

Parade

Game and Rules Introduction



Game Setting

- In the world of “Alice in Wonderland” they decided to hold a **parade**.



Game Setting

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- Being a strange place, people get their feeling hurt easily, and will leave the parade if someone joins the parade who is:
 - wearing the same clothes
 - or if they are more important



Game Setting

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- Being a strange place, people get their feeling hurt easily, and will leave the parade if someone joins the parade who is:
 - wearing the same clothes
 - or if they are more important
- Being a nice person, you don't want people to have to leave the parade



Card Information

- 6 different colors
- Each color has numbers from 0 to 10



Playing Area

Player One
Area

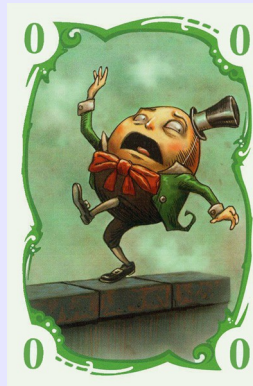
Draw
Deck

Front

Parade



Back



Where you get
new cards
from

Player Two
Area

Each Player Turn

- Add a card to the back of the Parade
- Update the Parade
 - some people may leave the parade
- Draw a card



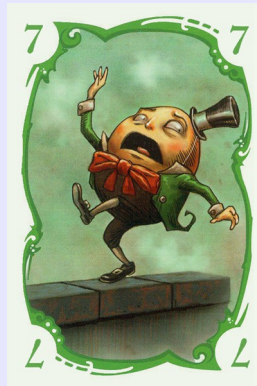
Updating the Parade

Draw
Deck

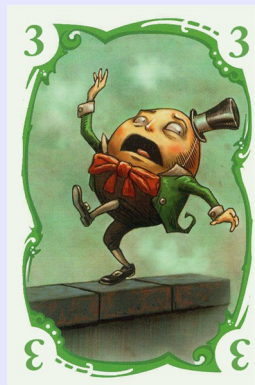
Front

Parade

Back



Player wants to add the
green 3 to the parade



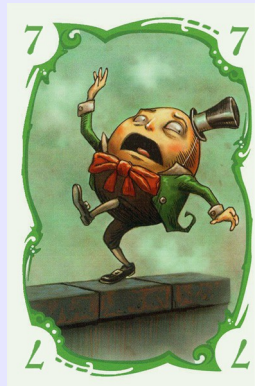
Updating the Parade

Front



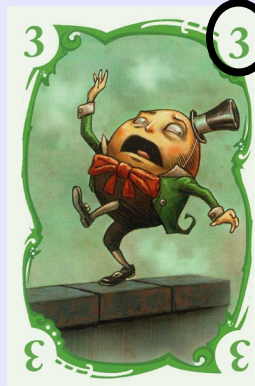
Back

Draw
Deck



Safe (not affected)

Player wants to add the
green 3 to the parade



...so first we need to update
the parade

Game Setting

- In the world of “Alice in Wonderland” they decided to hold a parade.
- Being a strange place, people get their feeling hurt real easy, and will leave the parade if someone joins the parade who is:
 - **wearing the same clothes (same color card)**
 - **or if they are more important (\leq)**



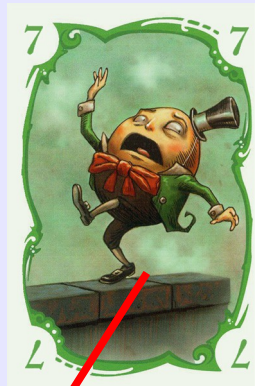
Updating the Parade

Front



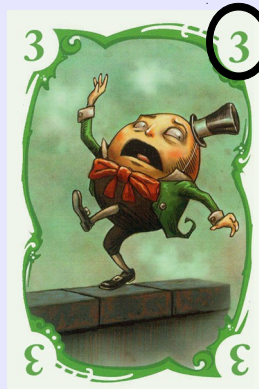
Back

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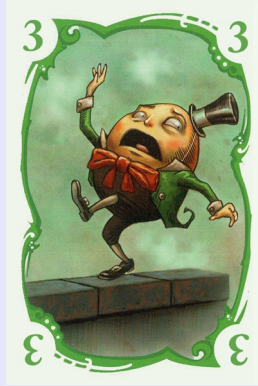
...so first we need to update
the parade

Updating the Parade

Front

Back

Draw
Deck



After Updating the Parade

Front



Back

Draw
Deck



These 2 cards now
belong to the
person and will be
scored later

After Updating the Parade

Front



Back

Draw
Deck



These 2 cards now
belong to the
person and will be
scored later

Now the other
player will take
a turn and
so on....

