FAKE FRIENDS

IN EVERY FRIEND GROUP, TRUST IS A GAME.



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Fake Friends - you either have them or you don't, who knows! In this fast-paced party game, we give you multiple prompts to test your friendship. Real friends know the truth but Fake Friends don't and might bluff to fit in. If someone raises your suspicions, call a vote to kick them out of the friend group. Identify all the Fake Friends and you win, but be careful - they might turn your real friends against you.



CONTENTS

600 cards 6 envelopes 1 hour glass Rules of play

AGES 17+ 4-6 Players

PRINT AND PLAY

INSTRUCTIONS:

PRINT OUT ALL ACTION AND ROLE CARDS. FOR ANY SUBJECT CARDS THAT DON'T HAVE THE FAKE TAG PRINT OUT 4 COPIES. FOR FAKE FRIENDS PRINT OUT 2 COPIES. THIS WILL GIVE YOU A CARD DECK THAT ACCOMMODATES FOR UP TO 6 PLAYERS.



VOTING

At any point in the game (including another player doing an action) a player may initiate a vote to kick somebody out of the friend group. The player that initiated the vote will nominate a single player they think is a Fake Friend. Other players must agree with the decision to kick the friend out of the friend group.

- with 1 Fake Friend, the voting must be unanimous.
- with 2 Fake Friends, voting must include all but 1 of the other players.

Discussion may or may not occur. If the player is successfully voted out of the friend group, they must reveal their role card.

- If a Real Friend is voted out, the game ends and Fake Friends win!
- If a Fake Friend is voted out, they are eliminated. If any Fake Friends remain, play resumes. If no more remain, Real Friends win!

The game timer gets paused whenever a vote is initiated, and a **1 minute** hourglass should be used instead. When the hourglass finishes, the game timer resumes, regardless of where the vote is, but voting continues. **Be cognizant of time while voting!**

If a vote ends with a player not voted out, the initiator **may not initiate a vote for the rest of the game.** Be ready to defend your accusation, and convince your fellow friends!

After voting, continue from where voting started.

ENDING THE GAME

The game ends in one of following ways

- Time runs out:
 - o Fake Friends Win
- Subject cards run out::
 - o Fake Friends Win
- The friend group votes to kick out a Real Friend:
 - o Fake Friends Win
- All Fake Friends get voted out in a game:
 - o Real Friends Win

Alternatively, you may allow Real Friends to get 1 extra Voting phase when time or subject cards run out, up to player groups.

ADDITIONAL RULES

SABOTAGE - REQUIRES 2 FAKE FRIENDS (5+ PLAYERS)

If a Fake Friend is eliminated, they can sabotage the friend group to help the other Fake Friend out! The eliminated friend gets the chance to swap the **surviving**Fake Friend's next card that is being played next with a Real Friend's next card.

The eliminated Fake Friend can swap cards at **every odd minute** (7 minutes left, 5 minutes, 3 minutes, 1 minute left). This exchange will happen with all living players' eyes closed, ears plugged, and time paused. They may even choose not to swap at all!

SETTING UP - CARD SELECTION FOR ADVANCED PLAYERS

Select cards by random using a 20-sided die and a 6-sided die. The 20-sided die decides the alphabetic character of the card (A=1, B=2, etc.) and the 6-sided die decides the number of the card.

This way, you can get unique combinations of cards, and don't have to worry about your one Tryhard friend memorizing the cards!

FAKE FRIENDS

RULEBOOK

AGES 17+ 4-6 PLAYERS 10-20 MINUTES

FAKE FRIENDS

WHAT IS FAKE FRIENDS?

Fake Friends is a social deduction game played in ~15 minute rounds. Players can receive 2 roles: **(Real) Friends** or **Fake Friends**. Each friend will have a pool of similar Subject Cards that they will have to respond to based as the subject of a drawn Action card. But beware: while each Friend has the same Subject, Fake Friends have a slightly different subject! It's up to the Real Friends to try and detect which friends are Fake based on their responses to certain Actions, and kick them out of the friend group before it collapses!

Real friends try to kick out all of the Fake Friends before they run out of time or action cards, without kicking out a Real friend and having the friend group collapse.

Fake friends try to avoid suspicion long enough to run out the time, exhaust all action cards, or get a Real friend kicked out.

In this fast-paced experience, you'll learn that in every friend group, trust can be a risky (or hilarious) game!

SETTING UP

To set up the game, see below for Fake Friend(s) count and time to set on a timer. For each type of player, grab **10 cards** with the **same identifier code on the back** from the (same) player divider in the box to form a "deck." For each Fake Friend that will be in the game, grab from the designated "Fake Friend" pile. Each player places this "deck" into an envelope with the corresponding Role Identifier Card. **Filling an envelope does not mean you will be that role** (see: Role Assignment below). Do not shuffle the cards before putting them into an envelope.

It is essential that each "deck" consists of the same identifier code on their cards, to ensure that Fake Friends' subjects correspond to the proper similar, but different, subjects. Take care to ensure that this happens!

# Players	4	5	6
Fake Friends	1	2	2
Time (min.)	7	8	9

CARD SELECTION - FOR BEGINNERS

Select cards in order by the identifiers on the back. Start with A1-J1 for your first game, K1-T1, for your second game, A2-J2, for the third, etc. **These groupings come separated by dividers in original packaging!)**

ROLE ASSIGNMENT

After envelopes are filled, shuffle them. Then, distribute a random envelope to each player. Have players open their envelope and look at their role card to find out if they are a Real or Fake Friend. Do not disclose this information with other players.

Everyone is a Real or Fake Friend. The Real friends will have different "subjects" than the real friends, but everyone will have the same action card to act upon the subject (see: Gameplay for more details).

PLAYING EACH ROUND

Select a player to go first, and ensure that all players' decks are in the same order based on the identifier codes on the back of a card. Then start the timer, and be prepared! A turn looks like the following:

- 1. Turn player allows the group to look at their Subject Card, by announcing the card's Code.
 - a. During the game, you may **never** outright reveal the Subject Card's contents.
- 2. Turn Player draws the from the Actions Deck
- 3. Starting with Turn Player, then going clockwise, each player must apply the listed Action to their Subject Card in at most 10 seconds.
 - a. For example, **Action: Rap About** means each player will have to do a short rap about the subject for their allotted time.
 - b. Players **may not** explicitly use the card's name, fish for synonyms, sound it out, etc. Actions on the subject should relate to or respond to the subject matter only, and each friend group can add restrictions as seen fit.
 - c.Players' responses must adequately differ from any player that has gone before them in turn (each friend group defines adequately).
- 4. Turn Player rotates clockwise.
- 5. Repeat from step 1 until there is no more time remaining, no more Subject cards remaining, or a Vote is initiated (see: Voting)

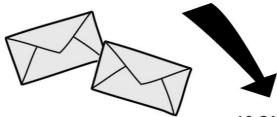
Real Friends use turns to catch odd behavior, reasonings, or unwarranted confusion to deduce who the fake friends are; while Fake Friends should try to fit in as much as possible based on other players' responses, and/or stall for time to run out.

Remember, Fake Friends' subjects may be similar to Real Friends', but they're all at least slightly different!

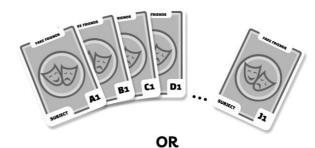
(rules continued on other side)

SETUP

Each player gets an empty envelope. Your envelope should contain...



