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OMG I'M FAMOUS!™

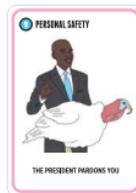
[A PARTY GAME]

HOW TO PLAY

Watch how to play here: dssgames.com/pages/omg

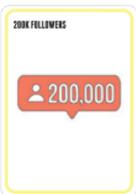
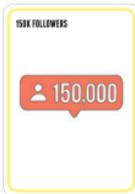
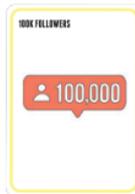
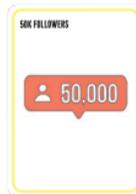
- 1 Objective:** The goal is to be the first player to reach 1 million followers.
- 2 Setting up:** Shuffle cards and deal 6 cards to each player. You can look at your cards but you should keep them secret from other players. Place remaining cards face down in the middle (this is the random pile).
- 3 Getting followers:** The main object of the game is to gain followers — you do this by playing follower cards from your hand. You can play follower cards as long as you don't have a problem card on the top of your pile.

SAFETIES



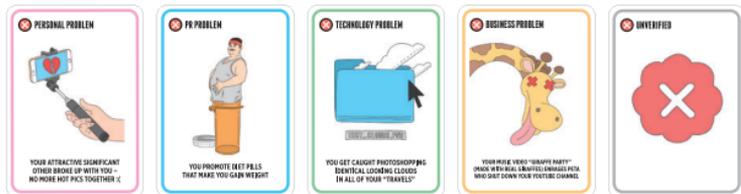
This card protects you from that specific problem for the remainder of the game.

FOLLOWER CARDS



CARD OVERVIEW

PROBLEMS



Play 'Problem' cards on opponents to temporarily halt a player until they resolve with a 'Remedy' card.

REMEDIES



If someone hit you with a problem card, you must play a corresponding remedy card first before playing more follower cards.

4 Playing problems: You can play a problem card on any opponent during your turn (as long as they don't already have a problem on their pile). A problem card blocks them from playing follower cards until they fix it with a corresponding remedy card (e.g., a technology remedy will only fix a technology problem).

5 Playing remedies: If you have a problem card on your pile, you have to play a corresponding remedy card on top of it first, before you are allowed to play your follower cards.

6 Playing safeties: If you draw a safety card, you get to immediately play this safety card right next to your pile and then draw another card and continue to play. Each safety card protects you from one specific type of problem for the remainder of the game. Plus it will also fix a current problem if you have one. (So if you draw the business safety card, and you currently have a "business problem" card on the top of your pile – your problem is now gone and you may continue to play follower cards.) There are only four safety cards in the deck!

7

Time to play!: The least famous person goes first and draws a card from the random pile. They now play a single card from their hand. They can either play a follower card (if they have one) or a problem card on an opponent (if they have one). If they cannot make a play, they discard a card from their hand faceup next to the random pile (in what now becomes the discard pile).

Play continues clockwise with players drawing a card from either the random pile or discard pile for their turn. Remember to play or discard only one card per turn (other than when you draw a safety card). You should always have 6 cards in your hand at the end of your turn.

8

Winning: Reach a million followers first and win! OMG, you're famous!

Strategy

You can play to benefit yourself by either playing a follower card, or a remedy card to fix a problem you have, or you can play defense by playing problem cards on your opponents.



RANDOM
PILE



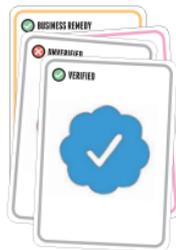
DISCARD
PILE

CARD SET-UP

FOLLOWER
CARDS



SAFETIES



YOUR
PILE

YOUR
HAND

