

True Frenemies

INSTRUCTION BOOK



True Frenemies

True Frenemies™ Edition I

Graphic Design Dug Campbell Digital Art+ Chris Wells Game Design Derek and Lucy White

MOUNT21
PRODUCTIONS

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YOUR PURPOSE

You have a path in life to follow - from the beginning of **YOUR STORY** until you reach the **Tree of Life**. You walk along this path, but there are others who will walk with you. Your goal is to be the first to bring both yourself as well as your **Secret Friend** to the **Tree of Life**.

But be forewarned. You may know your own **Secret Friend**, but you will have no idea who has you as a **Secret Friend**. Your own personal **Secret Friend** may be no friend to you at all! In **True Frenemies™** no one cooperates the way they should.

NUMBER OF PLAYERS

3 to 8

PLAYER AGES

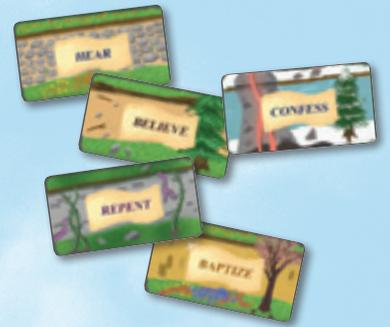
8 and up

GAME PARTS

1. Game board
2. **Bible Says** card deck (120 cards)
3. **Say a Little Prayer** card deck (40 cards)
4. **Face the Music** card deck (80 cards)
5. **SinTakes** card deck (40 cards)
6. **Submission** tokens [100 total: **Hear** (20), **Believe** (20), **Repent** (25), **Confess** (20), **Baptize** (15)]
7. Eight **Secret Friend** tokens
8. Eight **This is Me** tokens
9. Two dice
10. Eight game gem pieces



Game Setup



1. Open the game board.
2. Shuffle the *Bible Says* cards and set them to the side.
3. Shuffle the *Say a Little Prayer* cards and set them to the side.
4. Shuffle the *Face the Music* cards and set them to the side.
5. Shuffle the *SinTakes* cards and set them to the side.
6. Organize the *Submission* tokens into *Hear*, *Believe*, *Repent*, *Confess*, and *Baptize* piles.
7. Have each player draw 3 *Face the Music* cards (without looking at them). Each player will then place those 3 cards facedown in front of themselves. At no point until later in the game will any player look at any of the *Face the Music* cards they have drawn.

Note: If the players want a more hostile game, they do not need to do this. But a more hostile game will take longer to finish.

8. Pull out the number of game gem pieces equal to the number of players and put those in the middle of the game board.
9. Pull out the *Secret Friend* tokens which match the game gem pieces, put those facedown in the middle of the game board, and scramble them.
10. Have each player pick one facedown *Secret Friend* token. Each player can look at their own *Secret Friend* token, but they must be careful that no one else sees the *Secret Friend* token they have drawn. The *Secret Friend* token drawn will be that player's *Secret Friend*. Each player will keep the *Secret Friend* token they have drawn facedown in front of them for the remainder of the game. It is very important that each player keep their *Secret Friend* a secret for as long as possible during the game.
11. Each player will now choose a game gem piece that is different from the *Secret Friend* token they have drawn.
12. If one player is forced to choose a game gem piece that matches their *Secret Friend* token, then repeat steps 9 through 11 until everyone has a different game piece from the *Secret Friend* token they have drawn.
13. Have each player draw a *This is Me* token that matches their game gem piece. They will turn it over so the color is visible and place it in front of themselves so that all players will know their game gem piece for the rest of the game.
14. We are now ready to begin to play the game! Have each player roll the dice. The lowest roll will go first. Play will move clockwise around the board.

RULES in Brief

The **RULES in Brief** will help you to quickly begin play. If you have any question regarding a specific situation you may refer to the **SO SERIOUS RULES**.