Updating the Parade

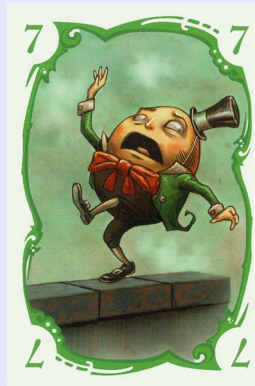
Draw
Deck

Front

Parade



Back



Player wants to add this
to the parade.
What cards are
removed?



Updating the Parade

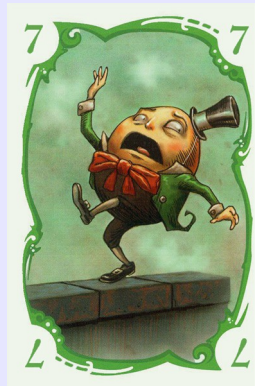
Draw
Deck

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Parade



Back



Player wants to add this
to the parade.
What cards are
removed?



None, up to 8 cards are
safe, and there are
only 6 cards.

Updating the Parade

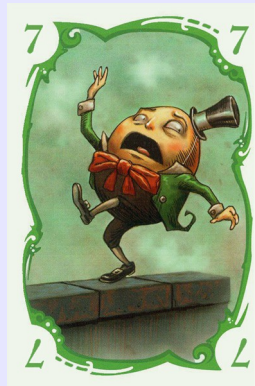
Draw
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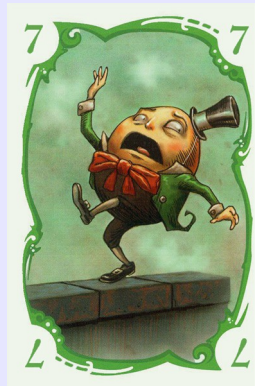
Draw
Deck

Front

Parade



Back



Player wants to add this
to the parade.
What cards are
removed?



None. No cards are the
same color or \leq the
new card.

Updating the Parade

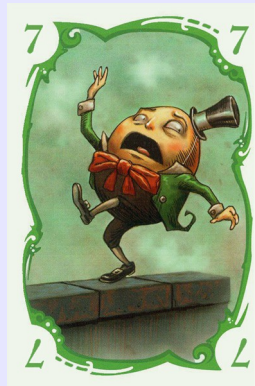
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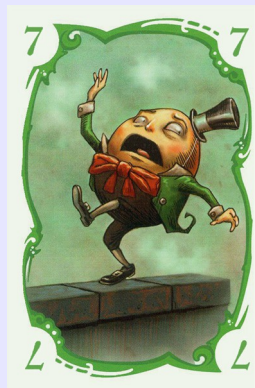
Updating the Parade

Draw
Deck

Front

Parade

Back



Player wants to add the
to the parade.
What cards are
removed?



Just the Red 3 because
it is the same color and
not safe.

Last Round

- The players will keep taking turns until
 - the Draw Deck is empty
 - one player has at least one card of the 6 colors
- When either of these are true, the players will play one more round (the last round), where they will
 - play a card to the parade
 - update the parade
 - DON'T DRAW A CARD



After the Last Round

- The players should have 4 cards in their hand
 - Each player will select 2 card to keep
 - and select 2 card to be discarded
- These cards should be put on the table face down (so the other player can't see there details), until both players have selected their cards.
- Now the game can be scored.

