

DISS CARDS!

A GMU Card Game

Tagline

Insult like a gentleman or lady, without getting enraged, so your jimmies aren't rustled and your knickers aren't twisted!

Setup

Designed for 4-6 players, or more with special dice. At least 4 is recommended to use action cards. Every player is dealt 5 insult **"DISS CARDS"**, and 3 **"JIMMIES"** tokens. Red insults can be removed from the game before starting for younger players.

How To Play

The starting player draws a setting card and an action card, and rolls a die. The number on the die counts clockwise to determine your opponent. This begins a match of insults. You and your opponent each take turns by placing insult cards in front of themselves. After playing an insult, all the players not involved in the match must vote yea **"OHHH BUUUURN!"** or nay **"LAAAAAME!"**. If more people vote lame then that player loses the match, and one of their jimmies becomes rustled. At any point anyone can use an action card, some of which can even be played when not in an insult match. When all your jimmies have been rustled, you're so flustered you cannot participate in insult matches anymore, but you can still judge until the most cunning linguist remains!

How a Match Works

After deciding who goes first, that person picks up a setting card, and an action. The setting card will have a blank space, when reading it, roll the die, and count clockwise which player will occupy the blank space in that settings card. You are now in a match with this other player. You must place down one of your insult cards to begin the match. After which, replenish your DISS CARDS up to 5 again. Then, your opponent must play their own DISS CARD. After that, all the players not involved in the match must present their voting cards, either facing LAAAME or BUUURN. If there are more LAMES than BURNS, than that player loses the match, and one of their jimmies becomes rustled, losing the match and thus one token. If there are more BURNS than LAMES, the first player plays another DISS CARD which will then be judged. The match continues like this until a player receives more LAMES than BURNS. At any point during the match, either quarreler can play an action card.

Pieces

Insult Cards (“Diss Cards”)

Insult Cards (“Diss Cards”) are the mainstay of the game. You hurl these insults back and forth. They are rated yellow (kiddie), orange (tame), and red (very strong language, vulgar).

Action Cards

You draw one at the beginning of every turn. You can play them at any time to do a variety of effects. Only one intercept card can be in play per turn.

Setting Cards

Setting Cards are used in each turn to establish the scenario, such as “You knocked over my books!”, or “_____ cheats on you”, or “_____ spills their drink on you”, where _____ (blank) is the number of the person rolled on the die.

Voting Cards

LAAAME or BUUURN

Jimmies

Jimmies or knickers are represented with tokens. Each player has 3 such tokens. Losing a quarrel match results in the loss of 1 token, known as getting your jimmies rustled. People who rustle all their jimmies are so worked up they cannot articulate insults anymore. They can now only judge others’ insult quality until the last insult hurler wins!

Terminology

Action card, setting card, jimmies rustled, match, turn.

Draw cards into your hand.

Credits

Internet

The hundred greatest insults of all time YouTube 10 minutes each

<https://www.youtube.com/watch?v=PSEYXWmEse8>

<http://www.pajiba.com/guides/the-100-greatest-movie-insults-of-all-time-the-video.php>

GMU members

Zack, Dante, Morgan, Robin, Ian, Iain, Jordan, Jabir