

Parade

Number of players: 2 - 6
 Duration: 30 minutes
 10 years and older
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The parade has started in Wonderland. Everybody is dressed up, the streets are decorated, excitement is in the air. Let's find more people to join the parade. You are one of the organizers of the parade and are constantly trying your best to encourage people to join the parade. If only the people already taking part didn't leave so early... After a short while they just lose any interest in the parade. And if somebody shows up with the same dress or of higher rank, all they do is to leave the parade immediately and complain to you. You just want everybody to have fun, but why is it so difficult nowadays...?

Goal of the game

The players play their hand of cards while trying not to get cards from the parade, as these score negative points

Game components

66 cards in 6 colours with the values from 0 till 10

Preparation of the parade

The start player has to be determined. Starting with the start player the game continues clockwise. The start player shuffles the deck and deals each player 5 cards face down. 6 more cards are placed face up next to each other in the middle of the table. These cards are the initial participants of the parade. The game box is placed at one end of the parade to mark the front of the parade. The other side is called the end of the parade. The remaining cards are placed face down as the drawing pile in the middle of the table.

Sequence of play

During his turn a player performs the following actions in the order given below.

1. He chooses one of the cards on his hand and lays it at the end of the parade.
 2. If necessary, cards will be removed from the parade and laid in front of the player
 3. He draws a card from the drawing pile
- The next player performs the same actions during his turn.

Explanation of the actions

1. The player chooses one of the cards in his hand and places it face up at the end of the parade. This card does never count when counting the number of cards in the next action.

2. Depending on which card is played, some cards have to be removed from the parade.

If the number of cards already taking part in the parade is less or equal to the value of the played card, no cards have to be removed from the parade.

If the number of cards already taking part is larger than the value of the played card, the cards are numbered beginning at the end of the parade. The card which was played is not taken into account. Every card with a position number larger than the value of the played card enters the removal mode.

The player has to take some of the cards in removal mode

- All cards with the same colour as the played card
- All cards with a value less or equal to the value of the played card

The removed cards are laid face up and divided into colours in front of the player. The values of all cards must be visible for all players, so it is best to lay them slightly shifted on top of each other.

The remaining cards in the parade are moved forward towards the front of the parade to close the gaps.

If a card with the value 0 is played, all cards enter removal mode.

3. The player draws a card from the drawing pile to replenish his hand to 5 cards.

Example



A card (Green-3) is played from the hand and laid at the end of the parade. The following cards have to be taken by the player.

All cards with the same colour as the played card
 Of all cards in removal mode, the cards Green-0 and Green-7 have to be removed.

All cards with a value less or equal the value of the played card
 Of all cards in removal mode, the card Red-3 has to be removed.

Last round and end of the game

The last round starts when a player has collected cards of all 6 colours or if the drawing pile is exhausted.

If a player has collected the 6th colour, he finishes his turn as before. After that every player including the one who collected the 6th colour plays one more turn. However the players don't draw a card from the drawing pile. After this last round the game ends.

If the drawing pile is exhausted, every player plays one more turn. The game ends when everybody has only 4 cards left on their hand.

Even if other players get their 6th colour during the last round, this has no further effect. The game ends after the round.

Scoring

After the end of the game each player chooses 2 of his hand cards and discards them. The remaining 2 cards from his hand are laid to the other cards of the same colour already lying in front of the player.

Only the cards lying in front of a player are scored. The cards still taking part in the parade are discarded.

For each colour the negative points are determined separately.

1. For each colour it is determined, which player has the largest number of cards. For each card this player gets one negative point. The value of the cards is of no importance. If several players have the same number of cards, all of these players get the same negative points according to the number of cards.
 2. With the exception of the player(s), who has the largest number of cards of a colour, all other players calculate the sum of the values of their cards. They receive this sum as negative point.
- The player with the fewest negative points wins the game.

The player with the highest number of cards of a colour should turn over his cards. These cards lying face down count one point whereas for the cards of the other players lying face up the values have to be added.

Example

(List of the cards that each player has lying in front of him at the end of the game)

The numbers in parentheses () show the value of the cards in the different colours.

Player A

Red 3 cards (10, 8, 3), Blue 5 cards (9, 7, 6, 5, 0),
 Purple 1 card (0), Green 2 cards (4, 2), Grey 3 cards (7, 4, 0)

Player A owns the largest number of blue and grey cards. His negative points are calculated as follows:

Red: $-(10+8+3) = -21$
 Blue: $5 \text{ cards} * (-1) = -5$
 Purple: $-(0) = 0$
 Green: $-(4+2) = -6$
 Grey: $3 \text{ cards} * (-1) = -3$

Total: $= -35$ points

Player B

Red 2 cards (1, 0), Blue 1 card (8), Purple 4 cards (8, 7, 5, 3),
 Grey 3 cards (9, 8, 1), Orange 2 cards (10, 1)

Player B owns the largest number of purple and grey cards. His negative points are:

Red: $-(1+0) = -1$
 Blue: $-(8) = -8$
 Purple: $4 \text{ cards} * (-1) = -4$
 Grey: $3 \text{ cards} * (-1) = -3$
 Orange: $-(10+1) = -11$

Total: -27 points

Player C

Red 4 cards (7, 6, 5, 2), Blue 2 cards (4, 3), Purple 2 cards (2, 1),
 Green 4 cards (9, 8, 7, 6), Grey 1 card (10),
 Orange 3 cards (3, 2, 0)

Player C owns the largest number of red, green and orange cards. His negative points are:

Red: $4 \text{ cards} * (-1) = -4$
 Blue: $-(4+3) = -7$
 Purple: $-(2+1) = -3$
 Green: $4 \text{ cards} * (-1) = -4$
 Grey: $-(10) = -10$
 Orange: $3 \text{ cards} * (-1) = -3$

Total: $= -31$ points

Player B has won.

2 persons play

The rules don't change when playing with only 2 players, only the scoring is different.

If a player owns of a colour at least 2 cards more than the other player, the number of cards are his negative points. If a player owns only 1 card more or the same number of cards or less, the values of these cards are added up.

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For questions and further information about the game
<http://grimpeur.co.jp/>

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