1. The object of the game is to get both yourself as well as your *Secret Friend* to the *Tree of Life*.
2. On your turn after your roll, you may move yourself forward the amount of your roll, another player forward the amount of your roll, or another player back the amount of your roll.
3. If you move another player back, you must draw one of your own *Face the Music* cards (from the 3 facedown in front of you) and do as it says. If you have no remaining *Face the Music* cards in front of you, you cannot move anyone back at the beginning of your turn. You cannot move anyone back for any reason if you hold the *Baptize* token.
4. The *Submission* tokens are: *Hear*, *Believe*, *Repent*, *Confess*, and *Baptize*. If you have more than one of any type of *Submission* token, then you have an "extra" *Submission* token of that type.
5. If someone tries to move your game piece against your will, you can block them by using an "extra" *Submission* token (if you have any). Once you have used a *Submission* token to block someone from moving you, you must discard the token into the main pile.
6. You may only use "extra" *Submission* tokens to block unwanted moves. Once you have received a *Submission* token of a given type, you must keep at least one.



7. *Submission* tokens must be obtained in the following order: *Hear*, *Believe*, *Repent*, *Confess*, *Baptize*. You cannot receive a *Submission* token out of sequence for any reason.
8. The five stages of the game path are *Hear*, *Believe*, *Repent*, *Confess*, and *Baptize*.
9. To pass through the **GA+ES** at the end of the final four stages of the game path (*Believe*, *Repent*, *Confess*, and *Baptize*), you must have the appropriate *Submission* token. The necessary *Submission* token to pass through a **GA+E** is given in the cloud on the game board floating by each of the final four **GA+ES**.
10. Note that you do not need to "pay" a *Submission* token to pass through a **GA+E**. You must simply have the appropriate *Submission* token to pass.
11. If you cannot pass through a **GA+E** into the next stage, you will bounce back to the beginning space of that stage and collect the appropriate *Submission* token specified by the beginning space. You may collect the *Submission* token no matter who or what causes you to bounce back to the beginning of a stage.
12. Other than the bounce back situation described above, **you only get to do what is on any given game space if it is your initial move for the turn or you have received an extra turn.** That is, if you draw a card which moves you to another space you do not get to do what is on the space. If you move another player either forward or back, they will not get to do what is on the game space you have moved them to. Note that in some instances you or another player will gain an extra turn. In that case, with the extra turn the player can do what is on the game space where they land.



13. Game Spaces

Safety

When you land here no one can do anything to move you. For as long as you are on this space it is as if you are not in the game.

All About Me

Take another turn. After your roll, you may move another player rather than yourself just as if it is the beginning of your turn.

All About Others

Choose another player to take a turn out of sequence. The player chosen may choose to move another player rather than his or herself after their roll just as if it was their original turn. After complete, play will resume at the original sequence. No player's turn will be skipped.

Bible Says



The person to your right will draw a **Bible Says** card and ask you the multiple-choice question. If you get it right, you may draw a **Submission** token (either one you have or the next in sequence). If you are wrong, you must draw a **Face the Music** card from the main deck and do as it says. (Not from the three **Face the Music** cards in front of you.)

Challenge You

If you answer three **Bible Says** cards correctly, you get a **Submission** token (either one you have or the next in sequence) and you get to take another turn. If you are wrong on any **Bible Says** card, you must draw one **Face the Music** card from the main deck and do as it says. (Not from the three **Face the Music** cards in front of you.)



Say a Little Prayer

Draw a *Say a Little Prayer* card and do as it says.



Who is Your Friend?

You must try to guess the *Secret Friend* of another player at the table (who is not on Safety). If you are correct, the player you have guessed (not the player's *Secret Friend*) must move back 20 spaces. If you are wrong, you must draw a *Face the Music* card from the main deck and do as it says. No one can block a move back by using an extra *Submission* token in this situation.

SinTakes

Draw a *SinTakes* card and take the *First Time* benefit. At the same time, all other players not on Safety must move back the *Pay the Price* for each *SinTakes* card they hold. Once you draw a *SinTakes* card, you must hold it through the game until you get a *Baptize* token.



Once you do get a *Baptize* token you will turn in all the *SinTakes* cards you have accumulated throughout the game, and you will never draw another *SinTakes* card even if you land on a *SinTakes* space. In addition, those with a *Baptize* token cannot move anyone back.

Submission Spaces (*Hear, Believe, Repent, Confess, Baptize*)

You may draw the *Submission* token for this space so long as you have all the other tokens in sequence prior to the token on the *Submission* space where you have landed. For example, you cannot draw a *Repent* token without first having a *Believe* token.

