

PRESENTS



Hi, my name is Eric Shefferman, and you are looking at a Print & Play version of the game I created called...

Dysfunctional Families.

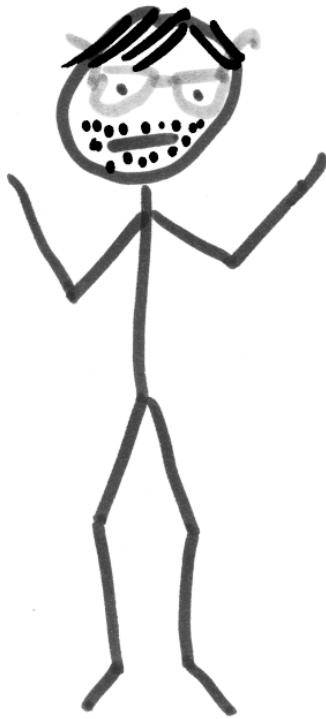
Thank you for giving the game a look! You can print the game out on 8½" by 11" paper and cut out the cards and play.

I am running a Kickstarter campaign from June 14, 2016 until July 12, 2016 to raise funds to print this game on real playing cards in full color. You can contribute to this effort and get a printed copy of the game as well as getting other nifty stuff.

To find out more about the game please use the link:

<http://igpay.com/df>

Have fun!
- Eric



DYSFUNCTIONAL FAMILIES
RULES - GAME SETUP

1. Separate the cards into **FAMILY** cards (**BLACK** text on top of card), **POWER PEOPLE** cards (**RED** text on top of card). Group the family cards by family name (each family consists of 4 cards).

2. Each player starts with the same number of cards. *For a quicker game use fewer families and add power people cards so all players start with the same number of cards in their hand.*

- 10 players use all 10 families and 10 power people
- 9 players use 9 families and 9 power people
- 8 players use 8 families and 8 power people
- 7 players use 8 families and 10 power people
- 6 players use 7 families and 8 power people
- 5 players use 7 families and 7 power people
- 4 players use 7 families and 8 power people
- 3 players use 7 families and 8 power people

3. Choose the cards that will be used in the game, shuffle them well, and deal them all out, face down to the players. Put aside the other cards; they will not be used in this game.

DYSFUNCTIONAL FAMILIES
RULES - GAME PLAY

One person deals the cards (see **GAME SETUP**). The person to the dealer's left is the first asker. The asker can either **ASK FOR A CARD** or **PLAY A POWER PERSON CARD**. The asker keeps doing one of these two actions until he runs out of cards (through completing families or using up Power People) or gets a "Nope!" If the asker gets a "Nope!" then play passes to the player who said "Nope!" If the asker runs out of cards, play passes to the player on the asker's left. Any time a family is completed (by any player), the family cards must be placed in front of the player who collected them and those cards are no longer in play. The game continues until all possible families have been collected.

ASK FOR A CARD

The asker asks any other player for a specific member of a family. The asker must already have in their hand a card with one of the members of that family. Note: asking for a card the asker already has - to fool the other players - is permitted.

The format of the asking is:
 "I'm looking for" (name of card) "because" (the player must make up some reason - any reason is OK and creativity is encouraged). For example:
 "I'm looking for the Arsonist's son because he brought matches to school."
 If the player being asked has the card, the card is given to the asker and the asker's turn continues. If the player being asked doesn't have the card, they say "Nope!" and they now become the asker.

PLAY A POWER PERSON CARD

The asker shows the power card and follows the instructions on the card. The card is then removed from game play and the asker's turn continues.

WINNING

"The Winner" is the player who collected the most completed families. Although everyone involved gets a bit of Karmic debt for making fun of such unfortunate people.

CHILDREN'S VERSION

There is no children's version. Seriously, shame on you!

