Frenemies

Designed by Marc Gurwitz

In this lively social game, players will be working with and against their friends to claim as many contracts as they can from social media sites before they crash!

Features

- Minimal downtime, with **quick straightforward gameplay,** even with many players, similar play time and structure for all player counts
- Plenty of opportunities to **make and break alliances**, affect your opponents, and change what is available each round
- Actions which encourage **negotiation** between players
- Item and **set collection** for points

3-10
Influencers

45
Minutes

Ages
10 +

A Round of Play

- Choose event cards
- Load up both sites with contracts
- Each player selects a site from which to try to claim contracts
- Players play their chosen event card, helping or hindering other players, changing what's in sites or stealing contracts
- They collect contracts from their selected site, avoiding system crashes

When a site crashes, the player with the most points in contracts, wins the game!



Components

- 150 Item cards
  + 1 Leader card
  + 1 Crash card
- 26 Event cards
- 11 Goal cards
- 2 Website boards
- 15 player markers
- 1 First-Player marker

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