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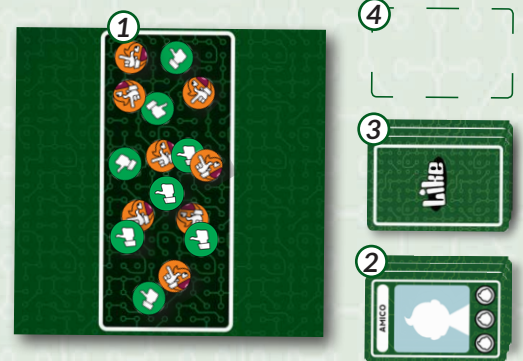
Quick Rules!

GOAL OF THE GAME

Your goal is to get the greatest number of Friends. The game ends when one or more players buy the fourth Friend (the third Friend in games with 7 or 8 players).

SETTING UP THE GAME

1. Pick from the deck a random Profile card for each player (except the "Double Profile" cards) and deal one to each player randomly. One by one, each player places his/her Profile card face up in front of him/her.
2. Place the box in the middle of the table and put the 🌀 tokens in it. This is called the "Web". ①
3. Set the Friend cards near the Web. ② Shuffle the rest of the game cards and place the deck face down next to the Friend cards. ③ Leave enough space for the History pile (where cards that are played or discarded will go). ④
4. Each player draws 2 cards from the deck, forming his/her starting hand. Keep cards in your hand secret from the other players.
5. Each player Launches 4 🌀, taken from the Web. When you Launch a 🌀, you can either flip it (like a coin) or hold it between your hands and let it fall. Any 🌀 with a Loser result (orange) must be put back in the Web. Any 🌀 with a Like result (green) is kept in front of you. If all the 🌀 you Launch come up Loser, re-Launch all 4 🌀 again. If playing a game with 7 or 8 players, each player only Launches 3 🌀 (instead of 4).
6. The player with the least 🌀 becomes the "Troll". The Troll takes the Keyboard and Tag Walls and places them in front of him/her. If there is a tie, you must break the tie.



PLAYING CARDS

You may play cards from your hand at any time by saying out loud the name of the card. There are two kinds of cards in the deck:



Profiles: These cards are always played face up in front of you and represent your avatar on Status. Each Profile grants a special Superpower, which you can activate by declaring its name out loud. Once played, a Profile stays until the end of the game (unless discarded by another card). You may only have one Profile card in play at a time. If you play a new Profile card, you must discard the old one to the top of the History.



Posts: These cards represent your actions on Status. They take effect the moment they are played. Then they are placed on top of the History.

You cannot give, trade, or loan cards to the other players.

ROUND PHASES

At the beginning of each phase of the game, the Troll must declare which phase is about to be played. The phases are:



UPDATE

The Troll draws 2 cards from the deck. Each of the other players, in turn, draws 1 card. You may have a maximum of 4 cards in your hand. If you already have 4 cards, you do not draw any during this phase. But, you may immediately play or discard any number of cards from your hand before drawing.



DISCUSSION

The Discussion is the main phase of the round. During this phase, the Troll may Challenge another player to try to win his/her 🌀. Its sub-phases are the following:

I Tag you! - Alliances - Result of the Discussion - What's up? - End of the Discussion

● I Tag you!

Once each round, the Troll can Challenge another player, giving him/her the Tag Wall and Launching at least one 🟡. The Tagged User must accept the Challenge, taking the Tag Wall and Launching at least one 🟡.

Launching 🟡 means declaring the number of Fans you want to use from your supply, then flipping them. Once you determine the results (*Like* or *Loser*), place them on the Keyboard or the Tag Wall, depending on which side of the Discussion you are on. The Troll wins the Discussion if there are more *Likes* on the Keyboard than the Tag Wall. The Troll also wins if there is a tie. Otherwise, the Tagged User wins the Discussion (*Losers* have no effect).

The Troll and the Tagged User are the main players during the Discussion phase. They both have the right to make a higher bid at any time by Launching more 🟡. You may Launch one or more 🟡 at the same time.

You may never give, trade, or loan 🟡 to the other players.

● Alliances

Sometimes, it can be helpful to create a temporary Alliance to win a Discussion. In exchange for a reward, players who are not participating in the Discussion might be willing to spend their 🟡 to help the main players, and affect the outcome of the Discussion.

To create an Alliance, one of the main players in the Discussion can negotiate two things with a potential helper:

- the total number of 🟡 that the helper will Launch for the Discussion; and
- the number of 🟡 that the main player will give the helper as a reward if his/her side wins the Discussion.

When two players form an Alliance, the main player must speak the agreement out loud, place his/her hand on the History, and declare: **"NOW WE ARE ALLIES!"**.

The helper must then Launch his/her 🟡 and place them on the appropriate Wall.

Helpers can only participate on one side during a Discussion, simultaneously Launching one or more 🟡. As a helper, you cannot later increase your bid!

As a main player, when you offer a reward, you may not offer any 🟡 on your own Wall (even 🟡 you placed yourself). You may only offer 🟡 that are on your opponent's Wall that you have not yet promised to your other Allies.

● Result of the Discussion

The Troll (and any Allies) wins the Discussion if the number of 🟡 with the Like showing on the Keyboard is more than the number on the Tag Wall. The Troll also wins if there is a tie. Otherwise, the Tagged User (and Allies) wins.

● What's up?

Obviously, the side that's winning will want to end the Discussion as quickly as possible to share the pool of won 🟡.

To convince your rivals to yield, or just put them under pressure, you can yell **"WHAT'S UP?"**.

If your adversaries don't want to (or can't) take any more actions to help them, they must answer **"NOTHIN'"**. If they do, the Discussion ends immediately.

● End of the Discussion

When the Discussion ends, the players on the winning side take back all of their 🟡 and the main player must pay from the remaining pool the rewards due to the Allies, if any. The winning main player (Troll or Tagged User) takes any 🟡 left.

Then, the Troll must ask **"NEW FRIENDS PHASE?"**. If everybody answers **"YES!"**, proceed to the New Friends phase.

If the Troll does not want to Challenge another player, skip the Discussion phase and proceed to the New Friends phase.



NEW FRIENDS

Any player who Launched at least 1 🟡 in the Discussion phase may now buy one or more Friend cards.

Each Friend costs 3 🟡, paid to the Web. Important: no player may play any card during this phase.

At this point, **if one or more players have bought their fourth Friend card** (only the third Friend in a 7 or 8 player game), the game immediately ends. The player who owns the most Friends wins the game! If there is a tie, the victory is shared.



HELP FROM THE WEB

If you have no more 🟡 in your possession in this phase, you may take one from the Web.



THE KEYBOARD GOES TO...

The Troll must give the Keyboard and Tag Walls to the player on his/her left (going clockwise). That player becomes the Troll for the next round.

The round is now over. A new round begins with the Update phase.