

# FIESE FREUNDE FETTE FETEN

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Simplified and explained by






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First of all, as a useless remark, *fies* means “mean” or “nasty” (*fiese* is the plural), *Freunde* means “friends”, *fett* means “fat” (*fette* is the plural), and *Fete* means “party” (*Feten* is the plural). Therefore, the English title “Funny Friends” doesn’t do justice to the original German title, which I would have translated with *Mean Friends Lavish Parties*.

At the time of writing, the latest version of the game was Kickstarted in 2018 by Hunter & Cron (BGG user Nore) and reprinted in 2023 by Hunter & Friends. Since 2024-12-09 no version of the game is on the market.

The rule book of the original 2005 German version (the version I have) is not very clear, and neither is its English translation produced by Rio Grande Games. That’s why I have decided to write a new rule book based on Hunter’s simplified rules (with a couple of additional changes) described in the video <https://boardgamegeek.com/video/190365>. I listed the differences from the original rules at the end of this rule book.

## Game Components

- |     |  |   |  |   |   |   |
|-----|--|---|--|---|---|---|
| 6   | Player boards in six colours   |  |  |  |  |  |
| 54  | Wooden disks in the six player colours   | player  | person   | time  | sex / child   |   |
| 30  | Player markers in the six player colours   |   | (neutral)  |   |   |   |
| 40  | Neutral person markers   |   |  |   |   |   |
| 48  | Time markers   |   |  |   |   |   |
| 30  | Sex / Child markers  |   |  |   |   |   |
| 6   | Offer markers in the six player colours  |   |  |   |   |   |
| 140 | Cards:   |   |  |   |   |   |
|     | • 35 life goals (green) in 5 categories (lifestyle, job, relationship, friends, spirit)                |   |  |   |   |   |
|     | • 4 mega goals   |   |  |   |   |   |
|     | • 20 puberty cards (red)   |   |  |   |   |   |
|     | • 81 life cards (blue) in 2 categories (40 in category A, 40 in category B, 1 blank for you to design) |   |  |   |   |   |

Here is the player board (for the red player):



## Setup

Each player chooses a colour and takes the player board and the following components in that colour: the nine wooden discs, the offer marker, and as many player markers as the number of players minus one. Finally, each player takes two time markers and places the discs on the top row of the player board. The unused components of each colour (if any) are returned to the box.

The players must next choose their gender for the game. To do so, they turn face up the side of their player markers matching the chosen gender. The gender you choose doesn't need to match your gender in real life but, once chosen, you will have to keep it for the whole game. What matters is that all your markers show the same gender. With six players, it could happen that all players choose the same gender. In that case, one player will have to change her/his gender, so that five participants play as women and one as man or five as men and one as woman.

There are five different sets of eight pairs of neutral person tokens, each with one woman side and one man side: Ana/Frank, Beate/Oliver, Dorte/Axel, Frauke/Leon, and Julia/Tim. When combining player markers and person tokens, every game, regardless of the number of players, must include a total of 5 women and 5 men. For example, if in a game with four players three players choose to be women and only one player chooses to be a man (based on the sides of their player markers that are face up), you need to select among the neutral person tokens two types of female (e.g., Beate and Julia) and four types of male (e.g., Leon, Axel, Frank, and Oliver). Concerning their numbers, you need to have available one token of each type for each player. So, in the above example, you need 4 each of all five types (Beate, Julia, Leon, Axel, Frank, and Oliver). Notice that this is always possible because there are 8 double-sided man/woman neutral person tokens of each type. Another example: with six players (1 woman and 5 men), you turn 5 types of person tokens to be women and the remaining 1 to be a man. You will need 5 person tokens of each type, so that, again, there will be one available of each type for all six players.

To avoid confusion between player markers and person tokens, note that only the neutral person tokens are named. Also, the player markers have the same colours as the six player boards, while all person tokens are pink on the female side and blue on the male side.

### Life Goals (green cards)

The cards that represent life goals are green and marked *Lebensziele* on the back. There are five categories of life goals: Lifestyle, Job, Relationship (*Beziehung*), Friends (*Freunde*), and Spirit. Each category includes seven different cards. To setup the goals, reshuffle them and separate them face down to make five piles of seven cards, one for each category. Then, take one card from each category pile (without revealing it) and form seven sets of goals, each consisting of five cards of five different categories.

