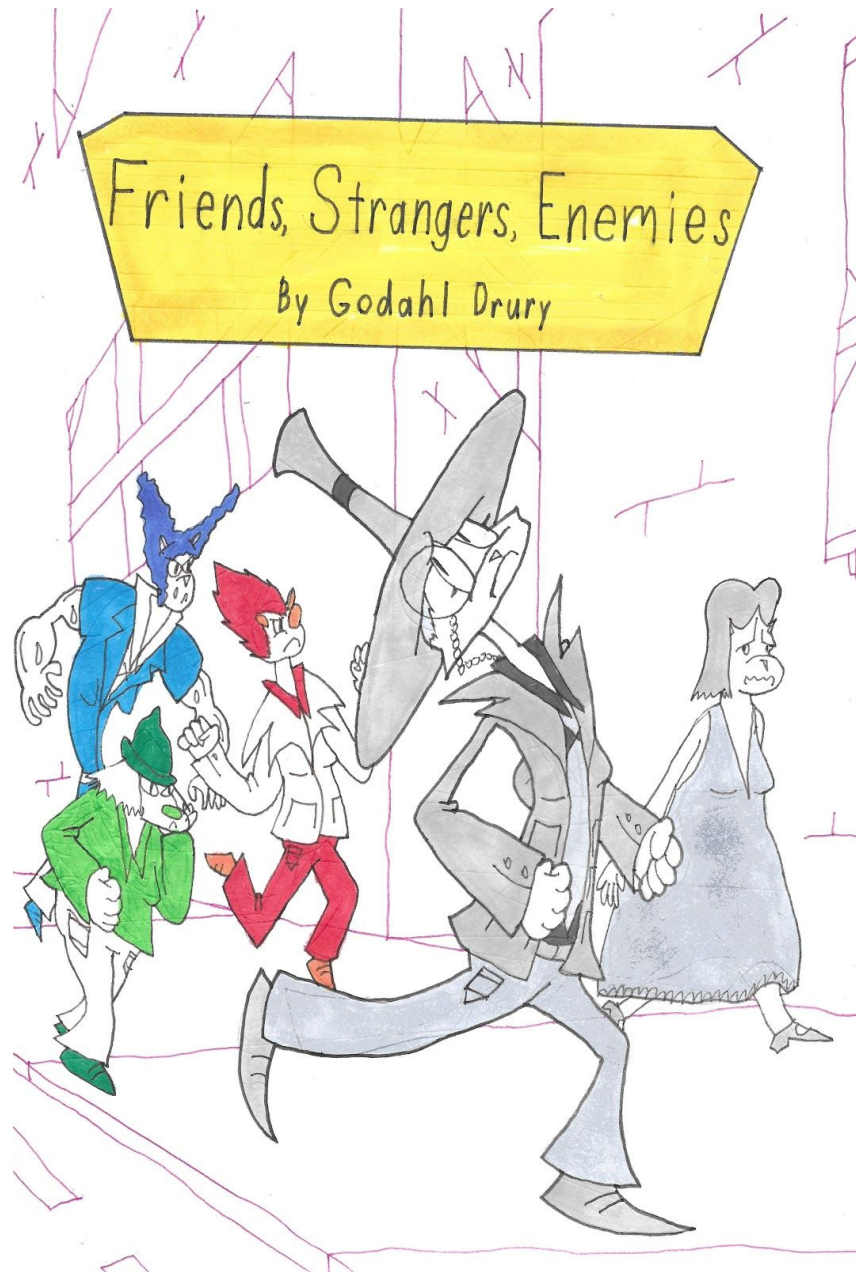


FRIENDS, STRANGERS, ENEMIES

By Godahl Drury



To play, you must open the file called "FSE Cards for Printer.pdf," print it out on an 8.5 x 11 inch sheet of paper, cut out the cards, and place them inside card sleeves alongside an actual playing card, for support. Alternatively, you could print the document out on card stock and cut them out, which foregoes the need for sleeves. Any way you have to put the nine cards in this game together is fine by me.



Friends, Strangers, Enemies is a two player competitive game designed to be played in extremely short sessions, and without requiring a table or space to play on (so it could be played standing, or on public transit, etc.)

COMPONENTS:

- 9 cards (3 of each type)
- This instruction booklet
- That's it!

GOAL

Each player picks the pocket of a friend, stranger, or enemy, while attempting to manipulate the social cues of the other player's mark through careful lying, in hopes of driving them out of the field.