10 CARDS with the same identifier code on the back.



for fake friends, grab **10 CARDS** from the "Fake Friend" pile.



1 ROLE CARD that corresponds with the role of your deck.





THAT'S IT! Put the cards in (keeping the cards in order) and shuffle and pass around the envelopes.

HAVE FUN!



ROLE CARDS & ACTION CARDS

EAKE FRIENDS

EAKE FRIENDS

EAKE FRIENDS

EAKE FRIENDS

EBIEND

PEAL

YOU ARE A

YOU ARE A

EBIEND PEAL

YOU ARE A

FRIEND JA39



JA39

YOU ARE A



ROLE CARD ROLE CARD

ROLE CARD

ROLE CARD



FAKE FRIENDS







EAKE FRIENDS

YOU ARE A
FRIEND
FRIEND

SOR IN THREE SUROW

(without mentioning the actual subject)

DEZCEIBE

EAKE FRIENDS

EAKE FRIENDS

EAKE FRIENDS

TUO TI TOA

EAKE FRIENDS

TI 9AA

EAKE FRIENDS

SAY IN ONE WORD

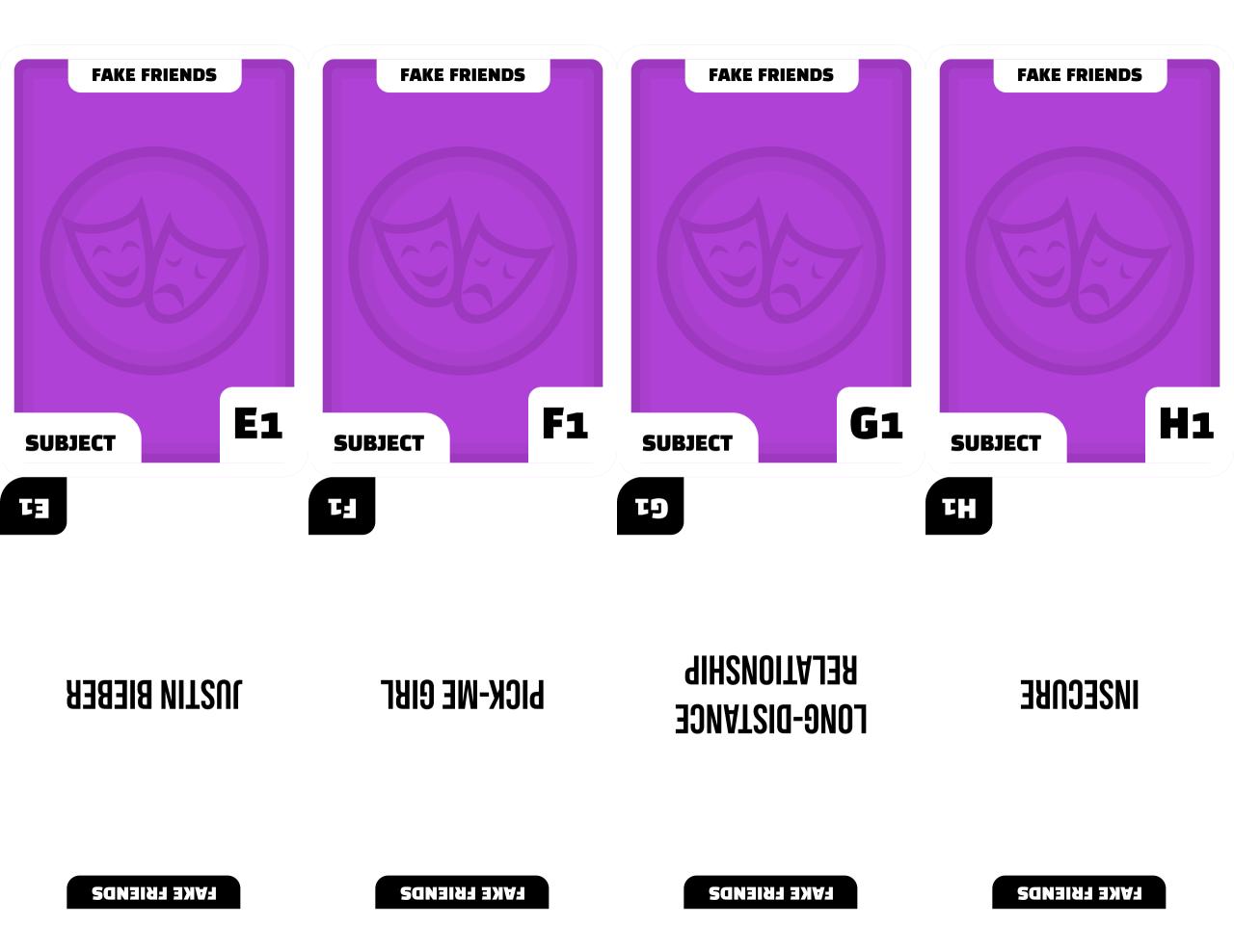
EAKE FRIENDS

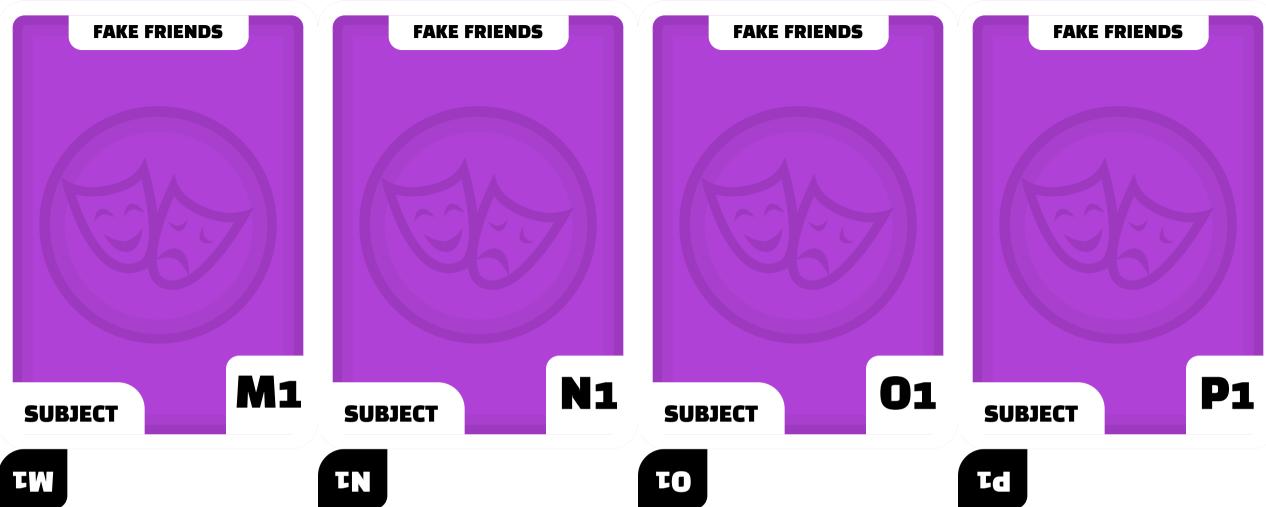
INTERPRETATIVE

NA OQ

EAKE FRIENDS

SUBJECT CARDS





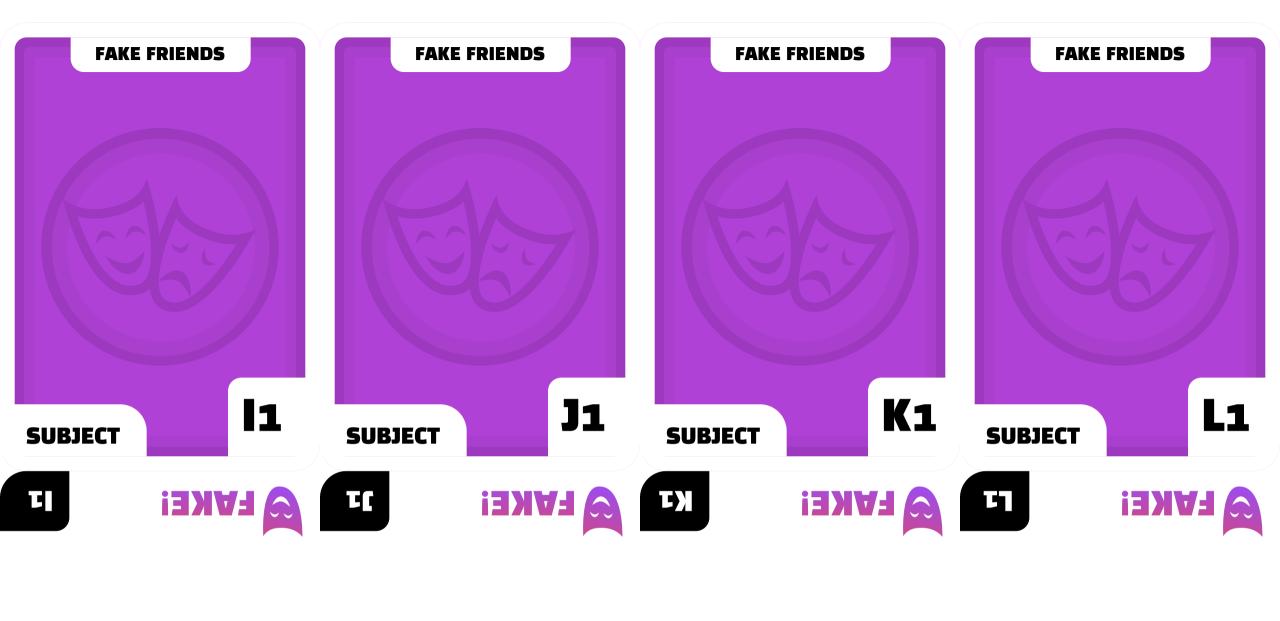
EAKE FRIENDS

EAKE FRIENDS

EAKE FRIENDS

EAKE FRIENDS





OA8 MY0 A42 S.4 WOM 300

FAKE FRIENDS FAKE FRIENDS FAKE FRIENDS



COMPLICATED RELATIONSHIP

FAKE FRIENDS

TNAUAT

(someone who skips

FAKE FRIENDS

MEEABOO

(Japanese culture enthusiast)

FAKE FRIENDS

CHINESE International Student

FAKE FRIENDS

FAKE FRIENDS

FAKE FRIENDS

FAKE FRIENDS

FAKE FRIENDS

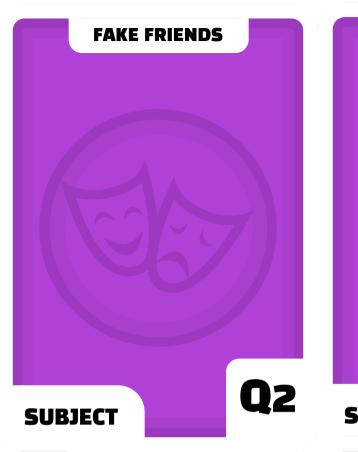
"KNOWS MORE THAN YOU" TA

SORORITY GIRL

NEMTA MED2

Al (Artificial Intelligence)