If you already have the *Submission* token for the space you have landed, you may still draw that *Submission* token. You can have more than one type of each *Submission* token.



SO SERIOUS RULES

First Introduction to Submission tokens and Spaces

Submission tokens are very important for many reasons in this game. One of the ways to get *Submission* tokens is to land on *Submission* spaces. The five types of *Submission* spaces are: *Hear*, *Believe*, *Repent*, *Confess*, and *Baptize*. These tokens are necessary to move beyond certain points in the game and can also provide protection if others try to move your game piece against your will.

Submission tokens must be obtained in order. The order follows the stages of the game: *Hear*, *Believe*, *Repent*, *Confess*, *Baptize*. You cannot get a *Believe* token unless you first have a *Hear* token. You cannot get a *Repent* token unless you already have a *Believe* token. You may collect more than one of each *Submission* token type. There are multiple ways to do this in the game.

If and when you get a *Baptize* token, you can no longer either directly or indirectly cause any other player to move back because of your turn. There is no exception to this rule. Baptism is a BIG commitment. Also, once you get a *Baptize* token, you will turn in all the *SinTakes* cards that you have accumulated through the game.



Game Play

Each time it is your turn, you have three different game play options. Always, keep in mind that you have complete control on what you do at the beginning of your turn. If you do not want to move to a certain game space, you may choose to move another player instead.

- 1) You may roll the 2 dice and move yourself forward the amount of your roll. If you do this, you will move your piece to the appropriate space and do as it says. Note that if you have no other option, you must move yourself forward. You do not have the choice to do nothing.
- 2) You may roll the 2 dice and move another player forward the amount of your roll.

If you do move another player, they do not get to do what is on the space that you have moved them to.

It is possible for you to move another player to the *Tree of Life*.

If you do attempt to move a player forward beyond a *Gate* and that player does not have the necessary *Submission* token to move beyond that *Gate*, the player you have moved will bounce back to the beginning of that stage and get the appropriate *Submission* token for that stage.

You cannot "bounce" a player against a **Gate** causing them to go back to the beginning of a stage if you hold a **Baptize** token.

You cannot move anyone forward who is still in the **Your Story** village.

- 3) You may roll the 2 dice and move any other player back the amount of your roll. You can be really mean!

If you do move another player, they do not get to do what is on the space that you have moved them to.

No matter what, if you try to move another player back (whether or not they block you), you must draw from one of your own **Face the Music** cards and do what it says. (If you are playing the version with no **Face the Music** cards in front of each player at the start, then you must draw a **Face the Music** card from the main deck and do as it says.)

If you have no remaining **Face the Music** cards in front of you, then you cannot attempt to move any player back.

*This is not relevant if you are playing the version where you do not have **Face the Music** cards in front of you at the start.*

You cannot move another player back if you have a **Baptize** token.

You cannot move anyone back who is already at the **Tree of Life**

Blocking Unwanted Moves

If a player tries to move your game piece either forward or backward against your will, you may block them by using an extra **Submission** token (of any type). If you do block an unwanted move by using an extra **Submission** token, you must turn in that token. Note that only "extra" **Submission** tokens can be used to block a move. At least one of each type of **Submission** token must be retained once a player has received them.

You do not need to say whether you will block an unwanted move until after a player has chosen to move your game piece. That is, a player cannot try to move your game gem, find out that you will block the move, and then choose another player to move instead. Once a player commits to move another player, that's it!

The Five Gates

Your path to the *Tree of Life* consists of five stages: *Hear*, *Believe*, *Repent*, *Confess*, and *Baptize*. The **G+e** at the end of four of these stages may block you. You cannot pass beyond the **G+es** unless you have the appropriate *Submission* token to do so.

To pass through a **G+e**, you do not need to "pay" a *Submission* token. You must merely have attained the appropriate *Submission* token to pass through.

The first **G+e** is at the end of the *Hear* stage. It is transparent and will not block you. You may pass straight through to the *Believe* stage whether or not you have a *Hear* token.