Each player takes one of the piles in their hands. These five cards represent your life goals, which you will try to fulfil in the course of the game (more about the goals below).

### Completing the Setup

Shuffle the five Mega Goal cards (the yellow ones) to form a face-down pile in the middle of the table. Then turn the top card face up.

Place the Sex/Child markers where they can be reached by all players.

Shuffle the puberty cards (the red ones) and, with 4 to 6 players, place 3 of them per player face up in the middle of the table. With 2 or 3 players, form the tableau with 4 cards per player. To be clear, place 8 cards when playing in 2, 12 cards when playing in 3 or 4, 15 cards when playing in 5, and 18 cards when playing in 6. The other cards go back to the box.

Shuffle the real life cards (the blue ones) A and B separately and keep the two piles face down.

The designate starting player takes the first-player marker.



## Idea of the Game and Game Play

The player who achieves five goals wins the game and the game ends immediately. The goals can be any mix of Life and Mega goals.

Here are examples of all categories of life goals:



To achieve one of these goals, you need to fulfil the requirements shown as square icons on the left side of the cards. When you achieve a goal and announce it, you are then rewarded with the effects shown at the bottom of the card. The examples chosen show additional icons that will become clear later, but let's go through them anyway.

Having a first heart attack might not sound as a nice goal, but to achieve it the prerequisites are to have smoked, to have drunk alcohol, and to have become fat. In this case the "reward" is: one illness (symbolised by the round icon with the thermometer) and the neutralisation of all your past drinking (the square drinking icon with the black line across). You need triple wisdom and three friends to become a game designer. The reward is then Sex (with somebody you know or anonymous, it's up to you)! A shotgun wedding gives you a marriage and a child, but to achieve it you must be religious, have no wisdom, and have sex with a friend who is not already married. The five circles with an A in them mean that all five items refer to the same friend. If you want to form a commune you need to have used drugs and smoked, have wisdom, be grieving, and have 4 friends. Then, you can make a friend and have sex with her/him. The fifth card is a tricky one: to become a priest or a nun you must have wisdom and double religiosity. But, once you have achieved that goal, you cannot have any sentimental relationship e cannot marry for the rest of the game! Notice that there are no prerequisites concerning your previous life: you can have conducted a dissolute life, married multiple times, and have children before taking your vows! Any current romantic relationship and your marriage will go away.

Here are all four mega goals (remember that only one goal at the time is visible and achievable):



You can see that the mega goals never give you any reward. But they can help you win the game. To become an adult you must have money, not use drugs, have double religiosity, be grieving, and have double wisdom. Many friends means having 8 of them! You can get totally wasted if you drink, smoke, use drugs twice, are fat, sick, and have no wisdom (it seems reasonable). To be a sex maniac you need to have had sex at least 6 times.

But how do you obtain goal prerequisites?

During setup you placed your 9 wooden discs on the top row of your player board. The nine symbols correspond to your personality characteristics: smoking, drinking alcohol, drug use, wealth, illness, fattiness, grief, religiosity, and wisdom:



When the discs are on the top row, as they are at the beginning of the game, you have none of those characteristics. That is, they are at level zero. Your personality is, so to speak, blank because you haven't had any life experience. By claiming puberty cards during puberty and real-life cards during subsequent life periods, you will acquire personality characteristics, which you will record on your player board by moving down the corresponding disks.

In this way, you can have level 1, 2, or 3 of all characteristics. If, for example, you claim puberty cards that give you one or more smoking, one or more drinking, and one or more fattiness, you will be able to fulfil the leftmost of the life goals shown above. This will give you one additional level of illness (i.e., you move down the illness disc by one position) and reset your drinking to zero (i.e. you move the drinking disc back to the top).

Note that the fulfilling of a goal, apart from the effects shown at the bottom of the card, doesn't affect the position of the discs. That is, in the example, the smoking and fat discs remain where they were before you claimed the card.

