

TIGER MOM

game manual

TIGER MOM

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noun | ti·ger mom

: A mother who is overly strict with her child in order to foster an academically competitive spirit. This form of upbringing is intended to direct a child towards financially successful careers at the potential risk of feeling emotionally unfulfilled and/or socially inept.

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Do you have some unfulfilled dreams? Well, you can't relive your life, but you can make sure your child doesn't make the same mistakes you did! As a tiger mom in the **TIGER MOM** board game, you help your child to reach success, and getting an education is an important step towards it. There are 4 of you, but only 3 spots in the prestigious University of Guaranteed Success, so one of your children will be the unlucky one. There is 8 weeks until the admission test and all the tiger moms are fighting to get their children to the summer school, so classes are getting booked very fast, and they are expensive! With limited time and money and through unforeseeable events, your job is to get your child to university through persistence, strategic planning and tough love. You will have to look out for the other tiger parents and their evil plans - after all, only you can protect your child! Push your child to the limit, even if they have to deliver newspapers in the midnight, get no sleep, and you might be arrested by child authorities. It's worth it, it's for the future of your beloved child. But be careful, as things might not go as planned in life.

Now hurry up, take action, don't let your child lose at the starting line!

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specifications

Intended player age: 14+

Number of players: 4

Estimated playtime: 30 minutes

game contents

This game consists of:

- 1 schedule board
- 64 time tokens - 16 in 4 colours
- 52 chance cards
- 4 player grade sheets
- 40 English credits, 40 Math credits, 40 Social studies credits
- 20 Spanish credits, 20 Biology credits, 20 Music credits
- 60 payment checks
- 4 "No Work" cards
- 1 graduation cap
- 1 four-sided die

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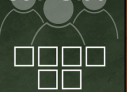





setup

Before beginning the game, place the schedule board in the middle of the table between the four players. Shuffle the chance cards and place them face down in reach of all players. Next to the chance cards, place the pile of payment checks. On the other side of the board, place the six different class credits piles.








Each player (tiger mom) now picks a grade sheet and 16 time tokens of the corresponding colour. All grades are set to Level 0. Every player starts the game with 10 paychecks each.

The graduation cap is put on Week 1 in the right side of the board and thus; the game can begin!

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English  □□□□ □□	Math  □□□□ □□	Soc. Stud.  □□□□ □□	Work  □□□□ □□	Week 1 - 8 Week 1 Week 2 Week 3 Week 4 Week 5 Week 6 Week 7 Week 8
Spanish  □□□□	Biology  □□□□	Music  □□□□		
Spare Time 				

Schedule board containing regular classes, special classes, Work, Spare Time and a Week counter.

	 Lvl. 3 Next level costs: 4	 Lvl. 1 Next level costs: 2	 Lvl. 2 Next level costs: 3	 Lvl. 3 Next level costs: 4	 Lvl. 1 Next level costs: 2	 Lvl. 0 Next level costs: 1
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Player grade sheet showing the “levels” of each subject.

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how to play

Every round the tiger moms take turns placing 2 time tokens on the class she wishes her child to participate in. She may place two tokens in the same class or two different classes **but** the classes can all only take a limited number of attendants each week.

The summer school has two types of classes: regular classes and special classes.

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regular classes

The regular classes are English, Math and Social Studies. These classes have a capacity of 6 per week. Attending a regular class one time costs 1 paycheck per time token. At the end of every round, one credit is awarded for each time token in the corresponding class (*example: A mom has 3 time tokens in the English class and may therefore draw 3 English credits at the end of the round*).

special classes

The special classes are Spanish, Biology and Music. These classes only have a capacity of 4 per week. Since these classes are more specialized they also cost more and each mom must pay 2 paychecks for each time token placed in a special class. As with the regular classes, at the end of each round, a credit is awarded for each time token spent in a class.

When your child reaches level 3 in a special class, you gain an advantage:

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advantage : spanish level 3

Using his silver tongue, your child may now persuade the teacher of a class to let him attend even though the class is otherwise full.

advantage : biology level 3

All those hours spent in the lab have finally paid off! Your kid has developed an energy serum and now only has to put 6 time tokens into spare time to be fully rested.

advantage : music level 3

Brava! Your child has mastered the cow bells. Instead of babysitting and lawn mowing, your child now plays concerts at the local bars and nursing homes, earning him 3 paychecks for every 2 time tokens spent on work.

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spare time

Every child needs some spare time in order not to get overworked. To have a fully rested and happy child, 7 of the 16 time tokens need to be spent in the **Spare Time** slot on the schedule. After having placed her time tokens in classes two at a time, a mom may choose to just leave the rest in the spare time slot. She may do this during her turn when she feels she is done picking classes, and so, she is done taking turns this round.