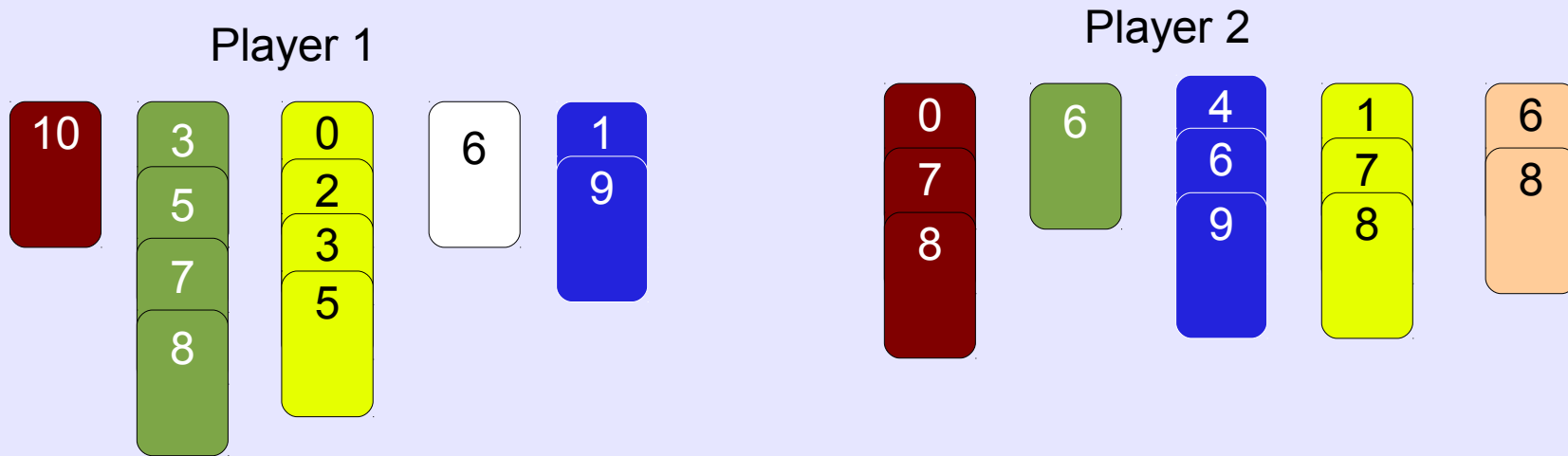


Scoring your Cards

- Scoring is mostly just adding up the numbers that are on the cards you removed from the Parade
- But there is one exception. If one player has 2 or more cards of a color than the other player, then this is a **majority**. All the cards that are part of a majority are flipped over and are worth 1 point each rather than the normal number on the card.
- **Lowest Score is the Winner**



Scoring example

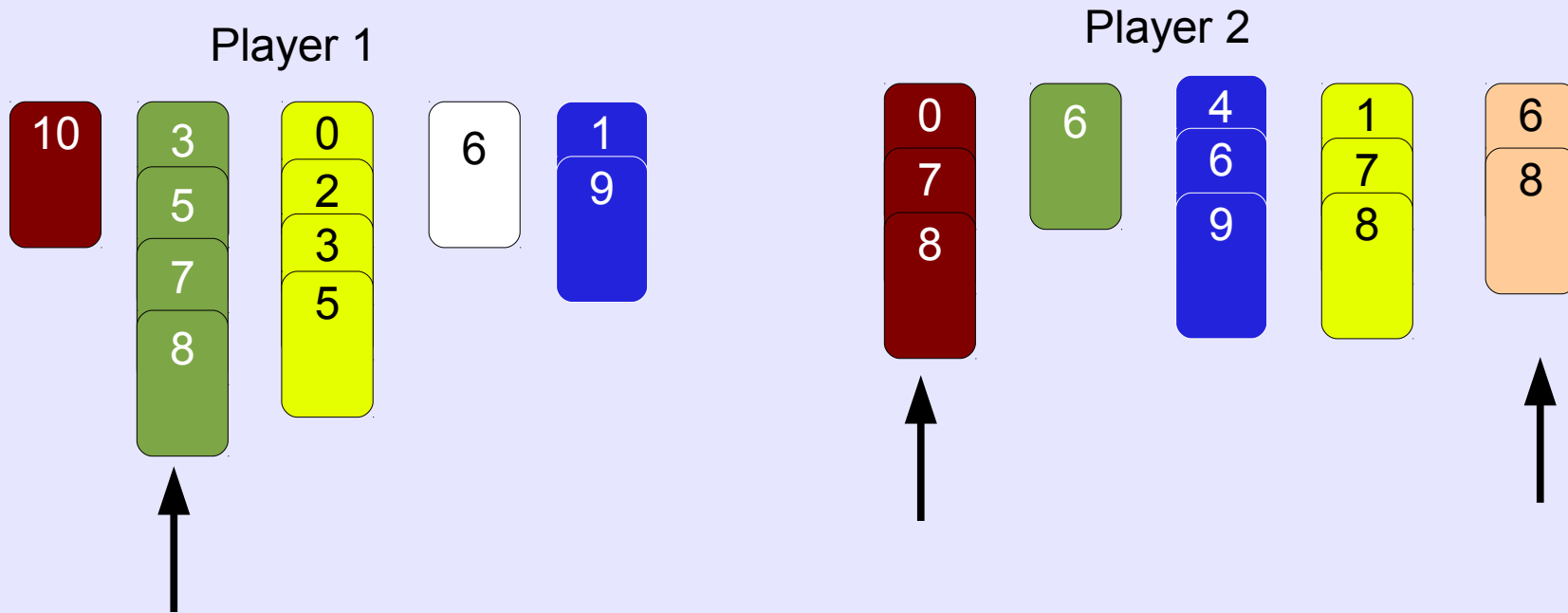


Majority is having ≥ 2 cards of a color than the other player.