The Arsonist



Meet The Arsonist
 The Arsonist's Wife
 Dysfunctional The Arsonist's Son
 Family The Arsonist's Daughter

The Arsonist's Wife



Meet The Arsonist
 The Arsonist's Wife
 Dysfunctional The Arsonist's Son
 Family The Arsonist's Daughter

The Arsonist's Son



Meet The Arsonist
 The Arsonist's Wife
 Dysfunctional The Arsonist's Son
 Family The Arsonist's Daughter

The Arsonist's Daughter



Meet The Arsonist
 The Arsonist's Wife
 Dysfunctional The Arsonist's Son
 Family The Arsonist's Daughter

The Axe Murderer



Meet The Axe Murderer
 The Axe Murderer's Wife
 Dysfunctional The Axe Murderer's Son
 Family The Axe Murderer's Daughter

The Axe Murderer's Wife



Meet The Axe Murderer
 The Axe Murderer's Wife
 Dysfunctional The Axe Murderer's Son
 Family The Axe Murderer's Daughter

The Axe Murderer's Son



Meet
The
Dysfunctional
Family

The Axe Murderer
The Axe Murderer's Wife
The Axe Murderer's Son
The Axe Murderer's Daughter

The Axe Murderer's Daughter



Meet
The
Dysfunctional
Family

The Axe Murderer
The Axe Murderer's Wife
The Axe Murderer's Son
The Axe Murderer's Daughter

The Bloodhound



The Bloodhound can sniff out a person. Use to locate one specific person who is a relative of one of the holder's cards and the user must be given that card unless it is no longer in play.

The CPS Agent



The Child Protective Services Agent causes a panic among the families and thus causes each player to give a card of their choosing to the player on their right.

The Cannibal



Meet
The
Dysfunctional
Family

The Cannibal
The Cannibal's Wife
The Cannibal's Son
The Cannibal's Daughter

The Cannibal's Wife



Meet
The
Dysfunctional
Family

The Cannibal
The Cannibal's Wife
The Cannibal's Son
The Cannibal's Daughter

The Cannibal's Son



Meet
The
Dysfunctional
Family

The Cannibal
The Cannibal's Wife
The Cannibal's Son
The Cannibal's Daughter

The Cannibal's Daughter



Meet
The
Dysfunctional
Family

The Cannibal
The Cannibal's Wife
The Cannibal's Son
The Cannibal's Daughter

The Drug Dealer



Meet
The
Dysfunctional
Family

The Drug Dealer
The Drug Dealer's Wife
The Drug Dealer's Son
The Drug Dealer's Daughter

The Drug Dealer's Wife



Meet The Drug Dealer
 The Drug Dealer's Wife
 The Drug Dealer's Son
 The Drug Dealer's Daughter

Meet The Dysfunctional Family

The Drug Dealer's Son



Meet The Drug Dealer
 The Drug Dealer's Wife
 The Drug Dealer's Son
 The Drug Dealer's Daughter

Meet The Dysfunctional Family

The Drug Dealer's Daughter



Meet The Drug Dealer
 The Drug Dealer's Wife
 The Drug Dealer's Son
 The Drug Dealer's Daughter

Meet The Dysfunctional Family

The FBI Agent



The FBI Agent busts down doors and hauls people away — never to be seen again. Remove one card from another player's hand (without seeing what card it is) and that card is removed from the game.

The Nosy Neighbor



The Nosy Neighbor is a spy and a gossip. Each player points to a card in the hand of the player to their right and that player must show that card to all the other players.

The Evil Villain



Meet The Evil Villain
 The Evil Villain's Wife
 The Evil Villain's Son
 The Evil Villain's Daughter

Meet The Dysfunctional Family

The Evil Villain's Wife



Meet The Evil Villain
 The Evil Villain's Wife
 The Evil Villain's Son
 The Evil Villain's Daughter

Meet The Dysfunctional Family

The Evil Villain's Son



Meet The Evil Villain
 The Evil Villain's Wife
 The Evil Villain's Son
 The Evil Villain's Daughter

Meet The Dysfunctional Family

The Evil Villain's Daughter



Meet The Evil Villain
 The Evil Villain's Wife
 The Evil Villain's Son
 The Evil Villain's Daughter

Meet The Dysfunctional Family

The Mad Scientist



Meet The Mad Scientist
The Mad Scientist's Wife
The Mad Scientist's Son
The Mad Scientist's Daughter

The Mad Scientist's Wife



Meet The Mad Scientist
The Mad Scientist's Wife
The Mad Scientist's Son
The Mad Scientist's Daughter

The Mad Scientist's Son



Meet The Mad Scientist
The Mad Scientist's Wife
The Mad Scientist's Son
The Mad Scientist's Daughter

The Mad Scientist's Daughter



Meet The Mad Scientist
The Mad Scientist's Wife
The Mad Scientist's Son
The Mad Scientist's Daughter

The Parole Officer



The Parole Officer calls for someone and they have to answer. Name any card that is in play and whoever has that card must hand it to you (unless the card was removed from play).

