

Trendy Lemur Supercoolest

You are a lemur. Like all lemurs, you really want to impress Vice President of Cool, Tamarin Tamarin Price. How? By being Super Trendy of course!

Set a Trend that shows you're on the cutting edge by secretly changing what styles are hot, and press your luck to score big. Some lemurs think hats are super cool, some think ties are super cool, and some think glasses are super cool.

You? You're going to be the supercoolest.



Overview

Trendy Lemur Supercoolest is a card game for 2-4 players that rewards careful tracking, good timing, and proper accessorizing. Average game length is about 20 minutes.



The game is played over 3 rounds, with players trying to manipulate the Trend to better match their own Profiles. Rounds end and points are tallied whenever someone calls Supercool! or plays a Supercool! Card from their hand.

Setup

1. Give each player one plain Psh! Card. Set aside the extras.
2. Shuffle the remaining cards together to form the deck.
3. Deal 3 cards face down in a row in center of table. This is the **Trend**.
4. Deal each player 4 cards.
5. Each player chooses a card and places it face down on the table. This is your **Profile**. Keep this card a secret! Your other 3 cards form your hand.



On your turn, do one of the following:

- Swap a card from the Trend with one from your hand, without looking at the card from the Trend first.
- Put a card from your hand on the bottom of the deck, then draw a new card.
- Swap a card from the Trend with your Profile, without looking at the card from the Trend first. You may then look at your new Profile.
- Call Supercool!, or play a Supercool! card from your hand (if it is not your first turn). This triggers scoring and ends the round.



Attire Cards

Most cards are Attire Cards, divided among 3 Styles - Hats, Ties, and Glasses - and each Style has 3 variations which will impact scoring.

Hat, Tie, or Glasses: Score 1 Point, regardless of what is in the Trend.

Stylish Hat, Tie, or Glasses: Score 1 point for each Attire card in the Trend that is the same Style as your Profile card (if your Profile is a “Hat” card, score for each Hat in the Trend).

Matching Hat, Tie, or Glasses: Score 1 point for each Style listed, if there is at least 1 card of that Style in the Trend.



Psh! Cards

There are 2 types of Psh! cards; plain Psh! cards, which are kept aside from the deck and cancel actions, and specific Psh! cards, which cancel cards in the Trend.

Psh!: Each player starts the game with one Psh! card. (*The current version of the game does not include Psh! cards. These will be added to the final version.*) Keep it on the table in front of you. You may play this at any time to force another player to take a different action for their turn. That player may take any other action, including trading with a different card, so long as they do not do exactly the original action that turn. Remove the Psh! card from the game.

At the end of each round, if you have fewer points than every-

one else, take a new Psh! card if there are any remaining.

Hats, Glasses, or Ties? Psh!: These Psh! cards list a specific Style, and are kept in the deck.

If there is a “Style” Psh! card in the Trend when it is revealed, remove both the Psh! Card and one card of the listed Style, if possible. If you have a Psh! card as your Profile card, it is worth no points, and will cause trouble for you at the end of the game when you score your Outfit.



Supercool!

A round ends when any player uses their turn to call Supercool! You can call Supercool! once per game without playing a card, but you cannot call Supercool! or play a Supercool! card if it is your first turn in any round.

When Supercool is called, reveal the Trend and Profiles, then tally points based on your Profile card - your score will either be a set number or it will be based on what cards are in the Trend.

In either case, only your Profile card will give you points. Each player scores points based on their own Profile card, and ignores any card that does not match the Styles defined by their Profile.

You can also play a Supercool! card from your hand, if you have one. When you play a Supercool! Card this way, add it to the Trend before tallying points.

Supercool! cards in the Trend count as the listed Style, but Supercool! cards in your Profile are worth no points.

When you play a Supercool! Card, remove it from the game and draw a new card.

If a Psh! is used to cancel a Supercool!, the Supercool! is not used and may be kept for later.



Outfits

At the end of each round, set aside your Profile card, leaving it face-up. It is now a part of your Outfit, and will be worth bonus points at the end of the game.

Special Cards



Aye Aye Yai! cards count as all Styles, but aren't worth any points on their own.

Tamarin Tamarin Price can be swapped with the Trend from your Profile after **Supercool!** is called but before scores are tallied.

Artemis is worth 2½ points, but doesn't count as a Style.

Setting up the Next Round

Players keep the cards in their hand between rounds. Deal each player an additional card so that they can choose a new Profile card to replace the one that they moved to their Outfit, then shuffle the Trend cards back into the deck and deal a new Trend. Add an additional face-up card in the second round and two additional face-up cards in the final round.

Face-up cards work like any other card, and are face-up so long as they are in their original position. Any card that you swaps into that position is played face-up, so that there is always a constant number of face-up cards.



Ending and Winning

The game ends after the third Supercool! card is called. Tally points for the third Supercool! card as normal, then tally each player's Outfit bonus.

Starting with any one card in your Outfit, treat each card in the Outfit as though it were a Profile card and the other two cards in your Outfit were a Trend. Repeat this for all 3 cards in your Outfit and add the total to your score for the game.

The player with the most points is the Supercoolest! If there is a tie, the player with the most Tie cards in their Outfit is the Supercoolest. If there is still a tie, the winner must be determined through a dance-off.