Where are there **Majorities** ?



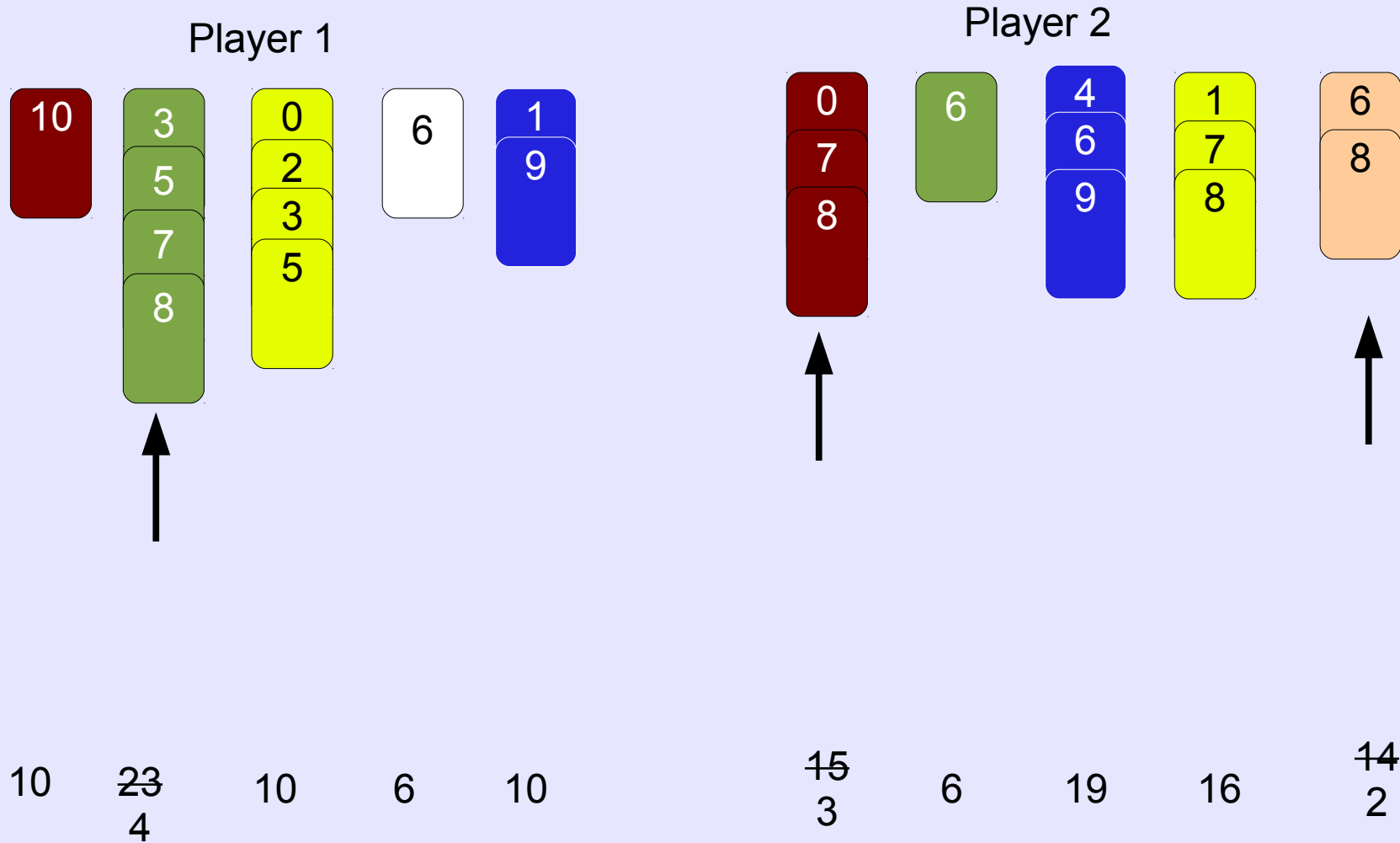
Scoring example



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Where are there **Majorities** ?