SQ SA SA



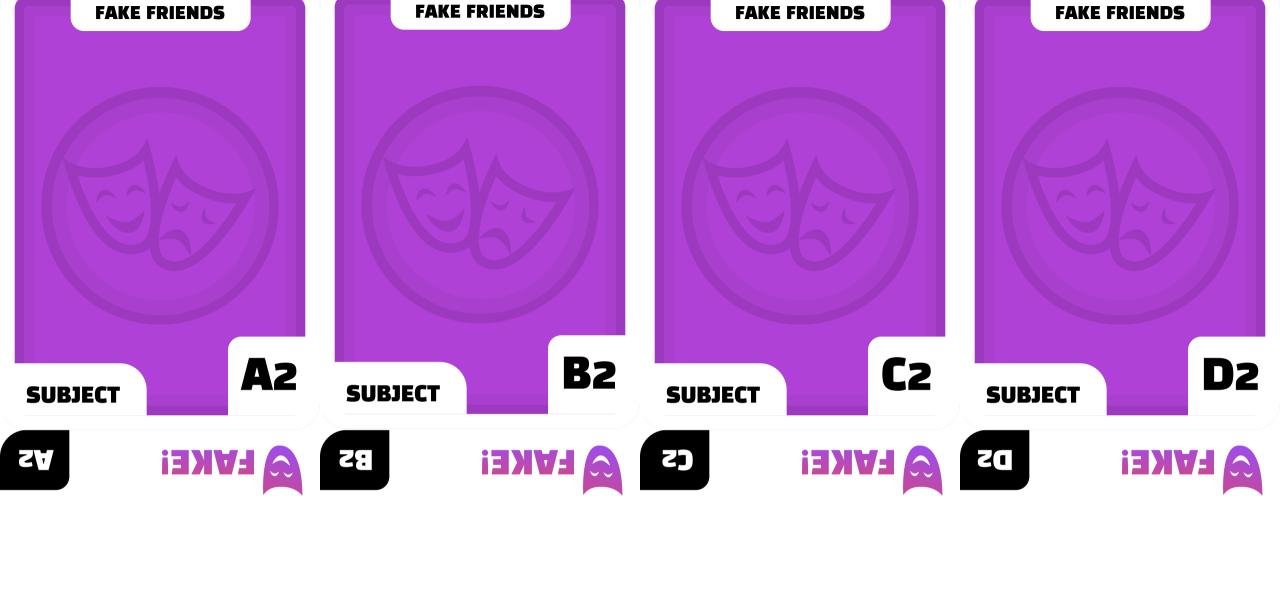
SUBJECT R2

FAKE FRIENDS





COSPLAYER



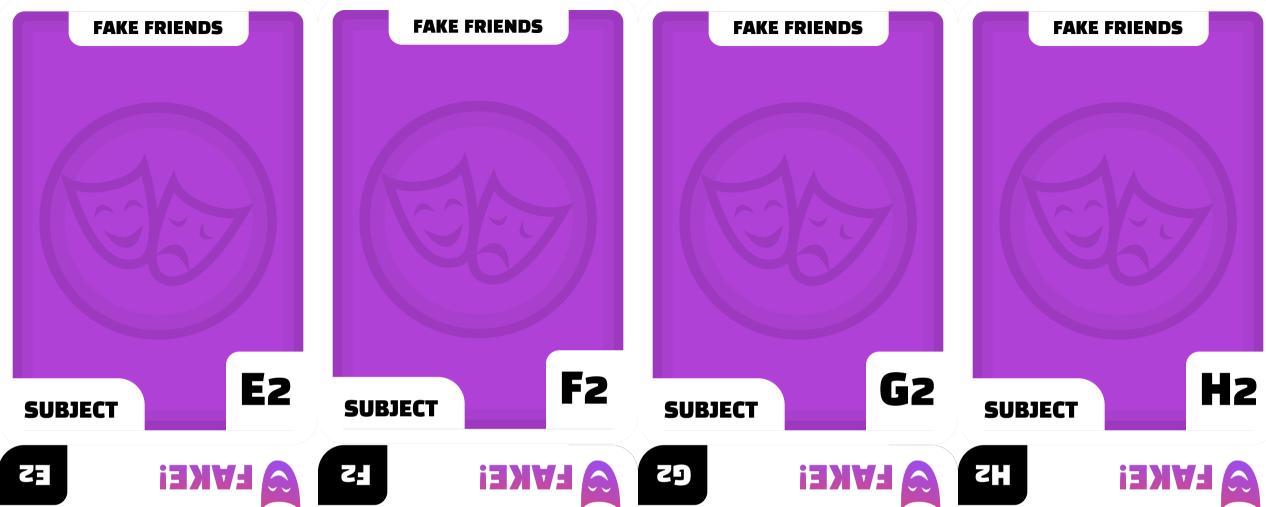
FAKE FRIENDS

BICH KID

FAKE FRIENDS

"COOF KID"

TALKING PHASE

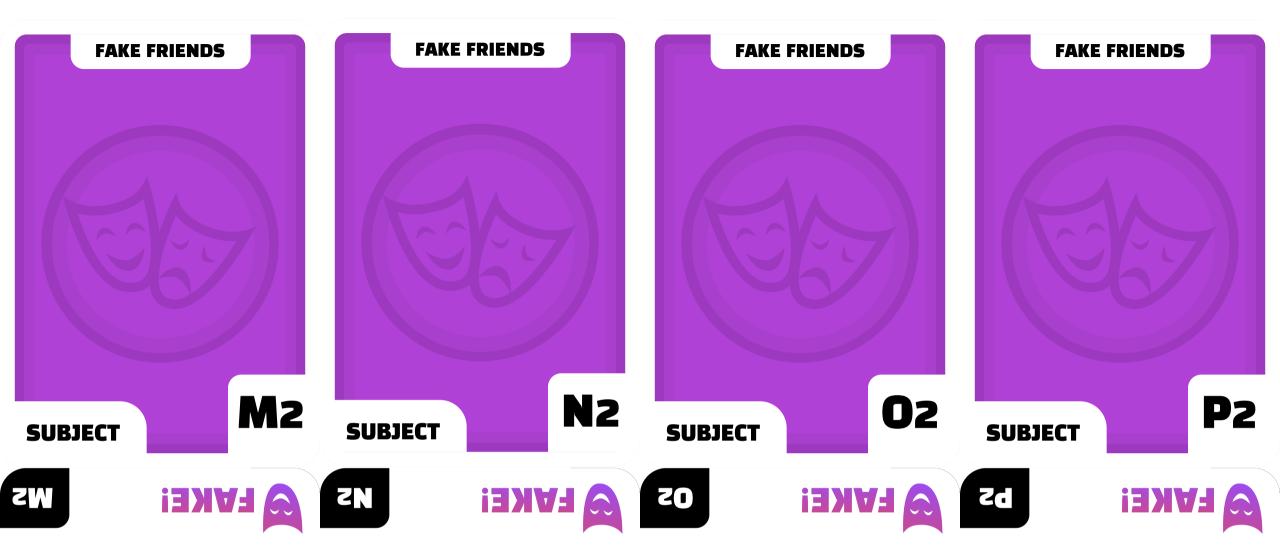




SENIORITIS ENABLER LOVERS' QUARREL CLINGINESS

EAKE FRIENDS FAKE FRIENDS FAKE FRIENDS

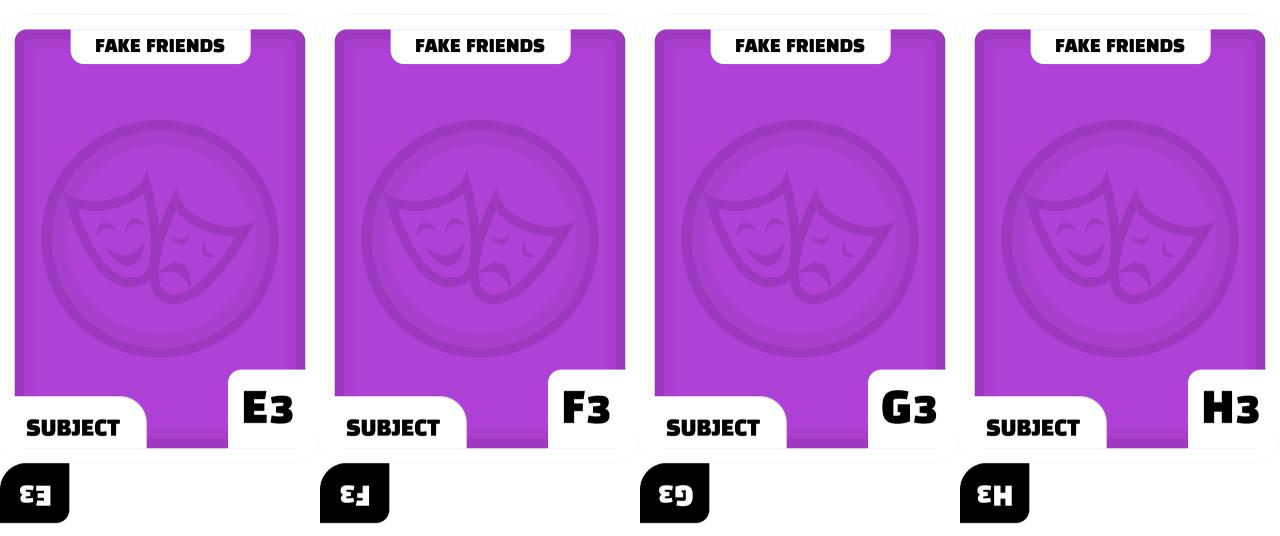
LOVE BOMB YAPPER SELLOUT BANDWAGONER



OPC TOO MUCH PDA AGY HOUM OOT ONLEY GIRL MANSPLAINING



SERIAL ADVENTURER MOMMY MATERIAL ADVENTURER ADVENTURER ASSISTANCE OF THE SERIAL ADVENTURE ASSISTANCE OF THE SERIES ASSISTANCE OF THE SERIAL ADVENTURE ASSISTANCE OF THE SERIES ASSISTANCE OF TH



