

# FAMILY DYSFUNCTION

A game of family building and drama

## OBJECT

Have the most People Points after all people have been played

## MATERIALS

A deck of People cards, Action cards, a Graveyard card, and two Fountain of Youth cards

## SETUP

Shuffle the Action cards and set them aside. Place the Graveyard card between the two players, with a Fountain of Youth on either side, facing the players. Off to the side, lay out all the People cards so they can be easily seen and read by both players.

Each player starts with 5 Drama points (to be counted on pen and paper), which are used as currency, and 2 Action cards. The player with the most siblings chooses whether to choose first or play first (or closest upcoming birthday, if there's a tie).

The player who chooses first gets to buy a person from the People stock and place it on their Fountain of Youth. The person must cost 5 or less Drama Points (the number on the top right of the card) and is worth the number of People Points as noted on the bottom left of the card. This person cannot be harmed for the whole game (or transfer families), as long as they have the Fountain of Youth. After the first player buys a person, the next player buys a person for their Fountain of Youth, and then that player starts the game.

## GAMEPLAY

At the beginning of a turn, players draw 2 Actions and may either:

- \* Discard any number of cards from their hand, gaining  $1/2$  the sum of all Drama points noted on the cards (rounded up; cards worth 0 yield 1 point), and redraw.
- \* Play an action card, gaining the noted amount of Drama points. See card rules for details.

If a player has more than 5 cards at the end of their turn, they must discard down to 5 cards, gaining half their Drama points.

When all People cards have been purchased, the player with the most People Points wins.

### **CARD RULES**

People may be purchased only when playing a Marriage, Have a Baby, or Adopt card, unless otherwise noted.

Marriage - When players play a marriage card, they choose a person on the board to play it on. This person can be from either family, and their spouse must either be an unmarried person on the board, or must be purchased from the People stock using Drama points. Married couples are denoted by having their cards overlap each other on the board. People of any gender may be married, however, only Male-Female couples may be the target of a "Have a Baby" card. Same-sex couples can use the "Adopt" card. For all intents and purposes, spouses are considered children of the other spouse's parents. It does not matter which spouse came first or which is the biological child of the parent.

Have a Baby / Adopt - When playing either of these cards, a person is purchased from the People stock and placed underneath the chosen parent(s).

Diseases, Disasters, Divorces, Statuses - These cards are destructive, and generally kill a member of the family, or alter their ability to have children. They can be instantly countered by Panacea, Deus Ex Machina, Marriage Counseling, and Hormone Therapy, respectively. Family members killed or removed from the game go to the Graveyard, and are no longer considered part of the People stock. Status cards remain on the board attached to the afflicted person until countered or the person dies. When a player counters one of these cards, the player that played the action still gets the Drama Points.

**N.B.** - The term 'siblings' refers to anyone in a given generation, even if they have different parents, or are married.

If a player chooses to marry or adopt someone from the opponent's family, the spouse's People card is taken and placed in the player's family.

If a player plays a card that requires discarding actions, the discarding player still receives half the Drama points from what they discard, unless noted otherwise.

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