

**Parade:** *Play cards while trying not to get cards from the parade, nobody wants points in Wonderland!*

### **Setup**

Deal 5 cards to each player's hand.

Deal 6 cards in a line starting at the deck.

### **During Your Turn**

1. Play 1 card, the Guest, to the end of the Parade.
2. If the Guest's Value  $\leq$  the Number of Cards in the Parade (before it was played), go to Step 3, otherwise:
  - i) Starting with the Guest as 0, count up the Parade as many cards as the Value of the Guest.
  - ii) Take any cards after this that are the same colour or are the same value or less than the Guest.
  - iii) Place these cards face up in front of you.
3. Draw 1 card back into your hand.

### Last Round Triggers:

- If the draw pile is exhausted, every player plays one more turn.
- If a player collects all 6 colours, they end their turn as normal, then every player, including them, plays one more turn.

Players don't draw a card, and end the game with a hand of 4.

### Scoring

All players discard 2 cards from their hand and then, at the same time, add their remaining 2 cards to their face-up collection.

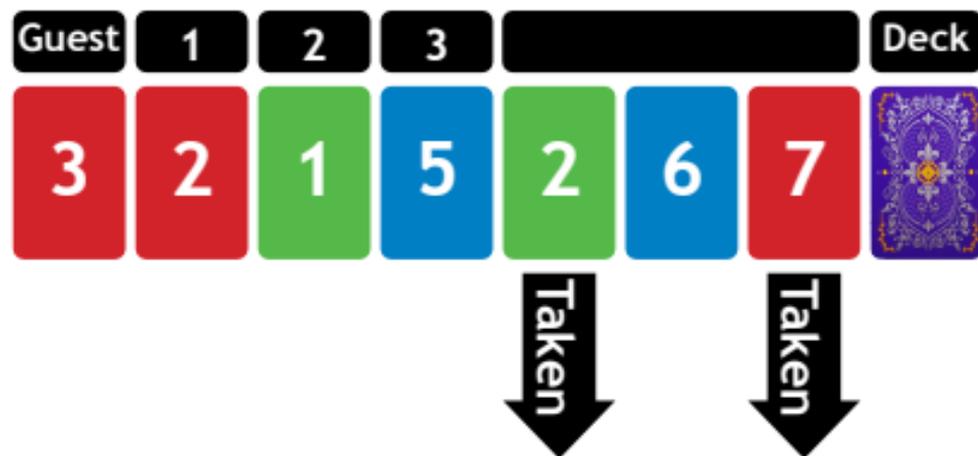
For each suit, the player(s) with the most, or joint most, cards in that suit flip those cards over. Each face-down card is worth 1 Point

Face-up cards are worth their Value in Points.

### **Lowest Total Score Wins!**

*If tied, player with the fewest cards wins.*

## Parade Example



## Strategy

You mostly want to avoid getting cards, especially cards of a high value.

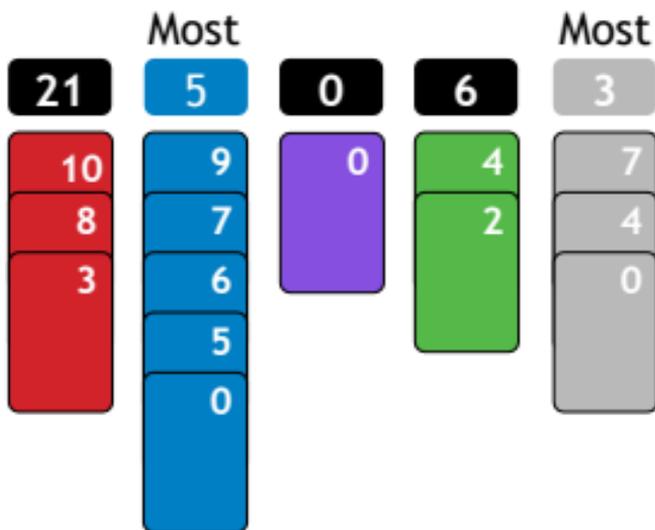
If you do end up taking cards, try to get enough of that suit so you have most in it and they'll all count as 1 each instead of their value.

## Other

There are 11 cards (0 - 10) in 6 suits.

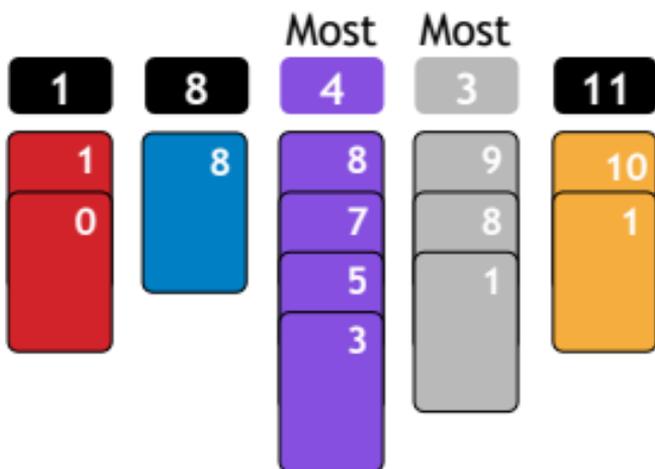
**2 Player:** You must have at least 2 more of a colour than the other player to claim majority for final scoring.

Alice



35

The Hatter



27

Cheshire Cat



21