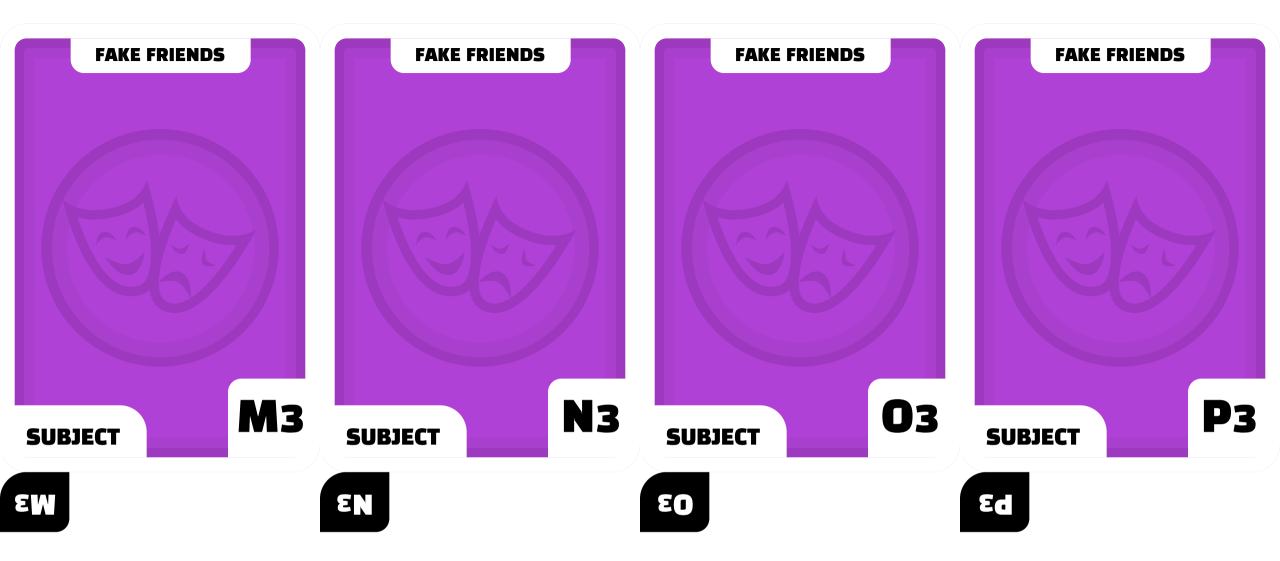


A CAPELLA GROUP

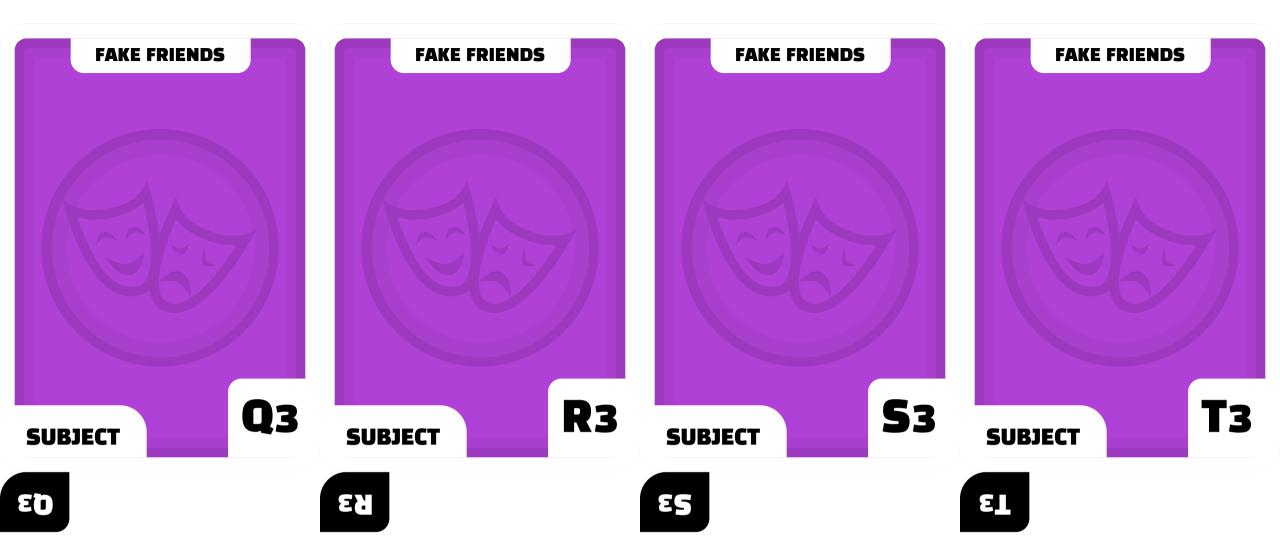
SECRET ADMIRER

GAME ENTHUSIAST

PROCRASTINATION

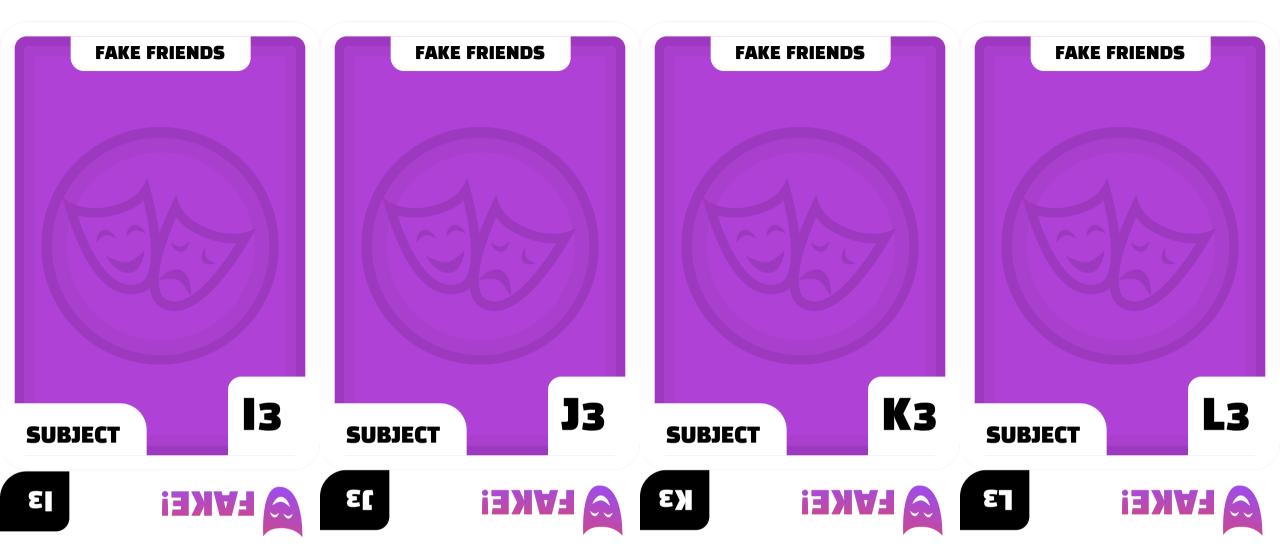


WEIGHTLIFTER STARBUCKS GIRLIE NOVELIST INSOMNIAC





PEOPLE PLEASER SUPERHERO FAN VALLEY GIRL GARDENER





FAKE FRIENDS

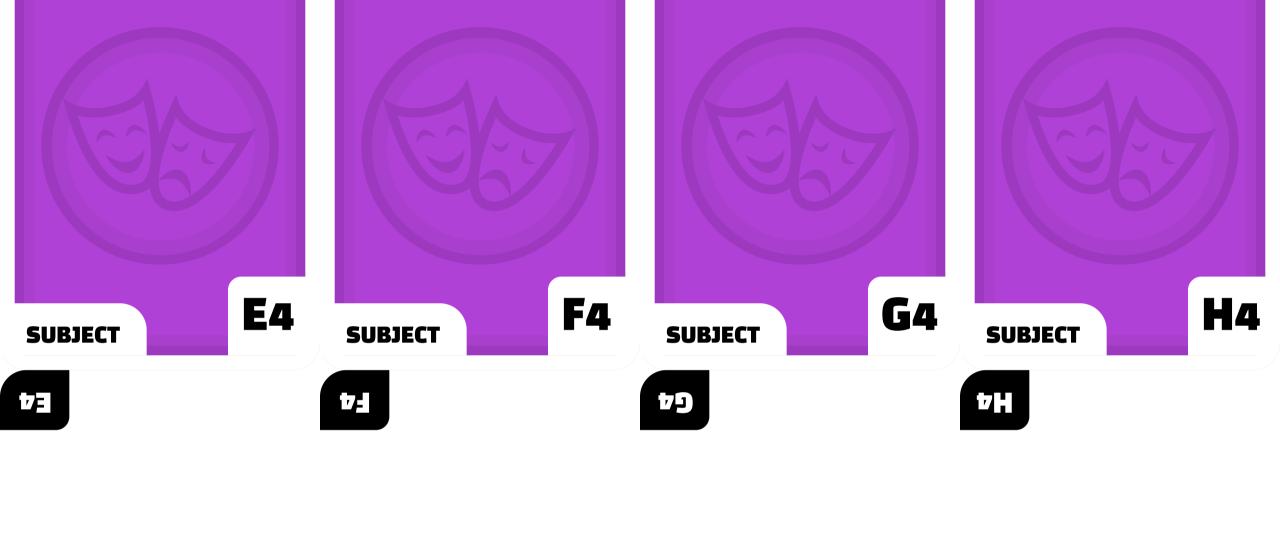
FAKE FRIENDS



FAKE FRIENDS

