



# Do You Know Your Neighbors?

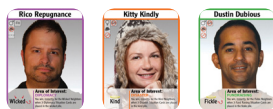
Everyone has neighbors. How well do you know yours?

Your neighborhood lies in the heart of Suburbia, and is a place like most other places. People go about their lives, working, relaxing, gossiping and doing things that most folks do driven by their hidden desire. Some are **Kind**, some are **Wicked** and some are **Fickle**. Can you determine which are which?

## CONTENTS

### 25 Neighbor Cards

(Play them all with 2 games!)



### 40 Situation Cards



### 144 Clue & Action Cards



**NOTE:** The exact details of the contents may change based on the achievement of stretch goals. The game may have 1 single board, or 13 player mats and a single score/draw board.

### 13 Player Mats



1 Cray Cray Games<sup>SM</sup>  
First-Turn Token (FTT)



## OBJECT OF THE GAME

In **Do You Know Your Neighbors?**, between 5 and 12 people play the role of a Kind, Wicked or Fickle neighbor. The object of the game is to resolve enough **Situation Cards** so that your team's score pile has a total of **15 points**. The catch, however, is that you do not know who is part of your team as all identities are hidden. Each resident has a vested interest in the town resolving situations their way. There is strength in numbers, so players must attempt to discover who among them is working for and/or against their efforts.

## SETUP

- Place the [score/draw] board in the middle of the play area. Shuffle the **Situation** and **Action/Clue** decks and place them as indicated.

**NOTE:** The discard piles for each of these should also be **face down** lest secret information be given away.

- Give each player [a player mat and] something to record their research (like pen/paper).
- Determine the neighbors that will be used for this game as follows:
  - Split the Neighbor Cards into 3 piles—Kind, Wicked, and Fickle.
  - Shuffle each pile and draw the requisite number of cards indicated in the player count chart, **face down**, and place them into a single pile. Remove the rest of the Neighbor Cards from play. **Don't look at them!!**
  - Shuffle the selected Neighbor Cards together and deal 1 to each player, face down.
- Deal 7 Clue & Action Cards to each player.

## PLAYER COUNTS & DISTRIBUTION

Players	Kind	Wicked	Fickle
5	2	2	1
6	2	2	2
7	2	2	3
8	3	3	2
9	3	3	3
10	3	3	4
11	4	4	3
12	4	4	4

- Give the FTT to the second-youngest player. If playing subsequent games, give the FTT to the next player who would have gotten it in the prior game. Or, come up with your own way to decide the first player. Play proceeds clockwise.

**You are now ready to begin!**

# HOW TO PLAY

There is no set time or round limit. The game is played until a team—either the Kind, Wicked or Fickle Neighbors—gets 15 points **OR** a team member fulfills an instant win condition found on their Neighbor Card. The game is played in five (5) phases:

## PHASE 1: CARD PREPARATION

All players may simultaneously discard any number of Clue/Action Cards remaining in their hand and draw back up to 7.

**Note:** to maintain secrecy, keep all discarded cards face down.

## PHASE 2: CLUE

This phase consists of both asking and responding to clues:

- **Askers:** read a Clue Card carefully, **to themselves**, and hand it face down to another player.
- **Responders:** say “Yes” or “No” and discard it face down on the discard pile.

Players give out Clues Cards as follows:

1. Every player may give 1 clue to any other player.
2. **The player with the First Turn Token**, only, gets to draw an additional Clue Card and **plays it immediately**. It must be played on a different player.

**NOTE:** If a player has no Clue Cards they want to give, they can still receive clues and must answer them.

### Did You Know?

When responding to Clue Cards, neighbors cannot lie.

## IDENTIFYING OTHER PLAYERS

Through the use of Clue Cards, monitoring the outcomes of situations with certain players and whatever other “*strategy*” you employ to determine identities, you can formally identify a player’s identity and get a reward... if you are correct.

At any point during the game, **in Phases 3, 4 or 5**, when you believe you know someone’s identity, shout out: “**I know my neighbor!**”

This **does** interrupt the game play at that point until fully adjudicated.

In the event multiple people have shouted this out at the same time, the player with the FTT will determine the order of identifications. Conflicts of interest be damned!