The second **G+e** is at the end of the *Believe* stage. If you do not have a *Hear* token and either your own dice roll would move you beyond this **G+e** or another player attempts to move you forward past this **G+e**, you will bounce back to the beginning of the *Believe* stage, stop, and collect the *Submission* token at that space (a *Hear* token).

The third **G+e** is at the end of the *Repent* stage. If you do not have a *Believe* token and either your own dice roll would move you beyond this **G+e** or another player attempts to move you forward past this **G+e**, you will bounce back to the beginning of the *Repent* stage, stop, and collect the *Submission* token at that space (a *Believe* token).

The fourth **G+e** is at the end of the *Confess* stage. If you do not have a *Confess* token and either your own dice roll would move you beyond this **G+e** or another player attempts to move you forward past this **G+e**, you will bounce back to the beginning of the *Confess* stage, stop, and collect the *Submission* token at that space (a *Repent* token).

The final gate is at the entrance to the *Tree of Life*. If you do not have a *Baptize* token and either your own dice roll would move you beyond this **G+e** or another player attempts to move you forward past this **G+e**, then you will bounce back to the beginning of the *Baptize* stage, stop, and collect the *Submission* token at that space (a *Baptize* token).



All About Others

If you land on this space, select another player (who is not on a Safety space nor at either the *Tree of Life* or the *Your Story* village) to take a turn out of sequence. Once that player's turn is complete, the order will return to the original sequence. No player's turn will be skipped.

Note that the player you have selected may do anything within the rules as if it is their actual turn. That is, they may move other players instead of themselves after their dice roll.

Say a Little Prayer



If you land on this space, draw a *Say a Little Prayer* card and do as it says. If the card says to take another turn, then you will treat it as if your turn has started over. Wherever you land (after rolling the dice), you will do as the space says.

Bible Says



If you land on a *Bible Says* space, the person before you will draw a *Bible Says* card and will read the multiple-choice question out-loud.

If you get it right, you have a choice to either (a) get the next *Submission* token in sequence that you do not have or (b) get another *Submission* token that you already have (to build up extras).

If you get the question wrong, you must draw a *Face the Music* card from the main deck (not your own pile), read it out loud, and do what it says.

Challenge You

If you land on a Challenge You space, the person before you will draw a *Bible Says* card and read the question out-loud on the card as well as the multiple-choice answers.

If you get the answer to the first question right, you must then attempt to answer another *Bible Says* question. If you get that right, you must try for a third.

If you get all three questions right, then you can get any *Submission* token you want (so long as it is one you already have or it is the next one in sequence). In addition to the extra *Submission* token, you may take an extra turn. (Because it is an extra turn, you get all the options as if it was your initial turn.)

If you get any question wrong, then you will draw one *Face the Music* from the big deck (not your own pile) and do as it says.

Who is Your Friend?

If you land on this space, you must select another player, who has not revealed their *Secret Friend*, and guess that person's *Secret Friend*. You may not choose a player who is on a Safety space, has not yet moved from the *YOUR STORY* village, or has reached the *Tree of Life*.

If you guess right, that person must show their *Secret Friend* token to everyone and move back 20 spaces. This is the only case where an extra *Submission* token cannot be used to block the move. The player will keep their *Secret Friend* token turned over for all to see for the rest of the game.

If you guess wrong, you must draw a *Face the Music* card from the main deck and do what it says.



Finally, if you guess wrong, the player you have chosen has the option to reveal their *Secret Friend* by flipping over their *Secret Friend* token. If a player does this, no one can guess that person's *Secret Friend* for the rest of the game.

Any player, at the beginning of their turn, may flip over their *Secret Friend* token and reveal their *Secret Friend* to all the other players. If a player does this, no one can guess that person's *Secret Friend* for the rest of the game.

SinTakes

If you land on a *SinTakes* space and you do not hold a *Baptism* token, draw a *SinTakes* card. You will receive the *First Time* benefit on the card. You must keep the card face up in front of you until you get a *Baptism* token.

As long as you hold the *SinTakes* card, if you are not on a Safety space anytime someone else lands on a *SinTakes* space you will then *Pay the Price* for each *SinTakes* card that you hold.



For example, if you hold two *SinTakes* cards and each one has a *Pay the Price* of 2 spaces, each time someone else lands on a *SinTakes* space, you must move back 4 spaces.

