

DYSFUNCTION



OBJECT

Find the fun in your dysfunction! The object of the game is to be the player with the most Baggage. Baggage is claimed by having and sharing your dysfunctional family stories. The first player to claim 15 Bags and fill their Baggage Cart wins the game.

EQUIPMENT

The game equipment consists of a board, 1 die, 90 pieces of Baggage, 6 Baggage Carts, 1 Baggage Claim, 65 Dig Deep Cards, and 35 Family Fun Cards.

PREPARATION

Place the board on a table and place the Baggage Claim on the board in the upper right corner.

Place the Dig Deep and Family Fun Cards and all of the Baggage pieces in and on the Baggage Claim.

Each player starts with 1 Baggage Cart and 3 Baggage pieces stacked on their Cart.

THE PLAY

Each player places their Baggage Cart **anywhere on the board** they choose to start.

Each player then throws the die, and the player with the highest roll starts the play.

Throw the die and move your Cart clockwise the number of spaces indicated.

After you have completed your play, the turn passes to the left.

The Carts remain on the spaces occupied and proceed from that point on the player's next turn.

2 or more Carts may rest on the same space at the same time.

On each turn, follow the instructions on the space you land on and gain or lose Baggage as specified or as decided by the Judge.

THE FIRST PLAYER WITH A FULL BAGGAGE CART (15 BAGS) WINS THE GAME.



OFFICIAL RULES
for 3-6 dysfunctional players
(recommended ages 18+)

THE JUDGE



Dig Deep Cards require that 1 player act as a Judge for that turn. The Judge will evaluate your family story and load your Cart with 1 to 3 Bags based on the quality of the story. The better the story, the more Bags that should be awarded. (For guidelines on what makes a "better" story, refer to the Storytelling and Judging Guidelines on the next page).

The Judge for each turn is specified on the Dig Deep Card: it is either the player to your right, left, or the 2nd player to your left.

Every story told receives a minimum of 1 Bag.

If a player has no story to tell, they can pass and lose 3 Bags, or all of their Bags if they do not have 3.

DIG DEEP AND FAMILY FUN CARDS

When you land on a Dig Deep square, draw a Dig Deep Card, and tell a **true** dysfunctional family story as directed.

When you land on a Family Fun square, draw a Family Fun Card and follow the instructions.



ONE-UP

After a Dig Deep story is told and the Bags are awarded, another player may choose to One-Up. The player can try to One-Up the most recent story by telling a true story on the same topic from their own experience.

The Judge from this current turn decides which story wins.

Any player, **except for the current Judge**, may One-Up the current Dig Deep story after it has been told and the Bags have been given to the original storyteller.

The Judge must first award from 1 to 3 Bags to the original storyteller before the One-Upper begins their story.

If the Judge determines that the One-Up story wins, the original storyteller gets one chance to improve upon their story and try to 'One-Up the One-Upper'. They may NOT tell a different story, but they may briefly add true details to their original story before the Judge makes a final ruling.

If the One-Up story wins (whether the original storyteller tries to top the One-Up or not), the One-Upper takes the number of Bags that were just awarded away from the original storyteller, **plus 1 additional Bag from the Baggage Claim.**

If the One-Upper loses, the One-Upper gives the original storyteller the same number of Bags the storyteller was already awarded for the original story.

In order to One-Up, a player must have on their Cart at least the number of Bags that were awarded to the original storyteller, in the event that they lose the One-Up and have to give up those Bags.

If 2 or more players want to One-Up the same story, all One-Uping players roll the die. The highest roll gets to One-Up.

DENIAL (no, it's not a river)

You end up in Denial if you land on either the Denial entry square or the 'Move To Denial' square, or if you are sent to Denial with a Family Fun Card.

You are stuck in Denial for 3 turns unless you get in touch with reality and find the means to escape. Roll the die on each turn and move through the circle in either direction you choose.

You can get out of Denial by:

Rolling the die and moving in either direction to land exactly on the Denial entry square. On your next turn you are free to move on.

Using a "Get out of Denial" Family Fun Card that you have drawn and held onto from a previous turn. Give up your card at the same time that you land in or move to Denial, stay on the entry square, and wait for your next turn.

Paying an escape fee of 3 Bags. Return 3 of your Bags to the Baggage Claim at the same time that you land in or move to Denial, stay on the entry square, and wait for your next turn.

Passing 3 turns in Denial with no escape. Move to the entry square, roll the die, and continue game play. And get some counseling when you're done playing this game!

STORYTELLING AND JUDGING GUIDELINES

What makes a story Baggage-worthy? Most of us know a good story when we hear one, but here are some guidelines to help you both gain and award Baggage:

Level of Dysfunction. The more dysfunctional a story is, the more Baggage the storyteller deserves — you can't choose your family, but you can use them to win this game!

Entertainment Value. Laughter is the object of this game. On a Baggage rating scale of awkward chuckles (1 Bag) to mild amusement (2 Bags) to rolling on the floor hilarity (3 Bags), the most entertaining stories should earn the most Bags. Try not to put everyone to sleep, or worse, make them cry!

Proximity. If your family is simply too functional on a given topic (and you're sure you're not in Denial), it's OK to resort to in-laws, families of significant others, distant relatives, or even families of friends. But proximity should also play a part in the number of Bags awarded, especially in a One-Up when the competing stories are close to equal.