

# I'M NOT AFRAID

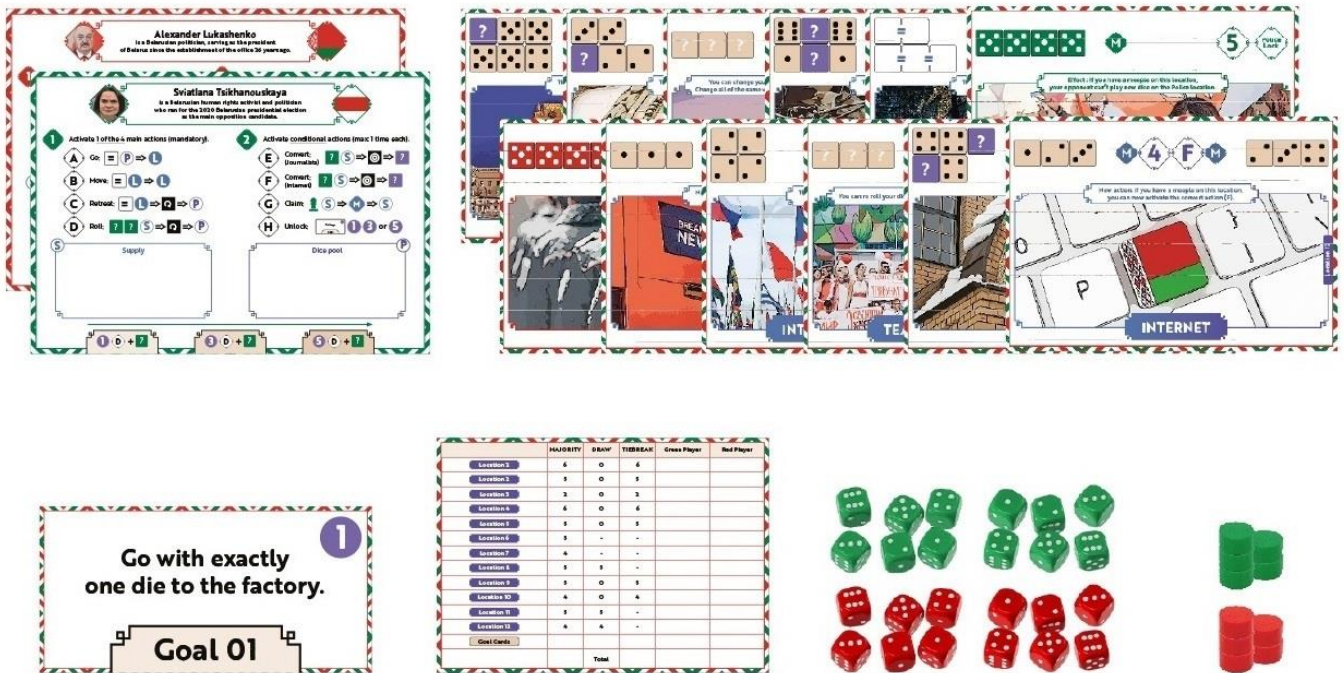
2-player competitive game – 30 minutes – 12 +

Game designer: Natalia Wojtowicz ; Graphics: Gwenno   Or  al

*I'M NOT AFRAID* is a game about rallying people and obtaining a majority for your cause. You will experience the complex reality of competing movements, one fighting to keep authoritarian power while the other is struggling to change the system. Contested locations include: main cities, main groups, and main unions. The game continues until one of the leaders secures the majority of their supporters in five locations. Once you have completed a special task from the bonus cards, you receive points as well as an advantage in rolling more dice. At the end of the game, you will score as indicated on locations and user boards. The one with the most points wins. In case of a tie, the player who placed 5 meeples on locations wins.

## COMPONENTS

- 2 player boards
- 12 location cards
- 20 goal cards
- 1 score pad
- 24 dice (12 green and 12 red)
- 10 meeples



The dice and the meeples are not included in the PnP, you will need to add these elements to the game.

These types of components are available on [The Game Crafter](#), [Spiel Material](#) and [Tout pour le jeu](#).

## SETUP

1. Each player takes a player board (your board defines your color: green or red).
2. Divide the goal cards into three piles, based on the points they grant (1, 3 and 5). Reveal three cards from each pile and make them visible to both players.
3. Each player receives 5 meeples in their color.
4. Each player receives 12 dice in their color, rolls them and put them in their supply or dice pool:
  - Choose 6 of your dice and put them in your dice pool (these dice will be available to use in the first turn).
  - Put your remaining 6 dice in your supply (these have to be re-rolled before using them).
5. Place all of the locations in the center of the table between the two players (all the location cards must be oriented in the same direction).



## GENERAL GAMEPLAY

- Choose the starting player at random. This player takes the first action (if one of you watched the news about Belarus recently, they can be the starting player).
- Both of you will play, alternating turns by rolling, placing, or taking back your dice.
- When one of you has placed their five meeples, the game ends and the player with the most points wins.

## PLAYER'S TURN (ACTIONS)

Whenever you place dice on a location, put them on the side closest to you.

### 1. On your turn, you must take one of the four main actions (ABCD).

A. Go - Take any number of dice of a single value from your dice pool and move them to a location.

- To Go to a location, you need to have at least one die of a value required by the location.
- You may Go to a location even if you don't have all the required dice indicated on it.
- Whenever you place dice on a location, put them on the side closest to you.

**Picture (example):** You may move the three dice of value 2 from your dice pool to the international support location.

B. Move - Take all your dice of a single value from one location and move them to another.

- To aim for this location, you need to have enough empty spots with the same dice value on your side.
- You can Go, even if you don't fill all the spots with the same dice value as the dice you are moving.
- Whenever you place dice on a location, put them on the side closest to you.

