Counting one's (fr)enemies

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An amusing warm-up exercise for a group of actors is for each person to choose a 'friend' and an 'enemy' from the group, then attempt to position themselves so that their enemy is between them and their friend. We model this exercise as a dynamical system on a coupled-cell network and quickly find that many of the most interesting questions about the system are combinatoric in nature: How many unique *frenemies* systems exist? Under what circumstances can everybody be happy? Why do real groups doing this exercise tend to end up in the corners of the room?

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