F YOU, I'M HAPPY WITH ME.

A GAME ABOUT SELFIES AND SELF-LOVE
ABOUT THIS GAME

Selfies are not vain nor superficial. They can be a valuable tool for celebrating your existence and practicing self-love. Society expects women to walk an impossible tightrope between having an appropriate level of confidence and being vain. This policing seeks to control women and suppress their self-confidence.

There is no “respectable” selfie that a woman can post without opening herself up to slut shaming, accusations of conceit, insults about her appearance and character, and more. Criticisms of women who take selfies are invariably based in misogyny. Let's call on women to embrace the selfie despite what detractors may say. Let's throw out this idea that selfies are shallow and embrace the fact that selfies can be a radically transformative component of a woman's journey to empowerment and confidence.

In this game, three women compete against one troll (3v1). All players who are not the troll play as a woman in the game no matter what their gender is in real life. Each woman tries to be the first to complete her quest for self-confidence while helping fellow women and battling the troll. The role of the troll can be passed among players.

Players leave the game with a fantastic new set of selfies on their phone, and a new understanding of the complicated and radical implications of embracing selfie culture.
GAME SETUP

1. The oldest player begins as the troll, and the other players begin as women (players 1-3). Place your identity token on your scorecard.

2. Women begin with 4 selfie prompt cards in their hand, 2 green compliment tiles, and 3 lives. Female lives are lost when the player has 0 confidence chips. You lose 1 life for each round that you remain at 0 confidence chips.

3. The troll begins with 9 insult tiles (3 red, 3 blue, 3 yellow), 3 lives, and 3 confidence chips. Troll lives are lost when the player is successfully attacked by the other players. You lose 1 life for each battle that you lose.

ROLES OVERVIEW

FEMALE PLAYERS
Your objective is to gain confidence by taking selfies, complimenting yourself and your peers, ignoring the troll, all while becoming the first to complete your journey.

The purpose of this game is to enjoy the selfie-taking experience and stretch your comfort zone but never to embarrass you. For this reason, you are given choices of how to interact with the selfies.

TROLL
Your objective is to steal confidence points from the humans, harass them, and stay alive.
HOW TO PLAY A TURN:

1. The player who most recently took a selfie goes first, and turns proceed clockwise from them. Each turn requires actions by all players. Only the women/female players (player #s 1-3) have turns picking a selfie prompt. The troll doesn’t have a designated turn and carries out actions every turn.

2. The woman whose turn it is chooses a selfie prompt card from their hand. Read it aloud.

2. All women take a selfie according to that prompt with their cellphone. Meanwhile, the troll can buy insult tiles from the bank. 1 stolen confidence point = 1 insult tile.

3. Each woman decides whether or not to share it with the group and/or the internet.

4. Everyone announces their decision to the group. Collect the proper number of confidence points and place them on your scorecard along with a selfie tile.
   - Take a selfie, and keep it private 1pt
   - Take a selfie, and show it to the group 2pts
   - Take a selfie, show it to the group, and post it on social media 3pts

5. The players who decided to share their selfie with the group, place their phone on the table in front of them, so everyone at the table can see the photo.

6. The troll assembles their insult and secretly picks which selfie they are going to direct their insult at and places that corresponding attack card face down in the middle of the table. Only selfies that are being shown to the group are eligible to be insulted this round.

7. Female may compliment one selfie.
   - They may compliment their own.
   - Complimenting a selfie helps protect a player from a troll’s attack.
   - If a selfie earns 2 compliments, it’s totally safe from attack, meaning that if the troll chose to attack one that earns two compliments, the attack does nothing.
   - If a selfie earns 1 compliment, it’s somewhat safe. If the troll insults one of these selfies, they earn 1/2 the regular points.
   - If a selfie earns no compliments, it is not protected.

