

PRESENTS



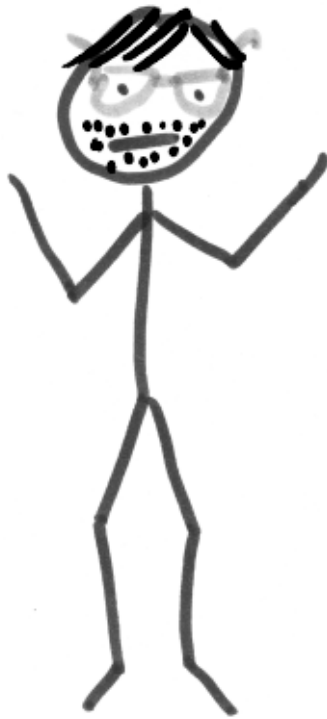
Imagine...

It's game night with everyone around the table, intently looking at the cards in their hands. Marge has been listening to all the back-and-forth, and now that it's her turn she busts out with:

"Joe, I'm looking for the Pimp's Wife because I want to borrow her earrings." Joe hands her the card.

"Tim, I'm looking for the Pimp's Son because I want to discuss his co-ed wrestling class idea with him." Tim hands her the card.

"Janet, I'm looking for the Pimp's Daughter because she's getting her own reality show." Janet hands her the card. Marge lays down her The Pimp card along with the cards she just received and exclaims, "I got a whole family!"



*Portrait of Eric the designer as a stick figure.*

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

**Dysfunctional Families.** It's a game where you collect families of cards in a manner similar to Go Fish!, except you say much funnier things.

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

I am running a Kickstarter campaign starting on Tuesday, October 4, 2016 to raise funds to print this game on real high quality playing cards in full color. You can contribute to this effort and get your own printed copy of the game.

For the latest updates, please check out the Igpay Games website at:

<http://igpay.com/>

Have fun!  
- Eric



"I'm looking for the Mad Scientist because I want to discuss our plans for world domination."

"I'm looking for the Arsonist's Son because there was smoke coming from the boy's bathroom."

"I'm looking for the Drug Dealer because I want more of his funny cigarettes."

## 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" ...

## DYSFUNCTIONAL FAMILIES RULES - GAME SETUP

1. Separate the cards into **FAMILY** cards (**BLACK** text on top of card, the 4 members of the family are listed on the bottom of the card), **POWER PEOPLE** cards (**RED** text on top of card, what the card does written on the bottom of the card). Group the family cards by family name.

2. Each player starts with the same number of cards by making a deck for the game with a certain number of Families (4 cards each) and Power People.

# Players	# Families	# Power People	Total # Cards
10	10	10	50
9	9	9	45
8	8	8	40
7	8	10	42
6	7	8	36
5	7	7	35
4	7	8	36
3	7	8	36

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.

The asker must make up some reason for the because - creativity is encouraged. If the asker fails to come up with a good enough because (by group consensus), then the asker forfeits their turn and play passes to the player on the asker's left.

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 when no more cards can be played. *Although everyone involved gets a bit of Karmic debt for making fun of such unfortunate people.* If there is a tie, of the players who tied, the player who finished last wins.

### **CHILDREN'S VERSION**

There is no children's version.

Seriously, shame on you!

DYSFUNCTIONAL FAMILIES  
**RULES - GAME SETUP**

1. Separate the cards into **FAMILY** cards (**BLACK** text on top of card, the 4 members of the family are listed on the bottom of the card), **POWER PEOPLE** cards (**RED** text on top of card, what the card does written on the bottom of the card). Group the family cards by family name.

2. Each player starts with the same number of cards by making a deck for the game with a certain number of Families (4 cards each) and Power People.

# Players	# Families	# Power People	Total # Cards
10	10	10	50
9	9	9	45
8	8	8	40
7	8	10	42
6	7	8	36
5	7	7	35
4	7	8	36
3	7	8	36

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 asker must make up some reason for the because - creativity is encouraged. If the asker fails to come up with a good enough because (by group consensus), then the asker forfeits their turn and play passes to the player on the asker's left. 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 when no more cards can be played. *Although everyone involved gets a bit of Karmic debt for making fun of such unfortunate people.* If there is a tie, of the players who tied, the player who finished last wins.

**CHILDREN'S VERSION**

There is no children's version.

Seriously, shame on you!

**The Arsonist**



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

**The Arsonist's Wife**



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

**The Arsonist's Son**



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

**The Arsonist's Daughter**



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

**The Axe Murderer**



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

**The Axe Murderer's Wife**



Meet The Axe Murderer  
 The Axe Murderer's Wife  
 The Axe Murderer's Son  
 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 arrival of 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

### The Drug Dealer's Son



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

### The Drug Dealer's Daughter



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

### 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 (without seeing what it is) 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

### The Evil Villain's Wife



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

### The Evil Villain's Son



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

### The Evil Villain's Daughter



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

### 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 pounds the pavement and 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 beforehand 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. To facilitate conversation, 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 Dysfunctional Family

### 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 Dysfunctional Family

### 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 Dysfunctional Family

### The Zombie



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

### The Zombie's Wife



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

### The Zombie's Son



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

### The Zombie's Daughter



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

### The Space Alien



The Space Alien abducts! Each player blindly chooses 2 cards from the player to their left. These cards are all 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).