Parade

Goal

Have the *lowest* score at the end
of the game.

Setup

Shuffle all cards. Deal six in a
row (using the game box as the
"front" of the parade) and five
to each player.

Take turns until the end game is truggered.

Turn

Play a card from your hand to the back of the parade.

Count (value of card) places forward, not counting the card you just put down. The cards you count over will not be removed. If any cards remain, closer to the front of the parade, you must take them into your tableau if they are (a) of the same suit (colour) as the card you played, or (b) with a value

equal to or lower than the card you played.

Place any cards you take in front of you, in rows by suit.

Take a card from the deck.

If you have all six suits in front of you, or there was no card in the deck, end game is triggered.

End Game

Keep playing, but do not draw a new card at the end of your turn. Stop when everyone has four cards in hand.

Each player secretly chooses two cards to discard and two to add to their tableau.

For each suit, determine which player(s) have most cards of that suit. Those players flip their cards of that suit face-down.

Your score is the sum of values of face-up cards plus one point per face-down card.