FAKE FRIENDS





FAKE FRIENDS

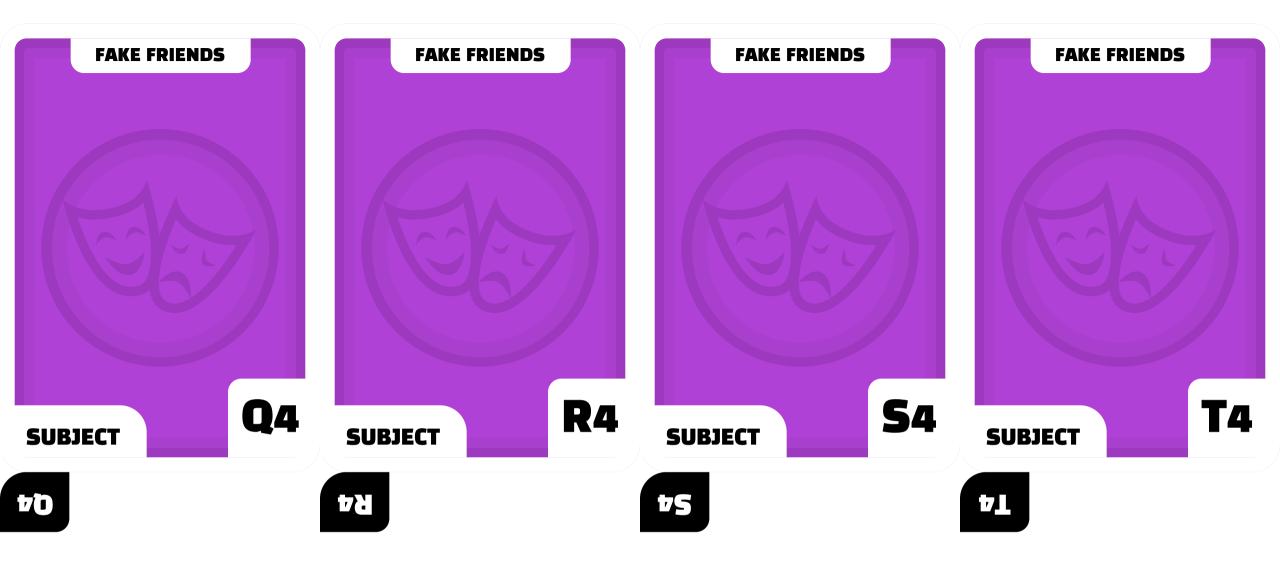
FAKE FRIENDS



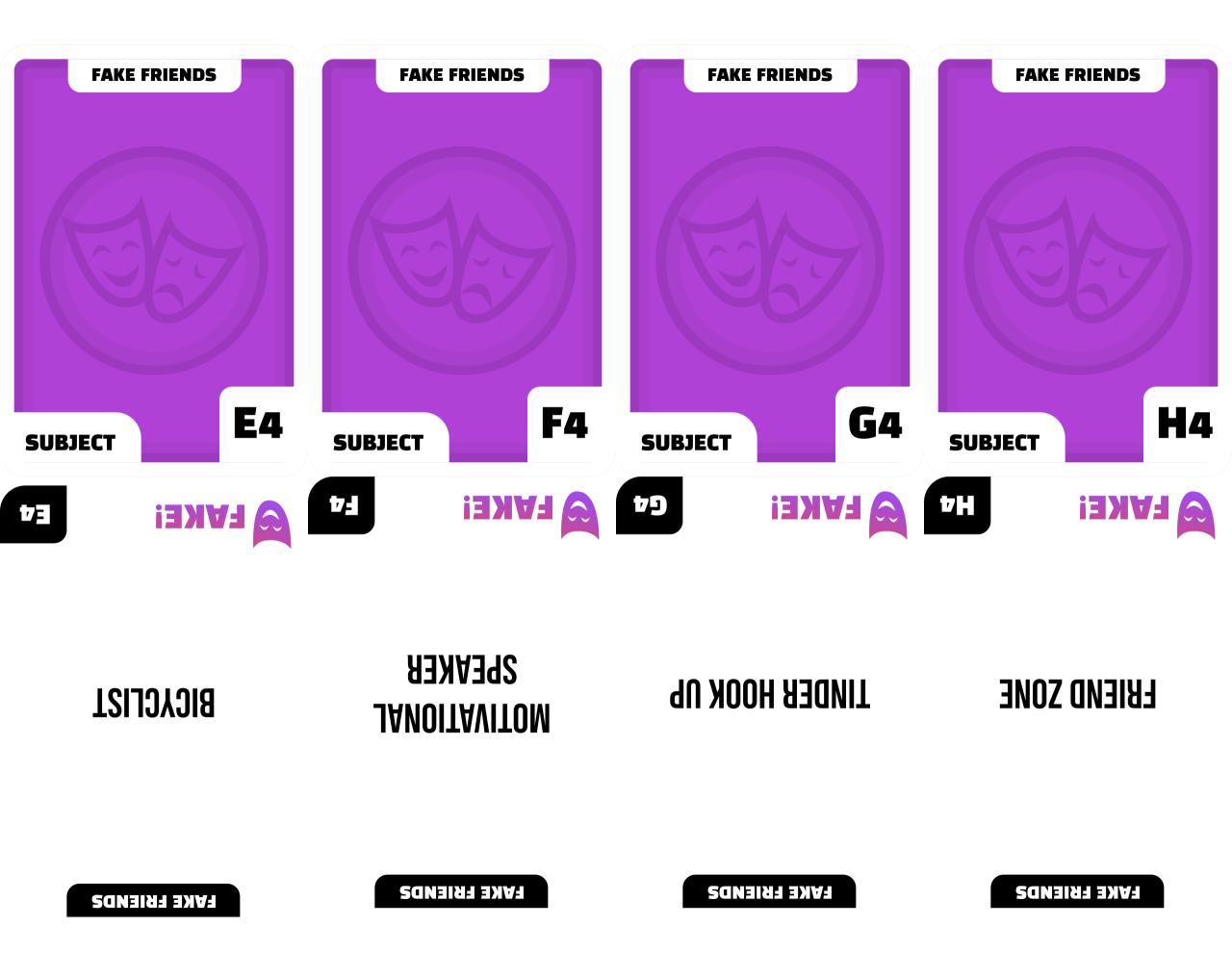
CHOSTING A TEXT

HONEYMOON

ONLY SWIPING THƏIA CAN'T KEEP A SECRET



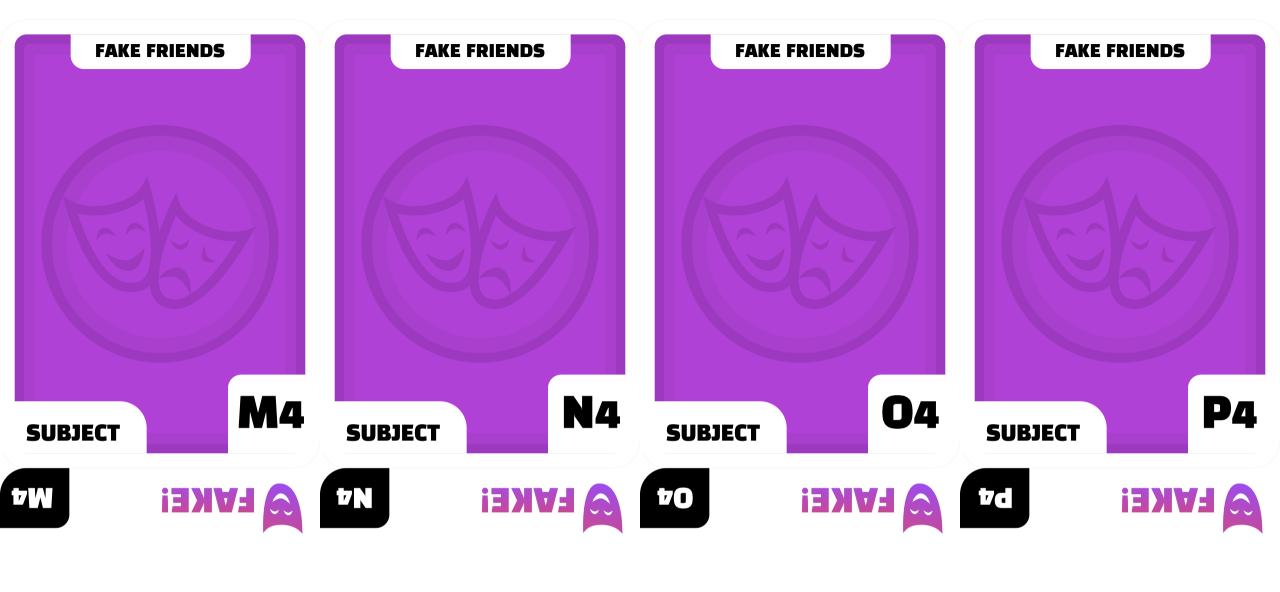






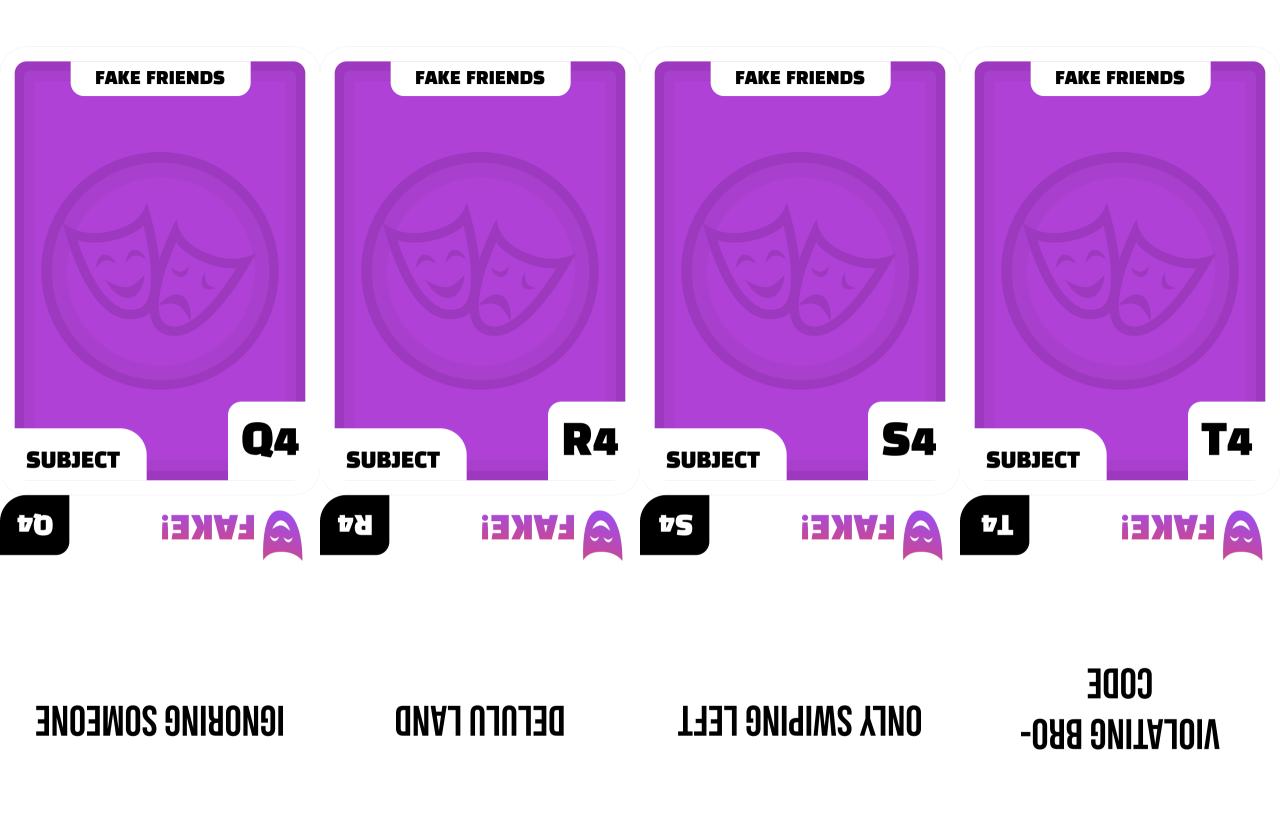
FAKE FRIENDS

FAKE FRIENDS



1.8 GPA TREE-HUGGER

FAKE FRIENDS FAKE FRIENDS FAKE FRIENDS



