

In the tradition of being untraditional, the directions for playing **IT'S ONLY NATURAL** are a bit different. We've tried to explain our thoughts behind the game by including a section entitled **SEEDLING SIDENOTES**. A better understanding of the game might come from taking a minute or two to glance at this section. Most importantly, may you and your friends find fun in playing--after all, it's only natural!

NUMBER OF PLAYERS: 2 to 8

 **INTENT:** To fulfill your 'contract' by giving away 196 points

"O.K., HOW DO WE PLAY?"

BEFORE BEGINNING:


- Each player begins with:
 - playing piece (colored plastic discs)
 - three (3) "ONLY NATURAL" cards
 - a 'contract' (any slip of paper)
 - pencil or pen
- Fill out individual 'contract.' Decide on the number of points from each category so the total of all three equals 196.

EXAMPLE: 40 Flowers, 60 Leaves, & 96 Trees = 196 Points

Divide the points ANY WAY among the three categories. There's no advantage to loading one category and leaving another as the game presents plenty of possibilities for ALL types of points. Experiment OR focus on that area of your life that is most prominent now. **IMPORTANT:** See **SEEDLING SIDENOTES 1** for explanation of categories.

- Place playing pieces on space labeled COMING OUT.
- Place remaining "ONLY NATURAL" cards face down on board at designated spot.
- Place SHARE and SYMBOL Cards face down on board at designated spot.

 = SHARE

 = SYMBOL

TO BEGIN:

- Roll dice to determine playing order.
- Player with LOWEST number on dice begins.

YOUR TURN:

- A player may either:
 - roll dice and move playing piece number of spaces indicated **or**
 - use an "ONLY NATURAL" card to advance playing piece the indicated number of spaces **OR** to the indicated spot on the board.


MOVING AROUND THE BOARD:

- Players may move in ANY direction BUT with one restriction: Once a choice is made, the player must continue in this direction (no 'backing up') until player either:
 - presents "ONLY NATURAL" card stating **REVERSE YOUR DIRECTION OF TRAVEL** **OR**
 - passes through Relationship Row, Single Street, or Lesbian Lane. Upon exiting, player may again choose to travel in ANY direction.

Direction of travel is maintained until (a) or (b) occurs.

- Access to Relationship Row, Single Street, or Lesbian Lane is allowed **ONLY** with valid pass. Passes are found in the "ONLY NATURAL" cards.
- Once entrance to path is gained, a player may use the Bridge or the **ONLY NATURAL Apple** in the center of the board to gain access to the other pathways. No other pass is needed when this is done. **NOTE:** Bridge and **Apple** **DO NOT** count as a space--free passageway allowed.

I'VE LANDED, NOW WHAT?

- If instructions are written on the space, simply follow them.
- If space is marked with: 
 - Draw a card from the SHARE stack. Read it aloud. This will tell how a turn will be played.
 - Next, draw a card from the SYMBOL stack.
 - Roll dice again.
 - Match the number on dice from this second roll with the corresponding number on the SYMBOL card and follow instructions as indicated.
 - You may use "ONLY NATURAL" cards to change the outcome of the turn. See **NOTES ON CARDS** for help here. (Strategy counts!)
- Record results of turn on 'contract.'

SO HOW DO WE KNOW THE GAME IS OVER?

When a player fulfills her 'contract' by giving away 196 points, she may move immediately and directly to the **"ONLY NATURAL" Apple** in the center of the board. The remaining players have the option of continuing to play or terminating the game. It seems Only Natural you decide how to finish the game!

CARDS

CARDS

"ONLY NATURAL"



CARDS



Cards

CARDS

NOTES ON CARDS

"ONLY NATURAL" CARDS

Purpose: These cards are meant to add variety and provide opportunities for strategies to enter into the game.

General Comments About "ONLY NATURAL" CARDS:

1. WHENEVER a card is used, it is returned to the bottom of the pile and the player is entitled to pick another from the top of the pile.
2. Everytime a player passes the "Coming Out" space, they receive one "ONLY NATURAL" card.
3. Landing on one of the four (4) designated board spaces entitles the player to one card.
4. A player may at any time during her turn return an unused card to the pile and draw another. One restriction: Only one exchange allowed per turn.
5. If a player uses a card and/or passes "Coming Out" and forgets to draw a new card, she forfeits the opportunity.

