

Everyone Loves a Parade

By Mike Mulvihill

Players: 2-6

Ages: 8+

Time to Play: 20-40 minutes

It's a beautiful day, and your hometown is excited to watch all the fun, pageantry, and spectacle of the event! But first, the floats that will thrill the crowd must be built... and the player who crafts the most exciting floats will become the Grand Marshal!

Components

9 Item dice

(6 sides each: 3 Balloons, 2 Streamers, 1 Flowers)



9 Color dice

(6 sides each: 3 Blue, 2 Yellow, 1 Red)



54 Decoration cards



18 Crowd cards



8 Order cards



18 Float pawns (3 each in 6 colors)



6 Chassis cards



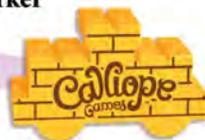
6 Score markers (1 each in 6 colors)



3 Score Track cards



1 First Player marker



Object of the Game

Players take on the roles of rival decorators, building beautiful and amazing floats for the hometown parade, all while trying to influence the crowd. After three rounds, the player whose floats best dazzle the crowd becomes the Grand Marshal of the parade!

Setup

Each player takes the Score marker, Chassis card, and three Float pawns of their chosen color. The Chassis card is placed in an open space in front of the player with the matching Float pawns on top of it; a chassis becomes a float as decorations are added to it. Place the three Score Track cards in sequential order on one side of the table, with all player Score markers on the "0" space (and the side of the marker printed "50" face down). Set the Order cards aside; they will be used at the beginning of the first round.

Shuffle the Decoration cards and place them into a face-down draw deck on the side of the table, then flip and reveal the top five cards in a line extending from the right of the deck: these cards comprise the Warehouse from which players gather decorations for their floats. Leave room to the left of the deck for a discard pile.

It's time to gather a crowd! Shuffle the Crowd cards and draw a number of them equal to the number of players times three. Without looking at them, place them individually *face down* in the middle of the table; return any unused Crowd cards to the box.

Decoration and Crowd card setup for 3 players.



The First Player marker goes to the oldest player, who takes the first turn.

Game Play

Everyone Loves a Parade is played over three rounds, each consisting of three turns per player. Each turn, a player chooses one of the five Decoration cards from the Warehouse, immediately adds it to their float, and optionally performs the card's action. Once the floats are complete, players reveal their secret Order cards and place their floats on the Crowd cards in that order, hoping to thrill the crowd and earn the most points.

A Parade Round

Each round follows this sequence:

1. **Reveal Crowd cards.** Flip over and reveal a number of face-down Crowd cards equal to the number of players. Place matching Item and Color dice onto every newly revealed Crowd card based on the icons shown. For instance, if a Crowd card shows Red and Flower icons, place a Color die Red (paintbrush) side up and an Item die Flower side up on that Crowd card.



2. **Deal Order cards.** Shuffle the Order cards and deal one to each player. These may be viewed by their owners but should be kept secret until revealed at the end of the round. At the bottom of Order cards are printed special abilities; these will play an important part in the choices players make during the round. Remaining Order cards are placed face down to the side of the table.

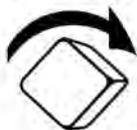
3. **Choose Decoration cards.** Starting with the First Player and proceeding clockwise, players take turns choosing one of the five Decoration cards from the Warehouse and placing it beside their Chassis card to decorate their float. The Warehouse is then immediately refilled with another Decoration card. The Item and Color on the chosen cards will matter at the end of the round, when floats are placed in front of the crowds and scored. Tip: it's usually best to pick a Decoration card that matches one or more Color or Item dice on the Crowd cards.

When a Decoration card is added to a float, the player may perform the action shown at the bottom of the card.

A player's Float being built



Decoration cards allow players to perform the following actions:



You may reroll any die, then return it to its Crowd card.



You may reroll a die showing the *Balloon* face, then return it to its Crowd card.



You may reroll a single die up to two times, then return it to its Crowd card.



You may choose any die and set it to the face of your choice.



You may roll a new Item or Color die and add it to the active Crowd card of your choice



You may look at the top two cards from the Decoration deck. Add one to your Float and discard the other. Do not perform the action of the card you choose.



You may swap one card from your Float with one from the Warehouse. Do not perform the action of the card you choose.



You may move any die one card to the left or right. You may not “wrap around” the edge or move to a non-active Crowd card.



You may move any die one or two cards to the left or right. You may not “wrap around” the edge or move to a non-active Crowd card.