THAT'S CONFUSING! HOW DOES IT WORK?

First, shuffle the deck.

Then, each player draws a single card. This card represents their mark, who they rob. The word at the top of each card dictates their aura, which determines whether they are a friend (represented by an aura of grass) a stranger (represented by fire) or an enemy (represented by water).



A friend can easily ward off the machiavellianisms of an enemy, but is susceptible to having their mind changed by a stranger to whom they have no predisposed opinions on, who THEMSELVES, is, in fact, sympathetic to your enemies, being a third party.

Or, to put it another way:

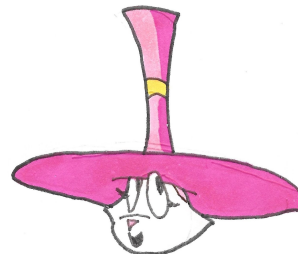


So how do you set your social circle against your opponent? Well, after both players draw cards, whoever wants to go first states the aura of their drawn card.

They can lie!

At this point, the second player can either call out their opponent (see below), or state their OWN card (and they can lie!)

At this point, the first player has three options. They can call out player 2, they can accept the results of what each player said, OR, if they lied to begin with, they can reveal their REAL card, and if it beats what player 2 SAID their card was, then they win, even if player 2 was lying!



Whichever player has the winning card (according to that diagram last page) wins. In the event of a tie, player 2 is the winner.

CALLING OUT

At any point where a player can call out another player, they may do so!

A callout in this game is basically an accusation that the other player lied about their card.

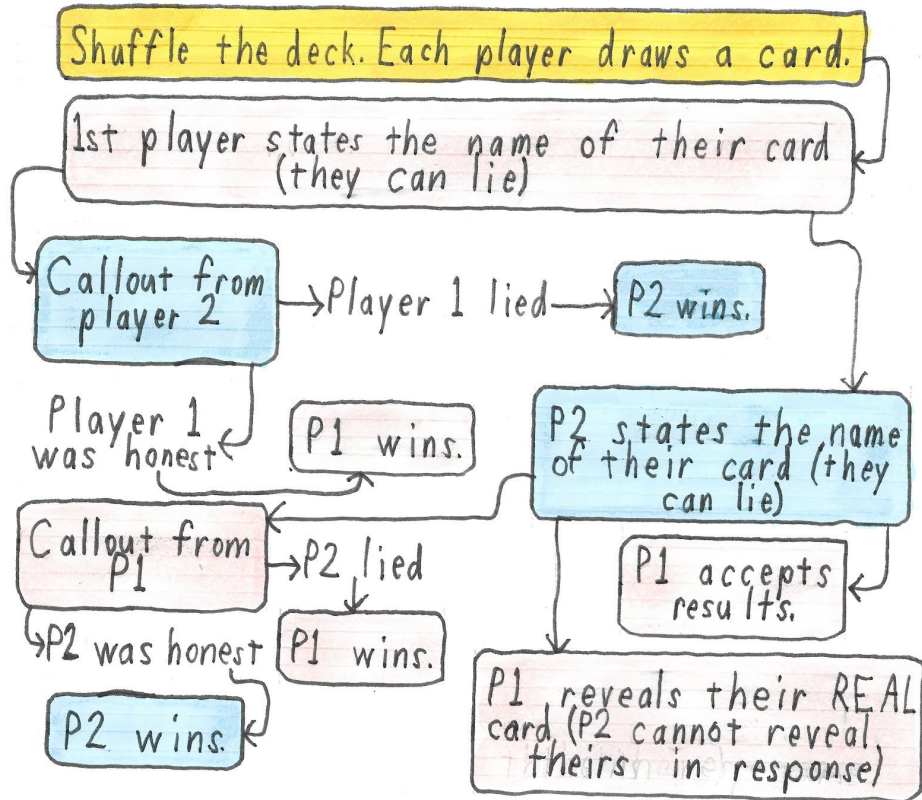
If they DID lie, then you are the winner! Likewise if you lied and get called out, your opponent walks away victorious!

However, if either player calls the other out and they AREN'T lying, the player who did the callout loses INSTANTLY, regardless of any other facts!

Play as many rounds as you want! Best of 3, best of 7, best of 20, or just best of 1 or anything else! The ultimate winner has the right to declare themselves the only valid pickpocket of the area!
But maybe don't brag about it.



If all that was confusing, here's a chart to walk you through the game!



And--that's it! See ya!