### Why can't we identify players during Phases 1 or 2?

Everyone needs the opportunity to give and answer Clue Cards before identifications are shouted out. Be patient.

## PHASE 3: SITUATION

Each round, two task forces consisting of ½ of the available players will be formed to respond to situations that arise in the neighborhood.

1. The FTT holder is the leader of Task Force #1 and will draw the top Situation Card and read it aloud.
2. He will choose which players will **join him** in responding to this situation.
  - If there is an odd number, the leader may choose to have one extra or one fewer player on their task force. (E.g.: if there are 7 players in the game, he may choose to **add** either **2 OR 3** neighbors onto the task force.)
3. The next player **NOT** included in the first task force is the leader of Task Force #2. She draws the top Situation Card and reads it aloud. The remaining players are all members of this second task force.

**NOTE:** Players in the first task force should **NOT** play any Response Action Cards until the 2nd Situation Card is read.

**Why Not?** Because you want to remain in sync so that any **Miscellaneous Action Cards** can be played without “turning back the clock.” (E.g.: Trade Places, Intrude, etc.)

### Keep In Mind

You should play any **Miscellaneous Action Cards** that alter the teams, allow you to add votes or kick people out now—before responses are made in Phase 4.



Using the character names on the player mats, Player A will identify Player B saying, “**I believe Player B is [FirstName LastName].**”



### Correct Identification:

If Player A is correct, Player B will turn over her Neighbor Card and reveal her identity. As a reward, Player A draws the top Situation Card and places it face up in front of them.

Bonus Situation Cards are not counted in any score pile **until** its owner is identified—and it is then placed in one.

### The Neighbor Card Legend — just to be absolutely clear!



This top box indicates gender (here, male).



This second box indicates the presence of a hat.



This third box indicates the absence of glasses.



This bottom box indicates the presence of facial hair.

# WINNING THE GAME

1. Acquire 15 points in your team's score pile. You can increase this total for a longer game.
2. All neighbors have instant win conditions based on their areas of interest (listed on Neighbor Cards). If three Situation Cards of the corresponding area of interest are in their team's score pile, that player can self-reveal to achieve victory for his/her team.

## PHASE 4: RESPONSE

**STRATEGY NOTE:** You should be aware of your character's area of interest and watch your team's score pile so that you can try to achieve your instant-win condition. Also be aware of what is in your opponents' score piles to prevent them from instantly winning as well.

1. Starting with the player with the FTT, each player contributes 1 or 2 Responses toward their assigned situation. These cards are placed face-down in a pile in front of their task force's leader. Once everyone has played their Action Card(s), each pile is shuffled and revealed by their respective task force leader.

You can opt to have votes done in more of a **free-for-all** manner. This may make it more difficult to try and figure out what people might be doing to affect your neighborhood.

### Did you know?

You must always play a Response Action Card toward situations even if you do not have one that would be appropriate for your character's "alignment."

**ONLY** if you have none at all can you play a Miscellaneous Action Card instead. **Effectively a zero**, it will not count toward either the Kind or Wicked totals.

### Incorrect Identification:

If Player A did not correctly identify Player B's identity, Player B will say so. Player A will then have to reveal his identity instead. No bonus Situation Card is drawn.

**Bonus Situation Cards** get added to the appropriate team's score pile when any holder's identity becomes known.

This can happen by either:

- getting identified by another player **or**
- choosing to self-reveal in order to add it to your score pile (and possibly win the game).

### Keep in Mind:

You should be careful when making identifications.

Once your identity is revealed, regardless of the cause, you are prohibited from making any further identifications for the remainder of the game.

## PHASE 5: SCORING

Each Situation Card has a point value assigned to it. This point value, in addition to stating how much it is worth when placed in a team's score pile, also denotes the difficulty of successfully responding to that situation.

A Situation Card with value of 1 needs a net outcome of 1 Kind or 1 Wicked Deed to be completed for either the Kind or Wicked Neighbors and placed into their score pile. If the number of players on a task force end up responding to that situation such that an equal number of kind and wicked deeds are played, **a net of zero**, the Fickle Neighbors would instead place that Situation Card in their score pile.

