

Hi.

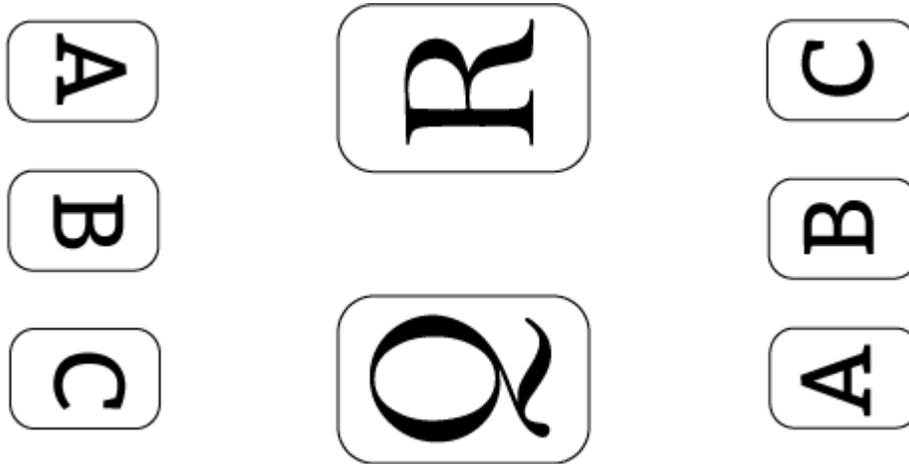
Thank you for checking out our thing. Feel free to email any feedback to Chris@cheerupgames.com.

How to Play *Cheer Up!*

Prototype V. 1.9 (April 2017)

Setup:

Separate the cards into piles (all the R's together, all the Q's together, etc.). There can be multiple piles of A, B, and C cards so that all players can reach them. Your tabletop may look something like this:



Gameplay:

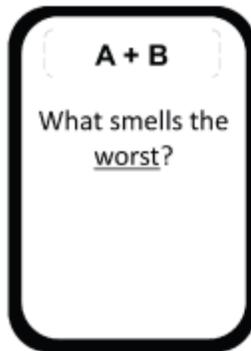
The object of the game is to answer the dealer's questions with the funniest/best answers you can create.

- 1. Start as the dealer by drawing the top 'Q' card.** Do not show it. Read only the letters contained in the top brackets aloud. This might be 'A + B,' 'C + C,' or some other combination.
- 2. Each player (except for the dealer) draws TWO each of those answer cards.** If the card says 'A + B,' every player draws 2 A's and 2 B's. If it said 'C + C' players would draw 4 C's, etc.
- 3. Once everyone has their cards, read the question aloud.**
- 4. Each player chooses ONE of each type of answer card to form their phrase.** In our 'A + B' example, everyone drew 2 A's and 2 B's and would choose one of each to create a phrase in the order A + B. If it's 'C + C,' you would play 2 C's together. Players must keep their answer phrase hidden in their hand, and discard the unwanted cards in a middle trash pile. (Players do NOT turn in answers to the dealer!)
- 5. Once everyone has their answers, the dealer draws a Rule card and reads it aloud.** For the rest of the round, all players must follow the crazy instructions. This may require players to talk in accents or even swap cards with each other.
- 6. Now the dealer goes clockwise asking each player the question, in which they must answer with the phrase they chose.** Players MUST read exactly what's on their cards, in the right order (A then B), however, they may add small words so it makes grammatical sense. For example, you may add article words before a A + B answer (like 'a' or 'an') or you may add the words 'and' or 'while' between two C cards. Remember to follow the rule for that round when performing answers.
- 7. The dealer then chooses the best answer arbitrarily, and that player gets the 'Q' card as a point.**
- 8. All answer cards should be discarded, the dealer passes clockwise, and you go back to Step 1.** Re-shuffle the cards as needed throughout the game.

Example Answers

As it says in Step 6, players may add in small words to make their answers make more sense. They can add articles, joining words, or can even pluralize the cards. Here's some examples of that in action:

Question:



Player Might Say:

