

# THE Family Ties<sup>®</sup> GAME

As one of the Keatons, your goal is to surprise the rest of the family by having a family portrait taken. To do it, you must get the entire family together and have \$100 in savings to pay the photographer. Getting everyone together isn't easy. As soon as you talk one family member into showing up, another may run out to see a rock concert, to visit the stock market, or to watch the filming of a public TV documentary. And saving \$100 isn't easy either. Then there's Skippy, the neighbor who considers himself a part of the family and wants to get into the picture . . . But with a little luck, skill, and strategy you just might tie it all together.

## CONTENTS

- 1 Gameboard
- 6 Keaton Family Pawns (Steven, Elyse, Alex, Mallory, Jennifer, and Andrew)
- 2 Six-sided dice
- 49 SAY CHEESE cards (8 of each Keaton character, and 1 Skippy)
- 40 DON'T BLINK cards
- Play money (\$5's and \$10's)

## OBJECT OF THE GAME

To have six cards—one of each of the Keatons—and \$100 in savings.

## SETTING UP THE GAME

- 1) Open the gameboard and place it conveniently between the players.
- 2) Each player chooses a Keaton character pawn, and places it in the "Home" square. (They do not yet collect their allowance.)  
**NOTE:** *The character you choose will not limit the way you play the game. You can play all of the Keatons. In one situation you might be Elyse, in another situation Mallory, and in another Alex!*
- 3) Each player is given three \$10 bills, and four \$5 bills, for a total of \$50. The remaining money is placed on the "Bank" space. Players deal with the Bank when they earn or lose money.
- 4) The deck of DON'T BLINK cards is shuffled and placed, face down, on the DON'T BLINK card space.
- 5) Each player rolls the dice. The player with the highest roll goes first. Play then moves to the left, clockwise around the board.
- 6) The first player in the order is also the dealer. He/she deals each player 6 SAY CHEESE cards, but must first do the following:
  - A) Separate the SKIPPY card from the rest of the deck, and then count out 6 cards for each player.
  - B) Place the deck of remaining cards on the SAY CHEESE card space.
  - C) Turn over one of the counted cards, and place it on the discard pile.
  - D) Shuffle the SKIPPY card together with the counted cards, and deal 6 cards to each player.



## PLAYING THE GAME

A turn consists of rolling the dice, advancing your pawn the number of spaces that you roll, and doing what the square you land on indicates.

1) Most squares are self explanatory, such as squares which tell you to lose a turn, pay \$5, or roll the die to see how much you have earned or lost.

2) On two corners of the board, there are two possible paths. You can choose the path you wish to take, around the corner, or along the inner path as the arrows indicate.

3) Landing on, or passing, the "Home" square lets you collect an allowance of \$10 from the bank.

4) If you land on one of the "Keaton" character squares, you get to draw (without looking) one card from any player's hand.

**NOTE: You can only have 6 cards in your hand. Whenever you draw or take an extra card, you must discard one card.**

5) Landing on a "Skippy" square can be a help, or a nuisance.

A) If you land on a "Skippy" square, and do not already have the SKIPPY card, you must take it from whoever has it.

B) If you already have the SKIPPY card, and you land on a "Skippy" square, you can give the card to the player of your choice.

C) You may not discard the SKIPPY card! The only way you can get rid of Skippy is if the card is drawn from your hand, or if you or another player land on a "Skippy" square.

6) If you land on the "Draw From Player With Skippy" square, and you do not have the SKIPPY card, you must draw a card from the player who does have the SKIPPY card.

A) If you already have the SKIPPY card, you must have another player (of your choice) draw a card from your hand.

**NOTE: Since you must have all 6 Keaton characters to win the game, and you cannot have more than 6 cards, you cannot win as long as you hold the SKIPPY card.**

7) Landing on a "Say Cheese" square allows a player to take the top card in the SAY CHEESE deck, or the top card in the discard pile.

A) If all the SAY CHEESE cards have been drawn, shuffle the discards and place them, face down, on the SAY CHEESE card area. Turn the top card over to begin the discard pile.

## DON'T BLINK

1) When you take a DON'T BLINK Card, take the top card in the DON'T BLINK pile and do as it says. When you return the card, place it face up on the bottom of the DON'T BLINK pile.

A) When all the DON'T BLINK cards have been drawn, the pile is reshuffled.

2) If you draw a DON'T BLINK card which says "Hands Off!", do not show anyone the card. Keep it until you need it to block a player from taking one of your (or anyone else's) cards, then discard it.

3) Some DON'T BLINK cards tell you that one or more Keaton characters will not be there for the photograph, and that you must discard a corresponding SAY CHEESE card.

A) If you have a SAY CHEESE card with the character mentioned you must place the card on the top of the discard pile.

B) You only need to discard one card. If you have more than one card for the character mentioned (or more than one character), you still only discard one card.

C) If you do not have a card for the character(s) mentioned, you must show your hand to the rest of the players.



### **GOTCHA!'s**

- 1) Some DON'T BLINK cards say "GOTCHA!", and have three characters' names on them. (Example: GOTCHA! Steven/Alex/Andrew) When drawn, these cards are **not** shown to other players, and are held until they can be used.
- 2) Other DON'T BLINK cards present situations where a GOTCHA! card can be played. These cards are addressed to a certain character, telling how that character is trying to get the family together by 'putting one over' on them.  
**Example:** Jennifer — To get everyone to stay home, you tell them there is a special guy you want them to meet...
- 3) If you decide to play a situation card (you can discard it instead), and no one presents you with a GOTCHA!, you have gotten someone to stay home, and can take any SAY CHEESE card in the discard pile.
- 4) If someone does play a GOTCHA! with the name of your situation's character, that player can decide to look at your hand and take any one of your cards, **or** take \$10 from you.  
**Example:** You draw the Jennifer (special guy) situation. When you show everyone, and try to take a discard, a player shows you a GOTCHA! Elyse/Mallory/Jennifer card. Because the card has Jennifer's name, the player can decide to look at your cards and take one, **or** take \$10 from you.

### **ROLLING DOUBLES**

- 1) Whenever a player rolls doubles (both dice have the same number), the player moves and then "swap time" occurs. This means players can swap SAY CHEESE cards and/or give money for another player's SAY CHEESE cards.
- 2) The player who rolled doubles then rolls and moves again.

### **WINNING THE GAME**

The first player who (at the end of one of his/her turns) has gotten all six of the Keatons together, and has \$100 in savings to pay the photographer, is the winner!



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