**Picture (example):** You may take all your 1s from the factories and place them on the journalists.

C. Retreat - Take all your dice of a single value from a location, re-roll them and place them into your dice pool.

**Picture (example):** You may retreat a die from Teachers and Students, re-roll it and place it in your dice pool (if you have several dice of the same value on the location, take them all at once, re-roll them and place them in your dice pool).

D. Roll - Take 2 dice (more if you have bonus cards) from your supply and roll them. Then place them into your dice pool.

- The starting number of dice to roll for both players is 2.
- If you unlock the goals on your player board, you might receive additional dice to roll.

**2. You can activate other actions (EFGH) if you meet the conditions (each action may be activated once each turn).**

- These actions must be performed in order (you can perform E then G but you can't perform G then E).

E. If you have one of your meeples on the Journalists location and if you also have dice on each of the dice spots on your side, you can convert one die.

- Take a die from your dice pool, turn it to the face you want and place it on an empty converted die icon (purple die symbol) on your side of a location.

F. If you have one of your meeples on the Internet location and if you also have dice on each of the dice spots on your side, you can convert one die.

- Take a die from your dice pool, turn it to the face you want and place it on an empty converted die icon (purple die symbol) on your side of a location.

G. If you manage to complete your side of a location by placing dice on every die symbol (tie breaker symbols are not included), you may claim the majority immediately.

- Place one of your meeples on the majority symbol (add the icon symbol here), **roll your dice and retrieve them back into your supply.**
- Each location card can host one meeple of each side at most.
- A player with a majority can continue to play dice on the location (tie breaker, etc.) but they can't do the "claim the majority" action twice on the same location.
- If you place your fifth meeple on a location, the game is over immediately.

H. If you meet the conditions of a card corresponding to your lowest locked goal, you may unlock it:

- Each turn, you can decide to unlock one of the visible goal cards if you meet the condition to do so.
- These conditions are written on the goal cards.
- All the goal cards are available to each player until they are unlocked.
- The goals card are worth 1, 3 or 5 points. Their value is written on them (top right)
- Each player can unlock a maximum of 3 goal cards (one of each value: 1, 3 and 5).
- You must unlock them in numerical order (a player can't unlock a 3 if they have not unlocked a 1).
- When you unlock a goal, you win the corresponding points at the end of the game, and **you earn 1 additional die for the Roll action (D) immediately.**
- Put the goal card on the corresponding spot of your board (one of the 3 spaces facing the player).

## RULES FOR SPECIFIC LOCATIONS

Some locations have specific rules that you may activate when you perform the Go or Move action to them:

### Teachers and Students

- When you place dice on this location, re-roll all your dice of a single value on this location (no matter if you have just placed them, if you placed them earlier, or a mix of both).
- Leave one die on the location and place the others back into your dice pool without changing them.
- Activating the effect of this location is not mandatory (you can decide to not activate after Go / Move to it).

### Travel

- When you place dice on this location, modify the value all your dice of a single value on this location (no matter if you have just placed them, if you placed them earlier, or a mix of both) by 1 (+1 or -1).
- Leave one die on the location and place the others back into your dice pool without changing them.
- Activating the effect of this location is not mandatory (you can decide to not activate after Go / Move on it).

## DICE PLACEMENT



- You have to put a die of the corresponding value on this icon.
- You may only place dice on the side of the location that is the closest to you (left or right).



- This works exactly like the icon above but you may place a die of any value on it.
- When you put a die on this icon, **don't forget you can activate the location's effect.**



- You may put only converted dice on this icon (using a special placement action).
- You may Go from this spot to a non-converted dice icon.



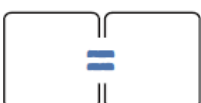
- On the upper part of the card, you will often find these icons. They are used as tie-breakers. These spaces are useful at the end of the game when you check the majorities.
- Both of you may put your dice on these icons when there are 2 meeples on the location.
- The die value should always match the value indicated on the icon.
- If there is already an opponent's die on the icon, replace it with yours.
- If your dice is removed this way, re-roll it and put it back in your supply.
- If there are multiple tie-breaker icons, you must place all the corresponding dice at the same time.
- Placing a die on a tie-breaker is a turn.



- Only the green player may put dice on this location.



- Only the red player may put dice on this location.



- These two dice must have exactly the same value.
- If there is a red cross with an equals icon (*show the corresponding icon*), it means the values must be different.

## END OF THE GAME

- The game ends when one of you has placed their fifth meeple on a location.
- At this moment, the game ends immediately.

## WINNING: POINTS & MAJORITIES

When the game ends, count the points to determine who is victorious.

1. Count the points shown on your unlocked goals.

2. Count the points given for the majority in each location.

A. For the Church, Journalists, Internet and Police:

- The player with the majority wins the corresponding points (written on the locations).
- If you have both the majority, each of you wins the points.

B. For Travel, Teachers and Students, Minsk, Grodno, Factories, Mines and International Support:

- The Travel and Teachers and Students locations have special majority rules written on them.
- The player with the majority wins the corresponding points (written on the locations).
- If you have both the majority and nobody has placed their die in the tie-breaker slot, nobody receives the points.
- If there is a tie and someone has placed a die in the slot, only they receive the points.

3. Sum up all your points and the player with the most points is declared victorious.

- If there is a tie, the player who managed to place all their meeples is the winner.

**Turn example (WIP)**

...

**FAQ (WIP)**

...