To score the round, each situation's Action Card piles are shuffled and revealed. Determine which set of deeds (Kind or Wicked) is greater. Subtract the two of them so that the result is a positive number and compare that score to the Situation Card's value. You then place it into proper score pile:

- **Kind:** if the number of Kind deeds was greater and achieved or exceeded the situation value
- **Wicked:** if the number of Wicked deeds was greater and achieved or exceeded the situation value
- **Fickle:** if neither kind nor wicked deeds achieved the situation value

### Defining 'net' for the mathematically challenged

There are 4 players on this task force and during the Response Phase they played 1 card, 2 cards, 2 cards and 1 card toward the 2-point Situation Card.



When shuffled and revealed, the total is 4 Kind vs. 5 Wicked.



This is net 1 for Wicked but since it was a 2-point situation, the Fickle Team gets the card added to its score pile. **Remember:** if a non-Deed Action Card is included, it is not counted.

**Pass the FTT clockwise to the next player. Repeat the five phases until a winning team is declared.**

## ACKNOWLEDGEMENTS

We owe a lot of people thanks due to their patience with us during the creation of this game. Sadly, there is no more space in this rules book to acknowledge those people. If only we had thought of a section for that sort of thing ahead of time.

## NEIGHBOR MODELS

Kind	Fickle	Wicked
Brad Lisak	Kzenia Zolot	Mike Russo
Eric Marshall	Megan Palamé	Jenn Roscoe
Burt Granofsky	Jessica Hinkson	Cristian Barbosa
David Hennis	Alison Cohen	Josh DeGregorio
John Spaulding	Jenn Davis-Kay	Melanie Adler

## KICKSTARTER BACKERS

If we go this route, we'll add the appropriate lists of backers here. We'll probably need a bigger area in which case it could be a separate KS Backer insert and then this area would be repurposed with meaningful and insightful content—or perhaps a picture.

## FREQUENTLY ASKED QUESTIONS

### Phase 1: Card Preparation

**Q:** I just discarded seven Wicked Cards because I'm a Kind Neighbor and I just got 7 more. What am I supposed to do?

**A:** This can happen. It's a matter of shuffling and randomization. The majority of cards in the Action Deck are Kind and Wicked Deed cards, followed by the Super versions of each and then by a couple of each of the Miscellaneous Action cards. You will need to play the Wicked card during **Response** and hope to get Kind Deeds next round.

### Phase 2: Clue

**Q:** If I play an Investigate Misc. Action Card in a 5-player game and I have the FTT, that entitles me to give out 5 clues. Can I give a 2nd clue to someone?

**A:** No. We don't want anyone quickly targeted nor more easily identified via multiple clues in a single round. In this case, you would not get to give out all 5 clues.

You could wait to use it when you don't have the FTT.

**Q:** Everyone at the table has been revealed. Is there a point to doing the Clue Phase?

**A:** No. You may skip this phase now.

### Phase 4: Response

**Q:** If I am a revealed neighbor, and my teammate(s) are also revealed, can we talk at the table and say what we are going to play towards Situations?

**A:** This is a matter of intelligence. Sure. You can say what you're playing. But you're also letting others know what you're playing who may change their cards based on your chatter.

**Q:** All I have left in my hand are Miscellaneous Action Cards. Can I play 2 of them towards a Situation?

**A:** Yes. If you want to get rid of these cards, you may play 2 of them. The result will still be a "0" contribution towards the Situation. Note that you will also only be able to draw one replacement so you might wait until **Card Preparation**.

### Phase 5: Scoring

**Q:** Is it possible for 2 teams to win the game?

**A:** Yes. It may happen that one Situation Card goes into one pile and causes that team to win, and another card goes into a different pile, causing that team to win on the same round. Congratulations—you're ALL winners, except team 3.

### Any Phase: Player Identification

**Q:** If I think someone is about to identify me, can I choose to reveal myself to prevent them from getting the bonus Situation Card?

**A:** This is up to you. Sure, you can do this. But won't you be sorry if the person doesn't actually know who you are? Often times, people are making a 50/50 guess at best.

Also, you'll need to shout out something like, "I'm going to self-identify!" Be sure you do this before he actually says, "I know my neighbor!"