Level three is the maximum in any personality characteristic. If you are at level three of a characteristic, the disc cannot go further down. Instead, attempting to increase a category beyond level three will cause the reset of the characteristic shown immediately below. So, for example, if you are at level three smoking and smoke again, your fat will go back to zero (smoking reduces appetite?). Similarly, a fourth drink resets your wisdom (no wisdom when you are drunk), the fourth drug consumes all your wealth (drugs are expensive), the fourth wealth cancels your grieving (who says that money doesn't give happiness?), the fourth illness resets your smoking (it makes you look after yourself), the fourth fat resets your drinking (reducing calories?), the fourth grieving resets your religiosity (how can God allow it?), the fourth religiosity removes your illness (a miracle?), and the fourth wisdom eliminates your drug taking (it does seem wise!).

Here are examples of puberty cards:



Heavy petting gives you sex and a romantic partner. Breaking into a cigarette machine gives you money and smoking. Thinking that nobody likes you makes you sad and increase your fattiness (by encouraging to compensate with food?). Pigging out makes you fat and sick. The last card is the only puberty card that has a prerequisite: obviously, it can only be your first time if you had not had sex before! Notice that the effects are a new friend with whom you have sex and make a baby. It's interesting that the friendship is a normal one, rather than a romantic relationship.

After the puberty period ends, there are periods in which the blue, real-life cards are used. At the beginning of the period, reveal 5 A-cards and 5 B-cards, unless there are only 2 or 3 players, in which case you reveal 4 As and 4 Bs.

Here are five examples of real-life A cards:



Real-life B cards involve many relationships. And, as rules for managing friendship, engagement, and marriages are the trickiest ones of this game. We'll talk about them later, when all the rest has been explained.



## Your turn

When it is your turn, you can perform one of four actions:

- Claim one life card. Puberty cards are almost always without prerequisites, while the real-life blue cards available after puberty usually have prerequisites you need to fulfil in order to claim them. Once you have claimed a card, remove it from the tableau and apply its effects.
- Show that you have fulfilled a goal, either one from your hand (surprise!) or a mega goal. Place the goal card beside your player board and apply its effects. If it is your fifth achieved goal, you end the game and win! Otherwise, if it was a mega goal, reveal the next mega-goal card.
- During real-life periods (i.e., after completing puberty), you may discard one of your time marker to swap any number of the life goals you still hold in your hand with goals of the same type in a set of goals not assigned to the players during setup (without looking at it before you choose it!).
- Pass. If you are the first player to pass during the current period, take the first-player marker, so that you will be first in the next period. Normally, the period ends when all cards have been claimed. If everybody passes when there are still cards available, the period ends and the unwanted cards are discarded. When the period ends because all cards are have been claimed but nobody has passed, the player with the first-player marker passes it to the player on his right.

## Your circle of friends

The bottom third of the player board shows your “circle of friends”, which defines three areas reserved for different types of friends, as shown by the icons at the top.



You can only gain a new friend when you play a card that lets you acquire one or when another player wants to befriend you. But once you acquire friends, they remain your friends for the rest of the game, although they can change their status and move across the player board.



The icon



refers to romantic relationships (hence the heart), and



refers to ended relationships, people with whom you used to have romantic relationships that are now over (hence the broken and bleeding heart). You can have several friends in the first and third areas, but you can only have a single romantic relationship at a time. Note that everybody present on your board (neutral persons or players) is a friend, including your ex partners, whether married or not.

The area of romantic relationships is divided into four section: in love (with a simple ring), engaged (the ring has a stone), married (with two linked wedding rings), and happily married (the ring has a big stone). The area of ended relationships is divided into two sections: ex-partners (no rings) and separated but still married (hence the presence of the linked wedding rings).

The padlocks in the two sections “engaged” and “happily married” mean that you cannot be forced by your partner to leave those sections if she/he wants to replace you with a new partner, unless you agree. Or, from the opposite point of view, if you want to replace your current partner with a new one with whom you want to have a romantic relationship, you cannot force the current partner out of those sections unless she/he agree. Furthermore, be aware that neutral persons cannot give consent. Therefore, if you place a neutral person in those sections, you will find it difficult to replace them with a new partner.

What you can always do to get out of engagements that your partners don’t agree to break is marry them (which they cannot refuse). This will move your partner to the “married” section, from which you will then be able to force them out without consent (player or neutral person), either by starting a new romantic relationship or by divorce.

The only way of getting rid of reluctant “happily married” partners is to divorce them, which will force them to the rightmost section of the circle of friends.

But you might not be able to claim a divorce card when you need it...