FAKE FRIENDS FAKE FRIENDS FAKE FRIENDS FAKE FRIENDS

B022

LIGHTWEIGHT

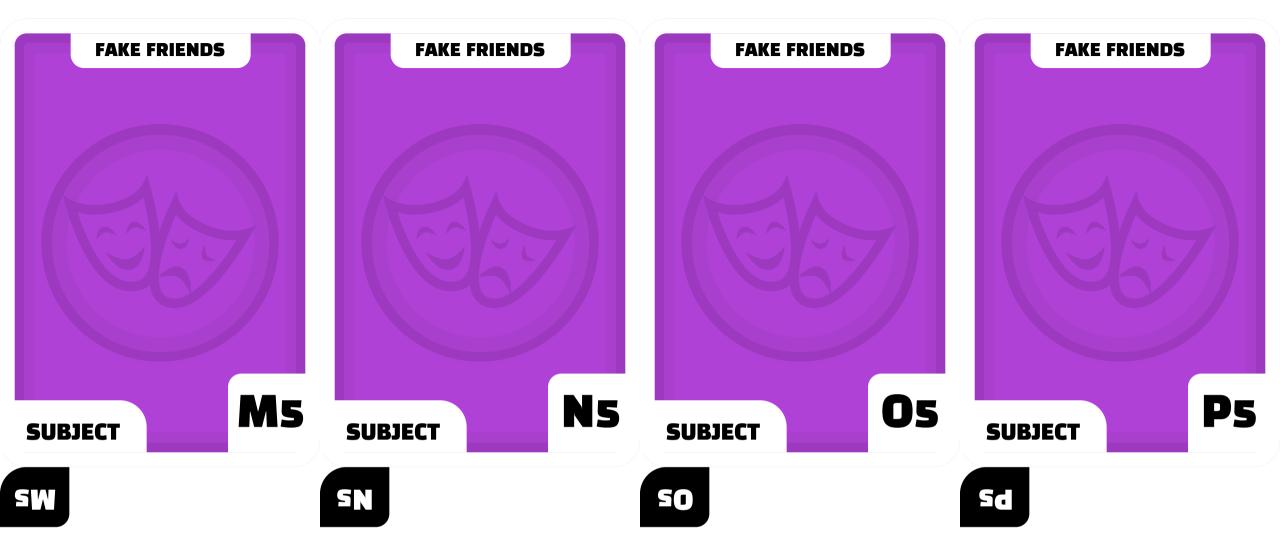
PARTNER

FICTION DIRECTION FAN

FAKE FRIENDS FAKE FRIENDS FAKE FRIENDS FAKE FRIENDS A5 B5 C5 D₅ **SUBJECT SUBJECT SUBJECT SUBJECT SA B2** 5) SQ

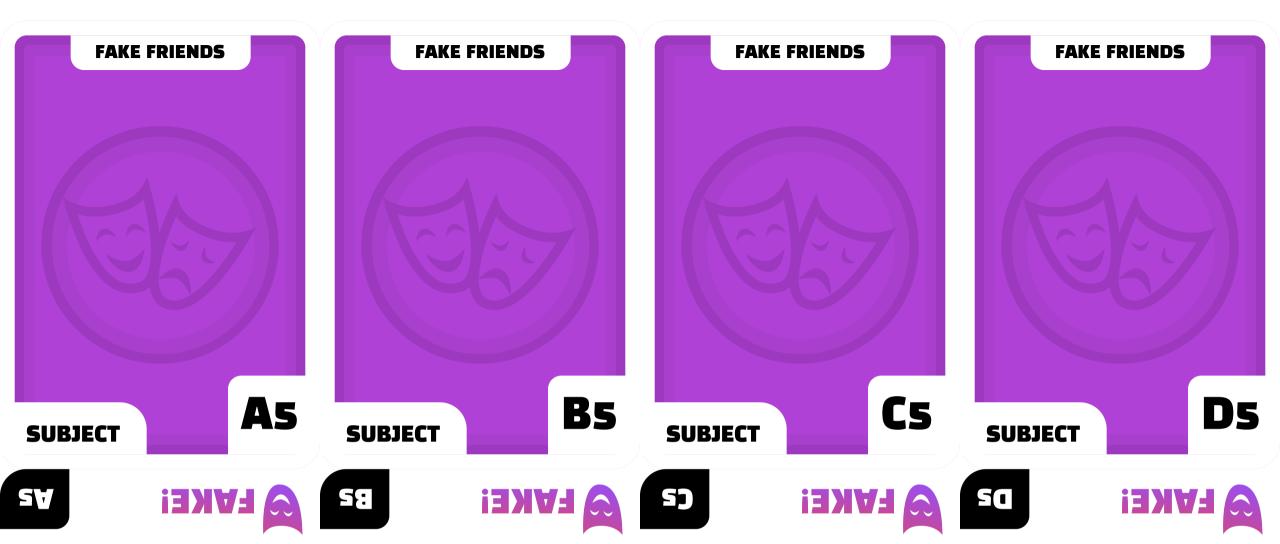
FAKE FRIENDS FAKE FRIENDS FAKE FRIENDS FAKE FRIENDS 15 L5 **J**5 K5 **SUBJECT SUBJECT SUBJECT SUBJECT** SC **K**2 5 5

