokens. You may also use differently colored dice. The tokens represent factions that player characters are aligned to (or armies loyal to the players, in case they play Those in Power classes). Players now take turns **invading** the Cave.

To **invade** the Cave, place one of your tokens on a square inside the shape, on the edge of the map. You force attacks from somewhere outside of the map (tunnels or wastelands, perhaps). If the square is occupied, the token that previously occupied it is pushed in adjacent cell in the same direction that invading army moves. For example, if my army invades already occupied square from the right edge of the map, the token in this square is pushed one square to the left. If the token is pushed in already occupied square, its' inhabitant is pushed too. There can be a chain reaction of such pushes, because a square in the cave, even in a **Very Large** one, is too small to contain two armies. The token is pushed even by token of same color. If the token must be pushed out of the shape's bounds, it returns to its owner.

Players take turn invading the Cave, until each player has invaded 3 times.

## Gameplay changes

When playing **Tribal Warfare**, **active** player should look at all map cells occupied by his tokens. All the resources of the faction are somehow shared with its player. More important, all the complications that locations bring now work for controlling player too.

Occupied squares count as **Drawbacks** – you just come up with something that is tied to the location on the fly. In addition to his character's **Drawbacks**, a player may also use one of his map **Drawbacks** to earn a **Thingie**. One character **Drawback** and one map **Drawback** may be used per **action** and per **proclamation**. The difference between character and map **Drawbacks** is that each map **Drawback** may be used only once per game. Used squares count as barren – strike them through, but leave token in place.

When a token must move to barren square, it pushes whoever occupies it, and then the moving token itself is granted additional move into any direction.

After active player has ended his action, he must **invade** a map cell once. This will affect the map **Drawbacks** available to this and other players.

Example

Andy 4 controls following squares: The Giant Shoe, The Underwater Lake and The Guild of Unemployed.

It's "I thought what I'd do was..." phase.

Andy 4 declares his action: Alright! I will capture the huge snake by securely tying it down! Do I have a rope, you ask? Of course not! But luckily, I just happen to have a Giant Shoelace from the Giant Shoe!

Andy 4 gets a Thingie and marks The Giant Shoe location as barren.

## Settings ideas

I would try to play a *Yes, But...* game about:

1. **Evil Geniuses**
2. **Students**
3. **World leaders**
4. **Superheroes**
5. **Demons**
6. **Doctors**
7. **Zombies**
8. **Robots**
9. **Vampires**
10. **Giant mecha**

If you like those, but want to spice them up a little, roll d10 twice and use both results.

## Game structure

1. Where are we and what's going on?

2. Player turn (repeat until satisfied):

- I thought what I'd do was...
- Something wicked this way comes
- What the hell are you doing?!
- ...but wicked stuff happens

Contact me

Please send your feedback to

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