

<p>Contact Contact is a 30 minute social game for 4-16 friendly players. It focuses on physical contact between participants; testing imagination, communication, and intuition—An ice breaker meant to challenge social boundaries.</p> <p>Contents A black player marker A white partner marker 18 cards with 2 quirks each</p>	<p>Gameplay Players gather in a circle and take turns interacting with new partners. Each pair finds a way to make physical contact that hasn't already been done during the game. (Once you and I have shaken hands, no one else can.) If a pair repeats a touch that's already been done, tell them to find a new way to touch. They can try any number of times. If they succeed, they each earn 1 point.</p>	<p>Give one player the black player marker, and a player across from her the white partner marker. Both markers pass to the left each turn. If a player gets the white partner marker but has already partnered with the current player, she passes it to the left again.</p> <p>Consent is vital, in this game and in all situations. If a player acts without consent and makes her partner uncomfortable, that player is eliminated from the game. If</p>
<p>9 1</p> <p>Designed by Jay Treat 2014 Thanks to Antol, Adam, Noah & Rich and to the coordinators & participants of the Golden Cobra Challenge.</p> <p>Please leave feedback and find updates here: http://tinyurl.com/ContactGame</p>	<p>5 2</p> <p>Quirks (Recommended) Give each player a quirk card at the start of the game. Each card has two quirks to choose from. Do as your quirk specifies while you are partnered. If a player is uncomfortable with the quirk they receive, he takes a new one.</p> <p>Guessing (Optional) Players try to guess what others' quirks are. You can guess once per turn. If you're correct, score a point. If two players guess the same quirk</p>	<p>4 3</p> <p>with the most points win. The players play twice, once with every partner and once with each of the other players. The winner is the player with the most points. If you are tied with one or more players, play around the table with one or more players. For a game with 6 or fewer players, you can play with one partner and one other player. The game ends when everyone is partnered once with every player.</p> <p>Game End The game ends when everyone is partnered once with every player.</p>
<p>at the same time, no one gets the point. When your quirk is guessed, replace it with a new one.</p>	<p>Quirks Give each player a quirk card at the start of the game. Each card has two quirks to choose from. Do as your quirk specifies while you are partnered. If a player is uncomfortable with the quirk they receive, he takes a new one.</p>	<p>their behavior was in violation of the event/venue's protocol, or against the law, further action may be called for.</p>

Cut these markers out—or use something more tangible (Friendship bracelets would be awesome, nerf balls would be fun). Trim and fold the rules down to card-size.

Make contact with your partner in a new way.
Remember your quirk.
Pass this to the left afterward.

Player

The game ends when everyone has partnered with everyone else once. Twice with 6 or fewer players.

Make contact with your partner in a new way.
Remember your quirk.
Pass this to the left afterward.

Partner

Pass this to the left if you've already partnered with the current player.

<p>Repeat your touch two more times.</p> <p>Use the word 'love';</p>	<p>Touching with your hands doesn't count.</p> <p>Move like a cat.</p>	<p>Move like a primate.</p> <p>Thank your partner.</p>
<p>Watch your partner's eyes.</p> <p>Avoid eye contact.</p>	<p>Touching your partner's hands doesn't count.</p> <p>Lie.</p>	<p>Touch for three seconds.</p> <p>Touch as briefly as possible.</p>
<p>Touch only your partner's clothing.</p> <p>Complement your partner.</p>	<p>Make pleased sounds while touching.</p> <p>Move like a dog.</p>	<p>Get on your knees for your turn.</p> <p>Apologize.</p>

<p>Remove an article of clothing.</p> <p>Move like a cat.</p>	<p>Make animal sounds.</p> <p>Don't use your arms.</p>	<p>Speak, and in an accent.</p> <p>Don't speak. (except to guess)</p>
<p>Act like a zombie.</p> <p>Close your eyes.</p>	<p>Wait for your partner to initiate contact.</p> <p>Profess your affection.</p>	<p>Don't use your arms.</p> <p>Laugh.</p>
<p>Give your partner a nickname.</p> <p>Request to be called something specific.</p>	<p>Ask a question before touching.</p> <p>Growl.</p>	<p>Beg.</p> <p>Dance.</p>