**Overview**

The goal of the Game is to complete all ‘contracts’. First player to do so, wins.

A Game consists of Rounds.

Rounds consists of Players taking turns in attempting to achieve their current ‘contract’.

Each Player’s turn involves them Collecting a card from the ‘Draw Pile’ or ‘Discard Pile’, ‘melding’ their ‘contract’, adding cards to others’ melds (only if completed their current contract), and then discarding.

Once a player has no cards left, the Round ends for all players. The last card a player discards MUST go on the Discard Pile.

Once the Round has ended, only the players who completed their contracts, move onto the next one. The cards left in the players’ hands are calculated into their score at the end of each Round.

**Definitions**

**Rounds:** The mini-game within the game itself where players attempt to achieve their contract before a player plays of their cards; at which point the round ends.

**Contract:** A contract is a set of cards that you must obtain and meld. There are up to 14 different contracts you must complete before you can finish the game. This will either be a run of or a set or a combination of both.

**Meld:** You meld your contract by obtaining the run/set and put them on the table. When you put your achieved contract on the table this is called ‘melding’.

**Run:** A run is a sequence of three or more cards with consecutive rank/numerical values and must be all of the same suit (except wild cards)

**Set:** A set consists of three or more cards of the same face value.

**Game Setup**

Players: 2-5 players, but best with 4-5 people.

Cards: Two decks, with jokers, for four players, three decks for six or more players

Jokers and 2’s are wild cards. Aces can be high or low for Runs

11 cards are dealt to each player at the start of the game

Place the rest of the deck in the centre of the table to make a “Draw Pile” and flip one card over to form a “Discard Pile”.

If a joker is pulled as the top card from the draw pile at the start of a round, bury it in the deck and pick the next card on top of the deck.

**Gameplay**

Each Round starts with the player to the dealer's left and proceeds clockwise. On a player's turn, they must first draw a card, either from the Draw Pile or the Discard Pile, adding it to their hand.

After drawing, players aim to lay down melds if they complete the current round's contract. A meld can be a set (a group of three or more cards of the same rank but different suits) or a run (three or more consecutive cards of the same suit).

Once a player has completed their melds or if they can't meld, they must end their turn by discarding a single card onto the Discard Pile.

In Frustration, once a player has successfully melded their hand according to the current round's contract, they can further optimize their play through a process called laying off.

After a player has completed their required melds for the round, they can lay off any additional cards by adding them to existing melds on the table.

This can be done by extending other players' sets with matching rank cards or elongating runs with consecutive cards that fit seamlessly into the sequence.

**Contracts**

1. Two sets of three of a kind
2. A run of four and three of a kind
3. A run of seven
4. A run of five and three of a kind
5. A run of four and four of a kind
6. Two sets of four of a kind
7. A run of eight
8. Five of a kind and a pair
9. A run of nine
10. Two sets of five of a kind

**Scoring Option**

Once a player manages to play or discard their last card during a hand (and their melds during that hand must include the current meld requirement for that player for the round), that hand immediately ends, with that player subtracting 25 points from his current score. However, the first player to have completed all contracts is entitled to subtract 200 points from their overall score, for being the first player to have achieved this. Once this occurs, the game immediately ends.

Once a player on any hand, is able to play (or discard) their last card, that hand ends and each other player must add to their current score a number of points based on the cards remaining in the hand.

Card remaining in the hand and their point value:

* Ace = 15 Points Each
* 10, Jack, Queen, King = 10 Points Each
* 3, 4, 5, 6, 7, 8, 9 = 5 Points Each
* Wild Cards (2, Joker) = 25 Points Each

Each player keeps an ongoing, cumulative score during the course of the entire game.

Once one player manages to complete all of the contracts, over the course of multiple Rounds, the game immediately ends. The player with the lowest cumulative score over the course of the entire game is declared the winner.

**Variations**

* Remove the need for Rounds and just be a continuous Game.
* Scoring
* Having 13 cards and more Contracts
* Allow runs to be mixed suit