Use of "ONLY NATURAL" Cards:

1. May replace rolling dice to begin turn. Movement is the designated number on card or to the designated space.
2. Cards may be used by the player taking her turn **OR** by a player who is sharing in that turn. This can get quite interesting--just use your imagination. For example: What's the opposite of the opposite doubled?! Creativity counts here.
3. Cards may be used in conjunction with one another. The combinations are endless. BOTH the player and the person sharing a turn may use "ONLY NATURAL" cards on the same play.

Explanation of Specific "ONLY NATURAL" Cards:

1. **PASSES TO LESBIAN LANE, RELATIONSHIP ROW, AND SINGLE STREET**
 - a) Any player wishing to enter the paths labeled Lesbian Lane, Relationship Row, or Single Street **MUST** have a valid pass for that pathway.
 - b) Passes are good **ONE TIME ONLY** and are returned to bottom of pile upon using.

2. BARGAINEER CARD

- a) Allows player to "make a bargain" with another player. One bargain per card. Turn card in at end of deal. If there is "no deal" made, keep card and try later!
- b) Only player **INITIATING** the deal needs to possess a Bargaineer Card.
- c) What is 'swap-able' is limited only to one's Imagination and persuasive abilities. Swap points (7 Flowers for 7 Trees **OR** 7 Flowers for 18 Trees!); places on the board; **OR** "ONLY NATURAL" cards.
- d) May use card when it is **YOUR** turn **or** when you are sharing in a turn.

3. CLEAN BILL OF HEALTH

- a) Save this in case you're ever Stuck in the Muck.
- b) After getting stuck, present card on **NEXT** turn and then continue moving around the board. **NOTE:** If you do not possess Clean Bill of Health Card, throwing a 1 on dice will allow you to move on. If after **TWO** turns player is still stuck, she may add 10 Flowers to her contract and move on.

4. DO THE OPPOSITE

- a) As the card indicates, **do the opposite of whatever the play indicates.** Again, imagination counts here.

The opposite of

give is get,
lose a turn is gain a turn,
double points is cut them in half.

- b) If a player uses an opposite card during her turn, the player sharing the turn is eligible to share this 'opposite.'
- c) If a player sharing a turn uses this card, **ONLY SHE** does the opposite. The player whose turn it is must abide by the original outcome.

5. OTHER "ONLY NATURAL" CARDS

- a) Follow the directions on the cards. The remaining cards are self-explanatory.

SHARE AND SYMBOL CARDS

Purpose: These cards are used every time a player lands on a space marked with the "Only Natural" logo.

General Comments About SHARE/SYMBOL Cards:

1. Always draw SHARE Card first. Follow instructions **BEFORE** drawing SYMBOL Card.
2. When player is to "share" points, this means that both the player and the designated 'other' receive the total amount. Points are only split when the card indicates "share half..."
3. Return SHARE and SYMBOL Cards to separate discard piles after using. Shuffle and reuse when draw piles are exhausted.

QUESTIONS/CONCERNS

What does it mean to share someone else's turn?

When a player lands on a space with the **ONLY NATURAL** logo, her first order of business is to pick a card from the SHARE Pile. Some of those cards give the option (or explicitly indicate) that the player must share her fortune with another person. If, and when, you're that 'other,' you are sharing a turn!

What if I have to share half of my points with another player and the amount of points is an odd number?

That's up to you. Either work in 1/2 points or round the amount to the next lowest or highest number. Only rule here is: Be consistent throughout the game. (We suggest you round to the next highest number.)

What if I've given away all points in one category and then am presented with an opportunity to give MORE away? What should I do?

First, record the points in negative numbers on your 'contract.' This will ensure that if you GET points on a subsequent turn, you will be able to SUBTRACT some (or perhaps all!) of them. An option, if you possess a **Bargaineer Card**, is to make a deal to swap those extra points with another player. Both of you could benefit from this.

If the object of the game is to give away points, why is it possible to add them?

Interesting question. Like life, those things that look like 'sure bets' can sometimes turn out 'sure bads.' Though we make choices, we often take our chances! Besides, wouldn't it be boring if there was no risk?!!

Can two people land on the same spot?

Sure—we grow together! Move over, make room to share!