Scoring example

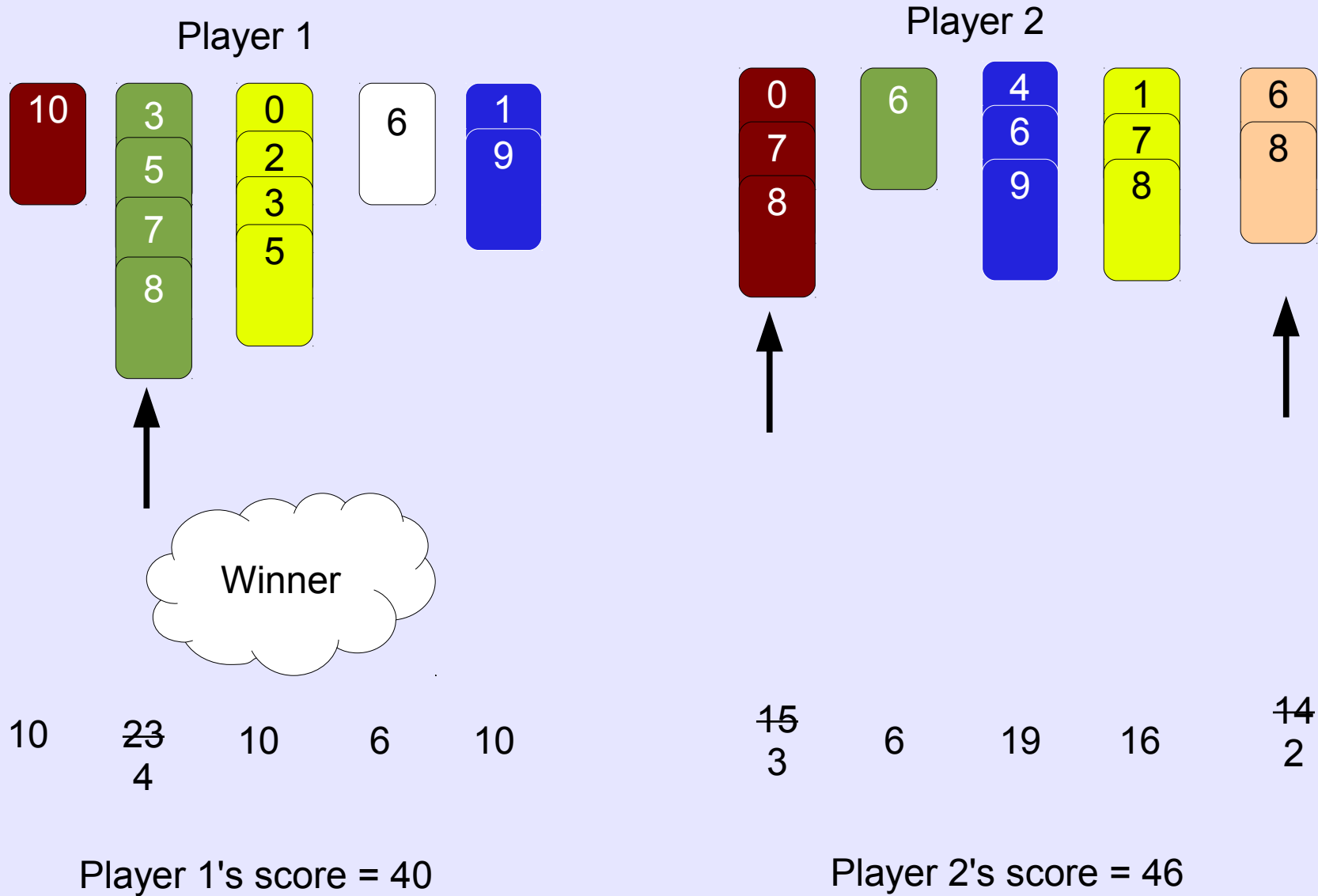


Player 1's score = 40

Player 2's score = 46



Scoring example

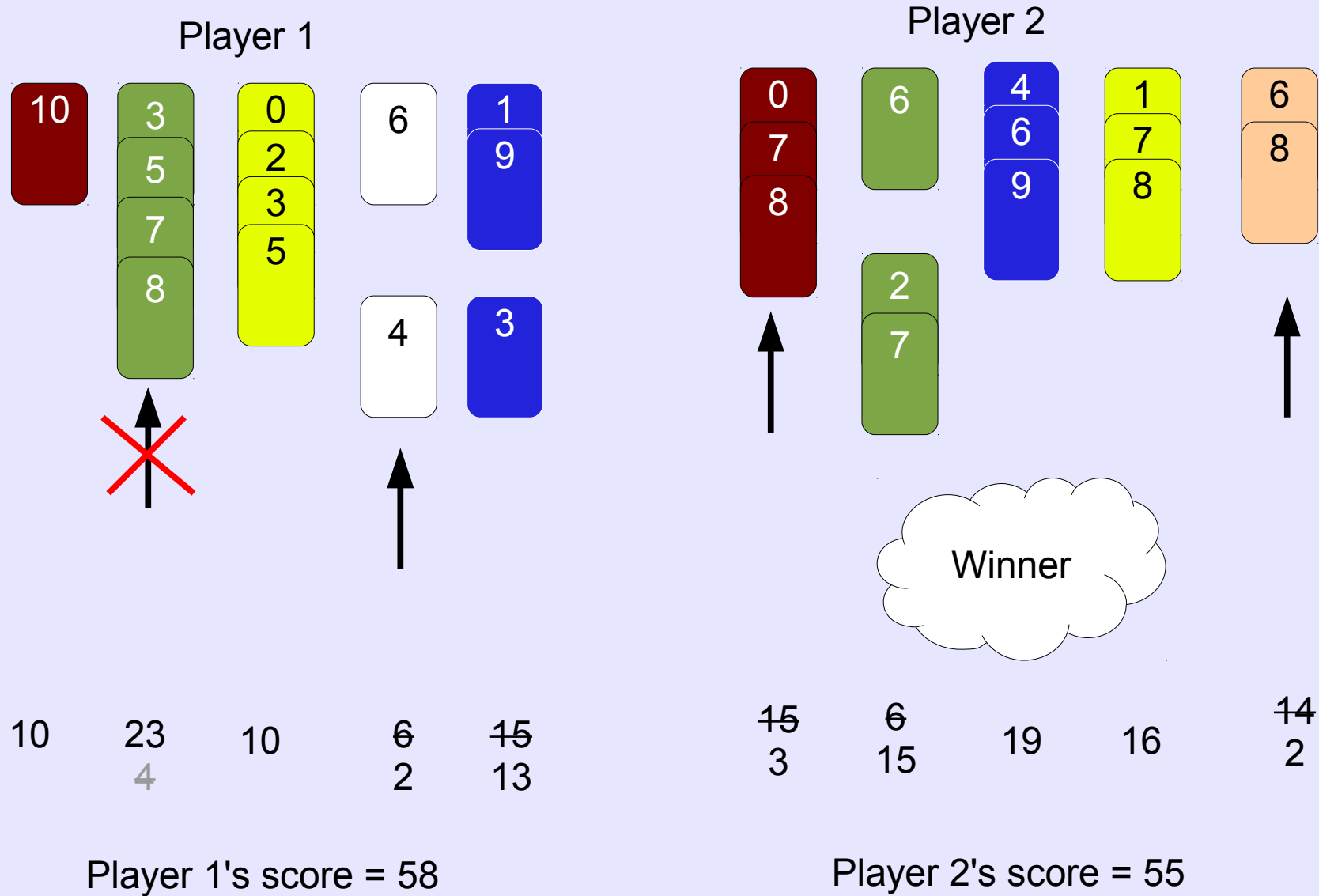


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Scoring example with last 2 cards



Tied Scores

If the score is tied,

then the winner is the player with the fewest cards.



Starting the Game

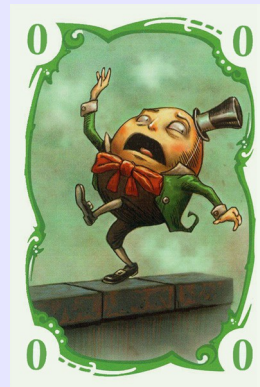
- Choose a starting player
- Shuffle the cards
- Deal 5 cards to each player
- Put 6 cards face-up next to the draw deck as the starting Parade

Draw
Deck

Front



Back



Our decks of Cards

- We will use regular poker decks that have been modified to have 6 suits of 11 cards each
- The Jack is the 0 card for each suit
- The Ace is the 1 card for each suit
- Two suits will be normal suits with an X or / through them.



That's All

- We will put you into groups of 2 and then you can play some games to make sure you understand the rules.
- Each of you will have a summary of the rules.
- Let us know if you have questions
- Have fun