Both the *First Time* benefit as well as the *Pay the Price* are given on each *SinTakes* card.

You may use an extra *Submission* token to protect yourself from the *Pay the Price* when someone else lands on a *SinTakes* space.

Once you receive a *Baptism* token, you will put all your *SinTakes* cards back into the *SinTakes* deck. After you have received the *Baptism* token, you will no longer draw a *SinTakes* card (even when you land on a *SinTakes* space). Also, if you hold the *Baptism* token and you land on a *SinTakes* space, no one else who holds *SinTakes* cards will move backward (*Pay the Price*).

Submission Tokens and Spaces

The game has five types of *Submission* spaces: *Hear*, *Believe*, *Repent*, *Confess*, and *Baptize*. If you land on a *Submission* space (because of your own roll on your initial move), you can get that *Submission* token if either it is in sequence to the tokens that you already own or if you already have that particular *Submission* token.

The *Submission* tokens must be obtained in sequence: *Hear*, *Believe*, *Repent*, *Confess*, *Baptize*.

If you land on a *Submission* space for a *Submission* token that would be out of sequence, then you will do nothing when you land on that space.

You can get more than one *Submission* token of a certain type. For example, you can collect as many *Believe* tokens or *Repent* tokens as you wish.

Submission tokens may be obtained by

- (a) landing on a *Submission* space
- (b) answering a *Bible Says* question correctly
- (c) answering three Challenge space *Bible Says* cards correctly
- (d) obtaining one of the few *Say a Little Prayer* cards will give *Submission* tokens



If you bounce back to the beginning of a stage when you hit a **GA+E** because you do not have the necessary *Submission* token, then you will get the *Submission* token on the space that you bounce back to.

Submission tokens have two important uses in the game.

- (a) They are needed to move through the various **GA+ES** along the path.
- (b) Extra submission tokens can be used to block an unwanted move (forward or back).

If you use an extra *Submission* token to block a move, you must discard it back into the original *Submission* token stacks. You can only use "extra" *Submission* tokens to block a move. You must keep at least one of each type, once you have attained it.

If you take a *Baptize* token, you no longer have the option to move any other player back nor to move somebody forward against a **GA+E** who will then be slammed back to the beginning of a stage. If you hold a *Baptize* token and land on any space or draw a card that would cause another player to move back, you cannot move that player back. If you hold a *Baptize* token and land on Who is Your Friend, you can still guess, but if you guess correctly that player will not move back.

Once you get your *Baptize* token you will turn in all your *SinTakes* cards, and anytime you land on a *SinTakes* space you can no longer take a *SinTakes* card nor cause any player to move back because of landing on that space.

You're a Winner

Being the first (or even the second) to reach the *Tree of Life* is not enough to win. Both you and your *Secret Friend* must reach the *Tree of Life* for you to win the game. Your own *Secret Friend* may have a different *Secret Friend* than you so just because you win does not mean that your *Secret Friend* will also win. It may take three or four players to reach the *Tree of Life*, before someone finally wins the game.

You do not need an exact roll to reach the *Tree of Life*. Any roll that gets you beyond the final gate is good enough. Once you have reached the *Tree of Life* you cannot move or be moved out. You can no longer take any turns in the game.

Is a tie possible?

Absolutely. It can happen if your *Secret Friend* has you as their *Secret Friend*. It can also happen through other combinations.

For example, assume that Bill's *Secret Friend* is Sally and Sally's *Secret Friend* is Tim. If Bill reaches the *Tree of Life* first, he has not yet won. If Tim reaches the *Tree of Life* next, no one has yet won because neither Bill's nor Tim's *Secret Friend* has reached the *Tree of Life* yet. Now, Sally is the third person to reach the *Tree of Life*. In this case, Bill and Sally have tied. (Bill's *Secret Friend* is Sally and Sally's *Secret Friend* is Tim.)

It is not possible to have a tie with more than two players.

What do we do if there is a tie? Tie-breaker.

The final winner will be decided through a *Bible Says* standoff. Each player will take turns answering five *Bible Says* questions. The one who answers the most correctly will win the game. If there is still a tie, all subsequent rounds will consist of three *Bible Says* questions.





our walk is Not Alone