8. Female players place a compliment tile in front of the selfie they’re complimenting.
   - Players have 5 seconds to come up with a compliment and say it to earn the points. It is worth more points if you can come up with a compliment on the spot that rhymes or has at least two words in a row of alliteration.
     - Ex: “That’s a nice photo of you!” regular compliment - 1pt
     - Ex: “What wonderful wardrobe choices you make!” alliteration - 2pts
   - Female players add the number of confidence chips they just earned to your scorecard.

9. The troll flips over their attack card and insults the player they picked.
   - To insult someone, the troll must have at least 3 tiles of different colors. To craft an insult, they must combine a YELLOW tile + a RED tile + a BLUE tile in that order. They may customize any blank blue tiles with insulting nouns. Trolls must use the custom and specific tiles wisely because trolls win 1 extra point if an insult is tailored to the selfie. Whether or not the insult was tailored to the selfie is determined by the three other players.
To deliver the insult, trolls must forcefully say the insult at the player they are insulting.

All the players together can judge whether or not the troll said it meanly enough for it to count. You have two tries to deliver the insult properly to earn the points.

If the troll delivered the insult successfully, they take 2 confidence chips from the player they insulted and add them to their scorecard. If the player they insulted doesn’t have the number of points they won to give them, the troll will take the remainder from the bank. The troll may choose another player to pass the troll role on to once they successfully steal 2 confidence points from a woman.

9. Woman players may purchase as many compliment tiles as they wish and add them to yourtilerack.

How to get compliment tiles
- Purchase them on your turn: 1 confidence point = 1 compliment tile
- Do not look at the back of the tiles unless you are attacking the troll

10. The woman player who read the selfie prompt card discards it and draws a new one for their hand.

11. Woman players may choose to attack the troll with the help of one other human player.

Attacking the troll:

Compliment tiles can also be used against the troll to kill it with kindness. Trolls are hatred-fueled beings so compliments greatly harm and confuse them. At least two humans must work together to attack the troll.

Place two compliment tiles in the center of the table that you want to use to attack. On the back of the compliment tiles, there are numbers. The troll will place two insult tiles in the center of the table. At the same time, flip over the tiles.

Whoever's tiles add to the larger sum wins the battle. If the humans win, remove one life token from the troll’s scorecard and 4 confidence chips, split between the attackers. If the troll wins, the troll steals 3 confidence points from each of the humans who attacked unsuccessfully. If the troll dies (loses all it’s life tokens), then the troll relinquishes all of it’s stolen confidence chips to the center of the table and must begin again.
Whenever the role of the troll changes hands, the players trade player identification tokens.

Players keep any insult tiles have from being the troll while they play as female player though they can’t use them until they become the troll again.

The same applies for compliment tiles. Health points also do not transfer between troll players. They remain on your scorecard in case you become the troll again.

Compliment tiles can only be used by female players and insult tiles can only be used by the troll.
WIN CONDITIONS

Female players win if they are the first to reach 12 confidence points. When you place the final confidence chip on the space labelled “I’m happy with myself”, you’ve won! But really, all humans who take selfies and feel good about themselves win.

OR

Trolls win if they steal all of the confidence tokens away from all the selfie-takers by trolling successfully. When all the selfie-takers have zero confidence points, the troll wins. It is very unlikely for the troll to win the whole game, though they may be able to accumulate points and inflict hurt on the female players. Inflicting restrictive gendered expectations on people who take selfies isn’t productive or very nice.

OR

The player with the most confidence chips at the end wins. The points are counted based on what role you occupy when the game ends. If you’re a troll when the game ends, none of your female confidence chips count towards your point total – only your stolen troll confidence chips count and vice versa. There is a limited number of rounds (5-6) depending on how many times the troll changes hands.
1. Since there are a fixed number of rounds, pay attention to the flow of points. There is a limited time to maneuver and earn points.

2. Attacking the troll is risky, but can really pay off if the troll has captured too many confidence chips and has them locked up. There are a limited number of confidence chips in the game.

3. Anticipating who the troll is going to attack based on the troll’s past attacks can help players protect the most vulnerable players.