ALTERNATIVE WAYS TO PLAY THE GAME FOR VARIETY, CHALLENGE, OR JUST A CHANGE!

OPTION ONE - Let's Trade

Set a predetermined time limit and at the stroke of time, switch contracts with the person to your left or, if that's boring, make up your own 'pass pattern.' Continue the game and work on fulfilling your newly acquired contract! Just when you thought it was safe...

Note: Be fair; no delay in swapping if you've nearly disbursed your points and no jump starting if you've just added plenty!

OPTION TWO - Let Me Play for You

Before starting the game, pick a partner who will play for you. You must fulfill your contract utilizing the results of your partner's turn. For example: When Partner 'A' takes a turn, all results of her turn are recorded on Partner 'B's' contract and vice versa. This way, things are never as they seem!

If players wish a REAL challenge, utilize the SHARE Cards as if it were Partner 'B' playing when Partner 'A' takes a turn. That means all sharing is determined using the non-playing, but point-receiving, Partner 'B' as a reference point. If you can figure out the explanation of this option—maybe it's for you!

SEEDLING SIDENOTES

Why flowers, leaves, and trees? Why not biscuits, bagels, and cream cheese?

Our feeling was to create categories that signified growth and nature. We see life as a learning process in which all parts of the whole make an equal contribution. Flowers symbolize the PRIVATE side of us--our relationships with family, friends, and lovers. Leaves are those PERSONAL choices like our relationship to work and play. The trees stand for the POLITICAL part of us all and represent our involvement in the lesbian and world community.

Trees are rooted in the earth and make up the forest in which we live. The leaves give nourishment to the tree and reflect our changing seasons. Flowers are the fruit of the tree and give beauty to all who gaze upon them. Our categories seem Only Natural!!!

Why 196 points? Is it significant?

Well, all you gay "histoire" buffs will recall that the New York City Stonewall Rebellion of 1969 marks the birth of the modern gay rights movement. We figured since Kinsey found that at least 10 percent of the population is gay, 10 percent of our historic date was an appropriate number. Significant? You decide!

Why GIVE AWAY points instead of collecting them?

We believe that as you give, you DO get. So, it makes sense that by GIVING you and everyone else GET to be "Only Natural."

What's this odd/even stuff?

Well, let's face it--we're not a traditional lot. It's odd to give so to "get even" we decided to...well, leave it as it sounds!

We've tried to explain our thoughts behind it all. It's Only Natural you'll see something we never saw. We welcome your comments. Write us! IMAGINATIVE INNOVATIONS, P.O. Box 1242, Royal Oak, Michigan 48068.

One dollar from your purchase price is designated for the creation of a foundation. These funds will support work that increases awareness and positive understanding of our lifestyle.

As with all efforts, it's never done alone. We'd like to publically thank those who have helped make this idea a reality. In alphabetical order: Ann; B.S.; C. and her mom; D.; D. Bear; Jan; Julie; L; M.; N.R.; Robert; Sandy; Susan K.; Suzanne and all of our friends who gave us encouragement and enthusiasm for this project. Thank you!!

"IT'S ONLY NATURAL" Created and Developed by
Karen Peper and Stacy Brooke

Who Hasn't Played Games?

Well, at last, a first-
May we present to you a new kind of game.
One that enhances our positive energies,
celebrates our diversity,
AND is fun!

IT'S ONLY NATURAL a board game for lesbians

Built on fabric, the beautifully designed silkscreen board is a treasure itself. Add to that a game that encourages strategy and throws in an element of chance and you've got a perfect evening's entertainment.

GAME - Special Introductory Price of \$14.97 (regularly \$19.97)

Make the event complete by adding a t-shirt silkscreened with our "It's Only Natural" logo. A red apple sets off the black "woman-tree" making the shirts a gift idea good enough to stand on their own.

50/50 short-sleeve T's all sizes (light blue, yellow, pink - PLEASE SPECIFY) only \$8.97

50/50 long-sleeve T's in all sizes (lovely lavender) only \$11.97

\$1 from every game sold is designated for the creation of a foundation. These funds will support work that increases awareness and positive understanding of our lifestyle. Have fun and help a good cause, too.

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Michigan residents please add 4 percent sales tax

All purchases mailed in plain wrappers.

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