

15-20 minutes
 2-2 players
 min age 12+ years

It's inter-generational warfare, as Boomers and Millennials face off at the most popular hangouts! Will the Park be used for pigeon feeding or skateboarding? Is the Farm going to turn into an anarchic music festival? Will the Gym be forever closed off to recess? There's only one way to find out...

OBJECT

At each Location, you'll engage in a conflict (what the youngins' refer to as a 'beef' and the old-folks call a 'kerfuffle'). Play your People, equip them with the symbols of their generation, and run your opponents off! The first player to win three Locations wins the game!

COMPONENTS

11 Geezer People Cards
 9 Geezer Item Cards
 4 Geezer Event Cards
 11 Punk People Cards
 4 Punk Event Cards
 9 Punk Item Cards
 5 Location Cards

SETUP



Separate the cards into the three decks; Locations, Rambunctious Young Punks, and Cantankerous Old Geezers. Shuffle the Location cards and put one into play between both players. This will be the site of the first Beef/ Kerfuffle.

Each player then chooses a deck, shuffles it, draws four cards and puts the remaining cards to the side as a draw pile. If a player does not have any People cards, they may reshuffle and redraw another four cards until they do.

Note each Location has a number and the text is facing in either the Geezer's or the Punk's direction. The number says how many turns there are at that Location, and the direction of the text lets you know who gets to go first.

TURN ORDER

1. Draw one card.
2. You may play one Person and one Item OR one Event
3. You may equip an Item to any Person you have in play. You may choose to instead move an item from one Person to another.
4. If you played an Event instead of a Person, resolve the text of the card, then discard it.
5. Play goes to the other player.



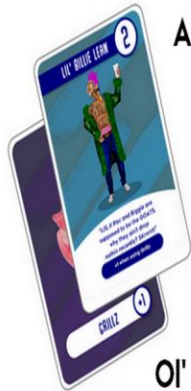
ADDITIONAL RULES

BEEFS / KERFUFFLES

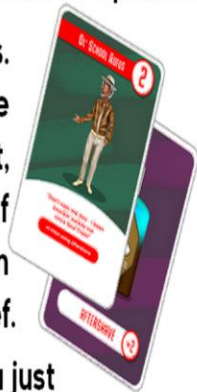
Each Location has a number oriented towards the Geezers or the Punks. Whichever direction the number is facing, that player goes first. Play then alternates between players, until each player has taken the number of turns on the Location.

After all turns have been completed, compare points (all People, plus Items and bonuses).

In this example, Lil' Billie Lean is worth 2 points. He also gets a +1 bonus for the Grillz item, and a +1 bonus for his bonus text, "+1 when using Grillz", for a total of 4 points.



Ol' School Rufus is worth 2 points. He also gets a +2 bonus for the Aftershave item, and a +1 bonus for his bonus text, "+1 when using Aftershave", for a total of 5 points. Since Rufus has more points than Billie, Rufus wins the Beef.



Whoever has the most points, congrats, you just won the Location! Shuffle your People and Item cards back into your deck and take the Location card. Any event card played during the Beef / Kerfuffle is discarded to the discard pile (Retirement Home/ Detention). In the event of a tie, whoever went first wins!

The other player discards all cards played during the Beef/ Kerfuffle to the Retirement Home/ Detention.

Draw the next Location card. Each player draws to four cards in hand and play continues.

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THE PARK

The Park is neutral territory. To determine who goes first, flip the official Get Off MY Lawn!! coin. You may also use a regular coin, but it will be less fun. Whoever wins the coin toss gets to decide if they will play first, or defer to the other player. Remember that whoever goes first also wins any tie-breakers!



EVENT CARDS

Event cards can be used to give you an extra Item, bring back People assigned to Detention/ the Retirement Home, remove Items from your opponent's People, or clear a Location. Use them wisely, 'cause most of them can only be used one time before being discarded from the game.



WINNING

Game continues until one player wins three Locations.