In order to be fully rested and happy, your child needs 7 hours of spare time. As his mom, though, you decide if you want to give him more or less. Should you choose to give him less free time, he will become exhausted and have a risk of underperforming. For each hour of spare time your child has missed, roll the four-sided die. Should the die land on a 1, you will have to remove 2 time tokens from classes you paid for in this round, and your child will not receive credits for them.

On the other hand, should you chose to give your child more spare time than the 7 hours he needs, you roll the four-sided die for each extra hour of spare time. Should you roll a 4, you may pick one time token that counts double and yields 2 credits instead of 1.

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work

As a single mom, your wage alone won't be able to pay for all these extra summer classes. That means you will have to send your sweet learning machine off to earn some coin from time to time, so other than classes, you have the option to spend some time tokens in the **Work** slot.

Placing a time token in the work slot earns you 1 paycheck at the end of the round (see special rules for Music level 3). Do you place two or fewer time tokens in "Work" during a round, you earn 1 paycheck per token. Should you decide to try and aim for more cash and put three or more time tokens into the "Work" slot, you're in violation with national child labor laws - but pffft, who cares about that when there's money to be made and classes to be paid! At the end of the round, if you have placed 3 or more time tokens in "Work", roll the four-sided die one time for each time token exceeding the limit (roll one time for 3 time tokens, roll 2 times for 4 tokens etc.). Should you roll a 1, you will not be paid for the week's work at all and your child won't be allowed to work the following week. So be careful when you feel greed sneaking up on you!

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order of action

Every round each mom takes turns placing two of her time tokens on the board in the class (or in "Work") as she desires. For each token placed in a class, the class must be paid for immediately. A time token placed in "Work" only pays out after the round is over and the advantage and disadvantage dice have been rolled. When a mom is done distributing her time tokens between work and classes, she may put all the rest in the "Spare time", ending the round for her.

When all time tokens are spent for all moms, each of them draws a **chance card**. Each of the chance cards explain a situation that has happened to either just the mom who drew it (get a \$1 raise) or to all of the moms (*"English class is cancelled tomorrow"*). The chance card is put into effect immediately.

After drawing chance cards, the moms take turns rolling the four sided die for under-/overextending in spare time and work.

After rolling, credits are awarded according to the time tokens left on the board. Each mom collects 5 paychecks (plus any raise she might have gotten from a chance card) as well as payment for time tokens put into "Work". After everyone has received their money, move the graduation cap to the next week. The game ends after week 8 is over.

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order of action (quick reference)

- Take turns placing tokens
- Draw chance cards
- Roll advantage/disadvantage
- Receive credits
- Receive money
- Move graduation cap

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finding a loser

The object of the game is to get your child into one of three coveted spots in the prestigious University. Each spot values each subject differently and by the end of the 8 week summer school, only the three children with the best GPAs will be getting into university – dooming one kid to burger flipping and paper routes forever.

In order to find out which hard working brain machines got admitted and which unlucky disappointment will never amount to anything in life, consult the **University Admission Overview** (backside of the manual). Here you will be able to see how heavily the different university spots weigh different grades. For instance, the language spot values English with a weight of 2, Social Studies with a weight of 1,5 and Math with a weight of one. This means that if your child has a grade of 6 in English, 3 in Social Studies, 2 in Math and 2 in Spanish by the end of week 8, his GPA for the language spot admission will be 20,5 ($6*2+3*1,5+2*1+2*1$).

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Each spot also demands that the applicant has at least a grade 1 in its unique subject in order to be able to apply (Spanish for Language, Biology for Science and Music for Arts).

At the end of week 8, all moms must calculate their child's **GPA** for each university spot. Write the GPAs for everyone to see, and for each university spot, pick the applicant with the highest GPA. This will leave out one poor sap who just didn't take his future seriously enough.

Does that rejection letter come with an application form to Burger King attached to it by any chance?

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University Admission Overview



Language

<u>English</u>	<u>2</u>
<u>Social</u>	<u>1,5</u>
<u>Math</u>	<u>1</u>
<u>Spanish</u>	<u>Min. 1</u>



Art

<u>Social</u>	<u>2</u>
<u>Math</u>	<u>1,5</u>
<u>English</u>	<u>1</u>
<u>Music</u>	<u>Min. 1</u>



Science

<u>Math</u>	<u>2</u>
<u>English</u>	<u>1,5</u>
<u>Social</u>	<u>1</u>
<u>Biology</u>	<u>Min. 1</u>