## Making a new friend

You can make new friends both as an active player (when you claim/play a card) or as a passive player (when another player wants to befriend you).

For example:



If your drinking level is zero, you can claim the “designate driver” card. The effects are that you increase your smoking and grief by one and acquire a friend. That friend can be a neutral person or an actual player and in either case it can be a new friend or somebody whom you already know (i.e., whose token/marker is already on your player board in your circle of friends).

If you want to use this card to obtain a new friend, you can choose a neutral person token and place it in the leftmost area of your circle of friends. Alternatively, you can ask another player (who’s not yet a friend of yours) to be your new friend by giving to her/him your offer marker. You can also give your offer marker to an existing friend to tell her that you would like to intensify your relationship.

At this point, the other players who are not yet your friends can give you their offer markers to let you know that they would like you to choose them as your new friend. Also players who are already your friends can give you their marker, to tell you that they would like to intensify their friendship with you.

Real players take precedence over neutral persons. This means that if you had chosen to befriend a neutral person and one or more players offer their friendships, you must immediately return to the token pool the neutral person token you had already placed on your player board. Then, you can also decide to make an offer to a player different from those who have given you their offers.

As an example, let’s assume that you are the blue player, have already befriended the red one, and receive two offers: one green and one yellow. Either as your initial choice or in response to the two offers you have received, you might have made an offer to the black player. If you then decide in favour of the black player, the green and yellow players take back their offer markers, you take back your blue offer marker you had given to the black player, and you and the black player exchange player markers, which you both place in the normal-friends areas of your player boards.

Note that also the red player might like to give you her offer, thereby proposing you to intensify the friendship you already have with her instead of acquiring a new friend. It doesn’t invalidate the example if we say that she hasn’t.

At the last minute before you decide, the black player might have also given you her offer marker. Perhaps you had chosen her at the beginning and that’s why she had not given you an offer. But seeing that other two players would like to become your friends, she might have decided to give you an apparently redundant offer to encourage your initial choice!

As your new friend, the black player also increases smoking and grief on her player board, without any need to satisfy the prerequisites. Only the active player needs to care about the prerequisites.

But we are not done with the study of the possibilities offered by the “Designated driver” card. Instead of using it to obtain a new friend, you might like to use it to *intensify* the friendship you already have, say, with the red player. To do so, you only need to move the red player marker one area/section of your player board to the right. If the red player was a normal friend, she moves to the in-love section of the romantic relationship area. If her marker already was in the in-love section, you move it to the engaged section. Similarly, you might need to move it from the engaged to the married section (congratulations!) or from the married to the happily married section. If you are already happily married with the red player, her marker remains where it is, at the right edge of the romantic relationship area.

Most importantly, the red player will need to move your blue player marker on her board to keep it in sync with her red marker on your board. And she cannot refuse to do so!

But there is still an obstacle to consider: there can only be a single romantic partner at any given time. If you move your red friend from the normal-friend area to the first section of the romantic-relationship area but you already have a partner, you will have to move that old partner to the ex-partner area, on the right of your circle of friends. The old partner will move from the two leftmost sections of the Romantic relationship area to the left section of the ended relationships area, or from the two rightmost sections of the Romantic relationship area to the right section of the ended relationships area (in which you are separated but still married). But, as explained when describing the circle of

friends earlier on, the move might fail because your old partner, currently in the engaged or happily-married section, doesn't agree to let you go. In that case, neither you nor the red player will be able to move.

The same problem occurs if you don't have a romantic relationship before the relationship you would like to establish with the red player but the red player does! Then, she might be unable to dislodge her current partner. Also in that case, you and the red player will be forced to remain where you are.

If the intensification of your friendship with the red player causes a successful removal of an old partner from the romantic relationship area and that old partner is a real player, ensure that she moves your player marker on her player board to mirror the movement of her player marker on your board. The same might also occur to the red player. Relationships must kept symmetrical.

### A friend as a prerequisite

A life card with one of the following two icons in the top left corners



means that you can only claim that card with the help of an existing friend or, in the second case, a partner (but remember that partners are also friends, which means that you can also fulfil the first prerequisite with a partner).

Some examples:



You can only go to the drive-in with your partner (remember, you can only have a single partner at any given time). If you do, you will have sex with her, intensify your relationship with her, and increase by one your drug use.

