

# Dumbass!

TM  
expansion number one



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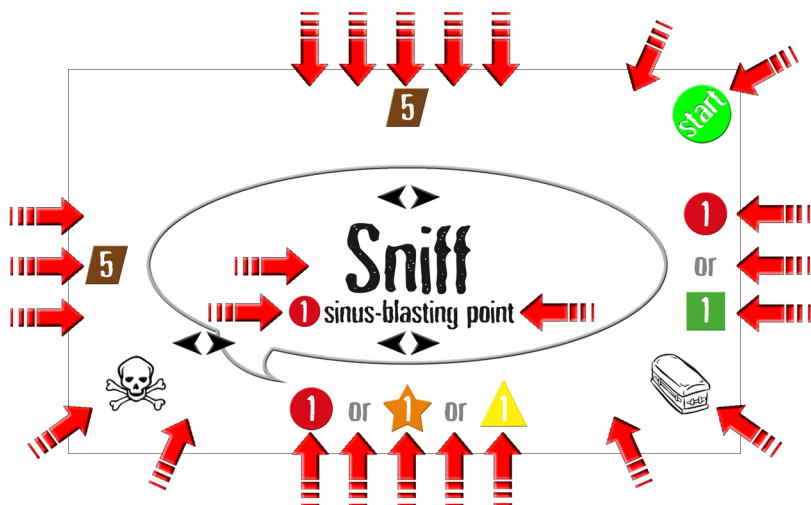
Note: If you do virtually anything that this game suggests is possible, then you're a dumbass, and all the warning labels in the world wouldn't make any difference..

# Introduction

## It ain't rocket science!

This expansion for Dumbass! is a set of ten new cards, plus a custom pdf that lets you generate as many new, professional-looking cards for the game as your demented mind can come up with.

Heck, if you worked at it, you could make an entirely new deck, or even a completely different game. So, how does it work?



It's pretty much a point & click thing. Anyplace you might have an icon or word on a Dumbass! card, you can change. If it is a text field, you can type in what you want. If it is an icon, you just cycle through the available choices until what you want comes up.

When you're done, print the sheet, and also "print to file" as a pdf if your print setup allows. That way, you'll have a permanent copy of that sheet if you need to run off more than one.

There is one special twiddly bit. The ◀▶ buttons expand or shrink your card text, or move the trump value icon so that it matches any flavor text you put on that line.

## Now for the hard part...

This cards for Dumbass! were carefully chosen for maximum compatibility. There were plenty of words we would have loved to put in, but they were too specific, didn't work with a lot of other cards, or both. The way the grammar scheme of Dumbass! works is generally verb-adjective-noun-conditional, with multiples and repetition possible. Within that, the icons and numbers that allow you to match one card to another are:

- 1** People or animals. Things done to or by people or animals. The "Dead" card on the "adjectives page 3" sheet is a good example. Something can't be dead unless it was alive, and people and animals are the only things in the game that are alive (though you could probably find a way to work in trees).
- ★** Things. Stuff you can interact with that are not places or things you might be tempted to eat. The "chainsaws" card on the "nouns page 2" sheet is an example.