



The game for
**GRUMPY
OLD MEN,**
fed up women &
other frustrated people

Number of players: 3-8
Playing time: 20-30 minutes

Contents

- 1 set of rules
- 1 board
- 150 double-sided cards
- 24 cards voting cards
- 64 betting tiles

Main Idea

What do you hate the most? Drivers who don't use their turn signal, bad breath, or telemarketers?

Do you think the other players feel like you? If so, place a high bet on your favorite pet peeve.

Best Elements

- Simple rules
- Fast gameplay
- Fun discussions about frustration
- Suspense kept until the very end of the game

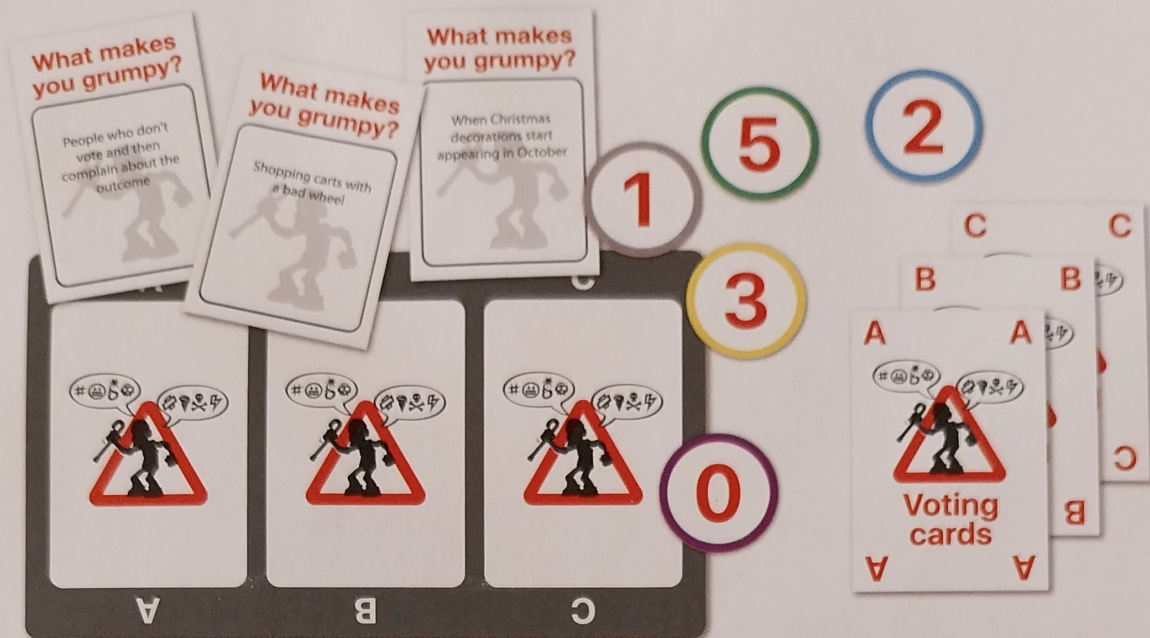
Object of the Game

Vote and bet on the frustration on the board. The game is played over 8 rounds and in each round the card that gets the majority of votes wins and the betting tiles for that card are put aside. After 8 rounds, the scores are calculated and the player with the most points wins.

Preparations

Each player takes a set of 3 voting cards (A, B, C) and 8 betting tiles (valued 0-7) in the same color.

Place the board at the center of the table. Shuffle the cards and keep them in a pile nearby.



The Game

One of the players takes the **top 3 cards** from the draw pile, reads them aloud one at a time and places them on the three spaces on the board.

All players **secretly choose their biggest pet peeve** and place the corresponding voting card in front of them. All players then choose **one of their betting tiles**, also face down. Choose your betting tile, depending on how you think the other players feel about the frustration you selected. If you think you are the only one to have chosen your frustration, bet low. If you think the others have chosen the same frustration, bet high.

All players reveal their voting cards but not their betting tiles. The winning card is moved aside with the winning betting tiles on it, still face down.

Losing cards and betting tiles are removed.

In case of a **tie** between two or three cards, all tied answers/cards win.

After **8 rounds** the game is over. **Flip the winning betting tiles** and compare the total scores for the winning cards to **find the top frustration**. Each player adds the **value of his scoring tiles** and the player with the highest score wins.