If your partner is a player, she will enjoy the card effects like you, and she will need to record them on her player board.



This card lets you "repair" a broken relationship. If you have an ex-partner, with this card you can move his token/marker back from the third section of the circle of friends to the second one, and become free of grief in the process.

To maintain the correct marital status, move the marker of your ex partner from the right section of the ended relationship area to the third section (married) of the romantic relationship area, and from the left section of the ended relationship area to the first section (in love) section of the romantic relationship area.

Obviously, you and your partner stop grieving and keep your markers synchronised. Be aware that if you and/or your partner have acquired new partners in the meanwhile, you might be prevented from reviving your romantic relationship (see above).



This card shows a friend both as a prerequisite and as an effect. This is the most complex situation you can encounter, but it becomes manageable when you consider the friends involved separately.

Everything you have learned about making a new friend applies to this card, but let's concentrate here on the "come with a friend" prerequisite.

First of all, you must already have a friend to bring along in order to fulfil the prerequisite of this card. It can obviously be any type of friend, including a neutral persons or a real player, located anywhere on your player board.

When you play this card, if you have more than one friend, you must first of all declare which one of them you intend to bring with you. Then, the other players you are befriended with, can give you one of their offer markers to let you know that they would be happy if you take them along instead. The main

difference between this process and what was already explained concerning the choice of a new friend is that now only the players you already know can offer themselves, while for a new friend the players you *didn't* know were more likely to make the offers.

Once you have decided which friend will come with you to the party, the offer tokens go back to the respective players and you go again through the same process to decide who your new friend (or your existing friends whose relationship you want to intensify) will be.

Then, those of the up to three three friends involved in this party who are players (not those who are neutral persons) enjoy the effects (anonymous sex, drink, and drug). The friend who came along can also choose a new friend, according to his current situation as shown on his player board, while the new friend you chose cannot, because she already has you as a new friend.

### Sex and other bits and pieces

To have sex with a friend means that you place a sex marker on top of the friend marker (if it is a real player) or token (if it is a neutral person). If you decide to have anonymous sex instead, you place the sex token in the area with the double-headed bed in the top-right corner of your player board. You are obviously free to choose to have sex with a man or with a woman regardless of the gender you have chosen for your marker.

Numbers on prerequisite or effect icons mean how many are required / obtained. For example, the mega goal Sex maniac requires 6 times sex. And the following icon means that you get two friends:



### List of changes and why I made them

1. The original rules required to auction the life cards. I removed the auctions (as suggested by Hunter) because they slowed down the game intolerably. Now, you just claim the cards you have the prerequisites for and get them without delays. Also, getting rid of the auctions contributed to making the complicated assignment and counting of time markers redundant.
2. As part of reducing the use of time markers, you don't get time marker according to the order in which start playing the game or pass during every life period. In this way (another one of Hunter's suggestions), you get rid of the tables that tell you how many time markers to distribute.
3. Originally, you needed to pay four time markers in order to be able to swap your life goals with the corresponding goals belonging to an unassigned set. I again followed Hunter's suggestion to require only one time marker to swap the goals and only assign at setup two time markers to each player regardless of their playing order. This completes the removal of the complex rules concerning the management of the time markers.
4. I introduced a first-player marker to remember who passes first during each life period. If the period ends because all cards have been taken without anybody passing, the first-player marker just goes around the table counterclockwise.
5. The use of offer markers was complicated to set up and confusing to use. Now, at setup, each player takes one of his five offer markers originally included in the game and leaves the other four in the box. There is no transfers of offer markers at setup. When a player is interested in joining the active player in an event, either to fulfil a prerequisite or as a new friend, or both (as an existing friend might want to join in the event and then also intensify the existing friendship), she gives to the active player her offer marker. Similarly, the active player can use his offer marker to tell another player that he would like her to join him, either as a prerequisite (only with existing friends) or as a new friend (or both, to intensify their friendship). When the players are done with giving offer markers, the active player decides whom to accept as a co-player in the event and/or whom to accept as a new friend (or an existing friend to intensify their friendship), after which all offer markers (if any) are returned to the respective players. The beauty of this solution is that the offer markers can always be used by all players, with the exception that only markers of existing friends can be used for prerequisites.