

Design by: Megumi Ebi



Artwork, Translation,  
& Development by:  
Jordan Draper

In Japan, many people give fake compliments as a politeness. Praise is about finding your true praises! You will become a natural in the Japanese jungle after several plays, and feel great about yourself :D

## COMPONENTS



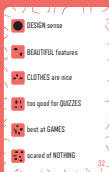
## SETUP

Separate the 2 honest praise cards, then shuffle and place the fake praise cards, emotion cards, and watermelon die in the middle. Place the cool standee by the coolest person!

## GAMEPLAY

- 1 - The player with the cool standee rolls the watermelon die, and prepares for compliments!
- 2 - The player to their left takes 1 honest praise card (or 2 if playing with 7+ players) and shuffles it with fake praise cards equal to all players -2, under the table. They then place those cards face down on the table, and all players except the cool standee player take a card.
- 3 - All players except the cool standee player now draw an emotion card from the deck.

## FAKE PRAISE PLAYERS



If you receive a fake praise card, look at the number on the die, and use the fake compliment listed. You have freedom to expand upon what is written, or use it in a clever way. You want your praise to sound genuine! Example: A 6 is rolled. Instead of simply saying "Freddie you're scared of nothing", it will sound more genuine to use a real world moment such as "Freddie, that time we were rock climbing I really felt you pushed your body to the limits! You're scared of nothing!" NOTE: Try to keep your praise to a few sentences.

## HONEST PRAISE PLAYER



If you receive the honest praise card, you are faced with giving a true, genuine compliment. You must be honest. Your goal is to blend in with the other weird compliments being given, so you should try to be clever, real, and not too specific. It is very important that you remember to look at the die roll, and pretend to look at your card as if you have a fake praise card. Examples: "Joe, you have beautiful hair like a cactus", "Birgit, I always feel a lovely aura when I'm with you", or "Jordan, you have a colorful mind".

## EMOTION CARDS



Not so fast! It won't be that easy! All players will also have to give their compliment with a certain emotion. Try to act with your emotion to the best of your ability, since this will make the game all the better! If you don't know what your emotion is supposed to be, just do your best and interpret it how you see fit. NOTE: Praises may be given in any order, as players are ready.

## THEY WHO ARE PRAISED

If you are the cool player, you have to guess which of the compliments you received was genuine! You will pick one player as the genuine praiser, and they will flip their card to reveal.

### CORRECT

If you picked the correct player, you get to keep their emotion card as a point! Place it in front of you to show your score.

### INCORRECT

If you are wrong, the fake praiser you picked gets to keep their emotion card as a point, as well as the genuine praise giver.

- 4 - Place all used fake praise cards face up in a discard pile next to the deck. Do the same for the used emotion cards, in their own discard. Do not discard the honest praise card.
- 5 - Check for game end, pass the cool standee clockwise, and start a new round from step 1.

## GAME END

When a player has won 5 emotion cards, they are the winner of the game! If two players are tied, then they are both cool!

## \*2 PLAYERS

Shuffle 1 honest praise card with 1 fake praise card each round, and randomly choose one.



# VARIANTS

DISINGENUOUS - When you receive a fake praise card, you have the option to say any disingenuous praise to the cool player, but you must be honest! This variant is great for those who play often and know the cards well.

# BE COOL