Note: Performing a card’s action is always optional, and those actions can only affect the Crowd cards revealed at the start of the current round. You may not move dice to Crowd cards from previous rounds or that have not yet been revealed (non-active) or move the last die off a Crowd card.

A player’s turn ends after a Decoration card has been chosen and added to a float (and its action performed if the player chooses).

4. Pass play clockwise. Once all players have taken three turns, the round ends and it’s time to place the floats into the parade in front of the crowd!

Placing Floats

All players simultaneously reveal their Order cards. Proceeding from lowest to highest Order number, players may perform the special ability on their Order card. Cards drawn as a result of an Order card's action are drawn from the Decoration deck. After a player's Order card is resolved, they place one of their unused Float pawns from their Chassis card on a Crowd card revealed this round. Players should choose a Crowd card that will yield the highest score – See *Scoring* below. Only one Float pawn can be placed on a Crowd card. Once a Crowd card has a Float pawn on it, dice there cannot be added, moved, or rolled.

Note: Players may choose not to perform their Order card's special ability, and they may place their Float pawn on a different Crowd card from one they influenced with the Order card's special ability.

After each player has placed a Float pawn on a Crowd card, scoring for the round begins.

Scoring

For each Crowd card, remove duplicate Item or Color dice, leaving no more than one instance of any given Color or Item die per Crowd card.



Players earn points only if the Color and/or Item dice on their chosen Crowd card match the Decoration cards that make up their float. Each die that matches a Decoration card either by Item or Color, as indicated on the award ribbon, scores the Decoration card's full points located at the top left corner of the card. If a Decoration card matches both an Item die and a Color die on its Crowd card, it will score twice!



This Decoration card scores 6 points for matching flowers



This Decoration card scores 4 points - 2 for matching balloons and 2 for matching blue



Players move their score markers along the Score Track according to the points they just received. If a player passes 50 points, they flip their Score marker to the "50" side and continue scoring beginning at "0."

Preparing the Next Round

After scoring a round, the Warehouse cards and Crowd cards with Float pawns remain as they are. Discard all Decoration cards chosen by players (If the Decoration deck is depleted while filling the Warehouse, shuffle the discard pile into a new Decoration deck). Reveal the next set of Crowd cards for the coming round as previously described. Shuffle all the Order cards (including those used in the previous round) and deal one to each player.

The player with the lowest score becomes the First Player and receives the First Player marker. In case of a tie for lowest score, the tied player closest clockwise to the previous First Player becomes the new First Player.

Winning

After scoring the third round, the player with the highest score is the winner and becomes the parade's Grand Marshal!

Ties are a shared victory.

Rules for Two Players

When enjoying *Everyone Loves a Parade* with two players, each player gets two Order cards and builds two floats simultaneously per round. The following two-player rules are changes from the basic rules:

During Setup, each player chooses two colors and takes the Chassis card and three Float pawns for each of the chosen colors. Each player uses a single Score marker, matching one of their chosen colors. Place 12 total Crowd cards face down, with four revealed each round.

At the beginning of each round, shuffle and deal two Order cards to each player.

Each turn, players choose one Decoration card from the Warehouse and add it to one of their floats, then optionally perform the action on the chosen card. After replacing the chosen card in the Warehouse, they then choose a second card and add it to their other float, performing the chosen card's action if they wish. Decoration cards added to one float can never be moved to the other float. Cards gained through Decoration card actions or Order card special abilities are not transferable and must be played on the associated float.

After each player has taken three turns in a round, players secretly assign their Order cards to their floats. Once all Order cards have been assigned, reveal them simultaneously and commence end-of-round placement and scoring as usual, from lowest to highest Order number (including playing any Order card special abilities, as players wish).

Credits

Game Design: Mike Mulvihill

Game Development: Chris Leder and Zach Weisman

Project Manager: Ray Wehrs

Art Direction: Andy Hepworth

Illustrator: Matthew DeMino

Graphic Design: Mark Quire

Editing: John Michael Arnaud

**Playtesters: Seth Johnson, Clementine Mulvihill, Sharon Turner Mulvihill, Vivian Mulvihill,
and Dawne Weisman**

From Mike Mulvihill:

**Special thanks: Ray Wehrs, who called me a Titan of Game Design and then made me prove it.
I can never thank him enough.**

**Acknowledgments: Sharon, Clementine, and Vivian, who hear “What do you think about
this?” or “What if I change this part?” or “I have an idea...” at least 30 times a day and still
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last but not least, Jordan Weisman, who taught me design, for good and bad (but mostly
good).**



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