

STOP

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What is that?

Stop! cards can be held up high or even into the camera during role-play, depending on the circumstances.

Such a moment is, for example, when the game master explains something that you find very disgusting or that you might have nightmares about and you don't want to interrupt him or her.

If you hold up the card, the teacher knows that it is best to skip what is being told or not to tell all the details.