FLAKER BAMAMAGNET PICKY EATER ENCOUNTER ENCOUNTER





ONE DIRECTION FREE-RIDER BLACK OUT DRUNK WORK FRIENDS



FRIENDS TO LOVERS

EEELING DISGUSTED

VIOLIN PLAYER

ENIGMA

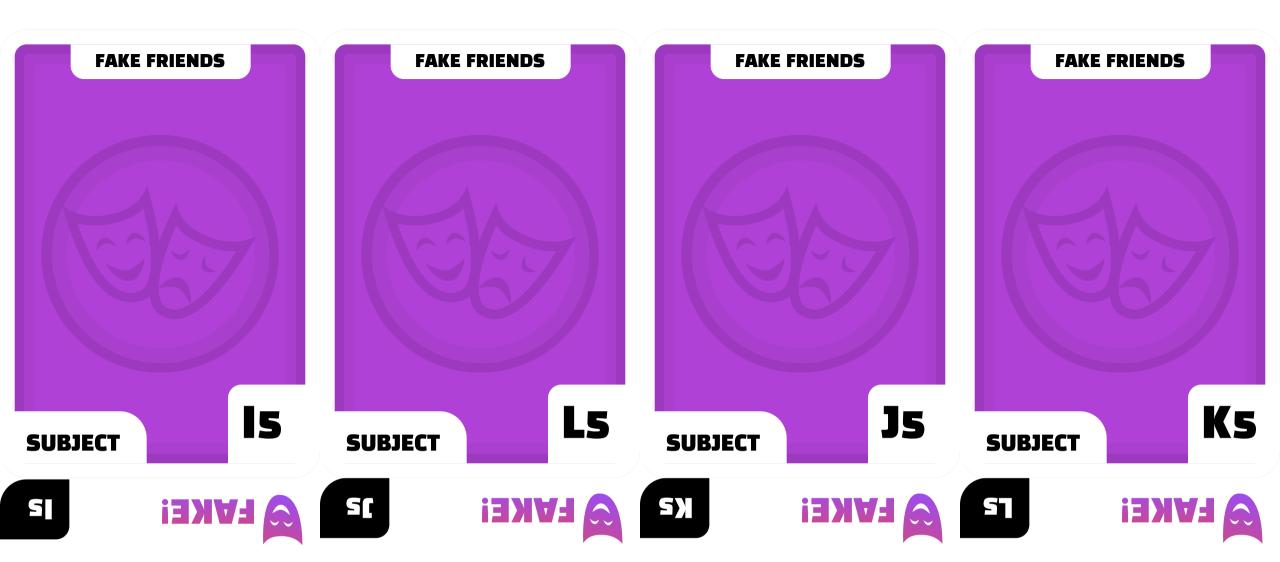


GETTING DRUNK AT WINE TASTING

CLOTHES SHOPPING

WAKING A MOVIE;)

FONE BOWB



AWKWARD INTERACTIONS

HATES SHARING TOOD

OVERSHARING

CANCELLING PLANS