The Private Detective



The Private Detective locates all the members of a family. Name any family and all the players who have a card from that family must raise their hand.

The Old Biddie



The Old Biddie scares people by shouting "I'll give you a reason to cry!" until they run away. Each player takes a card (without knowing what it is) from the hand of the player to their right.

The Outlaw



Meet The Outlaw
The Outlaw's Wife
The Outlaw's Son
The Outlaw's Daughter

The Outlaw's Wife



Meet The Outlaw
The Outlaw's Wife
The Outlaw's Son
The Outlaw's Daughter

The Outlaw's Son



Meet The Outlaw
 The Outlaw's Wife
 The Outlaw's Son
 The Outlaw's Daughter

The Outlaw's Daughter



Meet The Outlaw
 The Outlaw's Wife
 The Outlaw's Son
 The Outlaw's Daughter

The Pimp



Meet The Pimp
 The Pimp's Wife
 The Pimp's Son
 The Pimp's Daughter

The Pimp's Wife



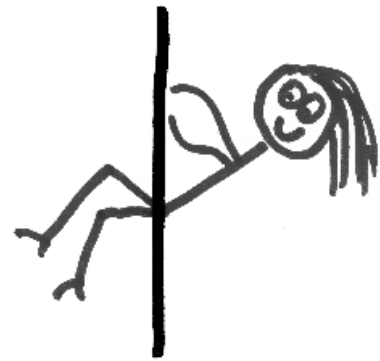
Meet The Pimp
 The Pimp's Wife
 The Pimp's Son
 The Pimp's Daughter

The Pimp's Son



Meet The Pimp
 The Pimp's Wife
 The Pimp's Son
 The Pimp's Daughter

The Pimp's Daughter



Meet The Pimp
 The Pimp's Wife
 The Pimp's Son
 The Pimp's Daughter

The Psychic



The Psychic reveals the hidden truths. The Psychic can ask "Who has ___ of a family?" where the blank is "one", "two", or "three". ALL players (including holder of Psychic card) must answer the question.

The Social Worker



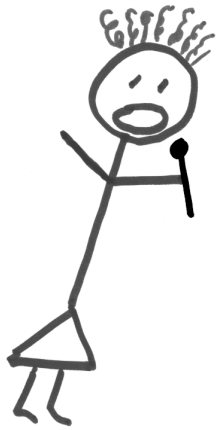
The Social Worker tries to get everyone to "talk it out" with everyone else. Every player gives a card of their choosing to the player on their left.

The Stand-Up Comic



Meet The Stand-Up Comic
 The Stand-Up Comic's Wife
 The Stand-Up Comic's Son
 The Stand-Up Comic's Daughter

The Stand-Up Comic's Wife



Meet The Stand-Up Comic
The Stand-Up Comic's Wife
The Stand-Up Comic's Son
The Stand-Up Comic's Daughter

The Stand-Up Comic's Son



Meet The Stand-Up Comic
The Stand-Up Comic's Wife
The Stand-Up Comic's Son
The Stand-Up Comic's Daughter

The Stand-Up Comic's Daughter



Meet The Stand-Up Comic
The Stand-Up Comic's Wife
The Stand-Up Comic's Son
The Stand-Up Comic's Daughter

The Zombie



Meet The Zombie
The Zombie's Wife
The Zombie's Son
The Zombie's Daughter

The Zombie's Wife



Meet The Zombie
The Zombie's Wife
The Zombie's Son
The Zombie's Daughter

The Zombie's Son



Meet The Zombie
The Zombie's Wife
The Zombie's Son
The Zombie's Daughter

The Zombie's Daughter



Meet The Zombie
The Zombie's Wife
The Zombie's Son
The Zombie's Daughter

The Space Alien



The Space Alien abducts people. Each player chooses 2 cards from the player to their left. All of these cards are then shuffled and dealt back out. If a player only has 1 card, they give/get 1.

The NSA Agent

Nobody knows what NSA Agents look like.

Have YOU ever seen one?

The NSA Agent conducts an illegal search. Each player points to a card in the hand of the player to their left and that player must show that card to the player who pointed at it (not any other player).