

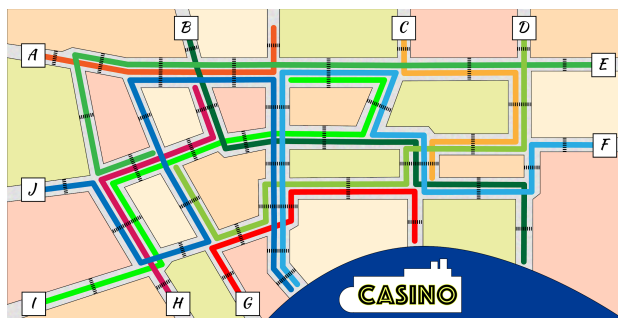


by Mark Goadrich © 2019
3-4 Players | 60 Minutes | Ages 12+



Welcome to Mardi Gras!

Players take the role of a New Orleans *krewe*, a social club that organizes parades and parties in the Mardi Gras season leading up to Lent. In this game, your krewe is trying to spread the most revelry among the residents and visitors to New Orleans, earning points from those you entertain. Send your krewe members to supply your float, advertise events, recruit new members, and roll through the city in the parades! *Laissez les bons temps rouler!* (Let the good times roll!)



Components

1 Folding **Board** Map of
Downtown New Orleans

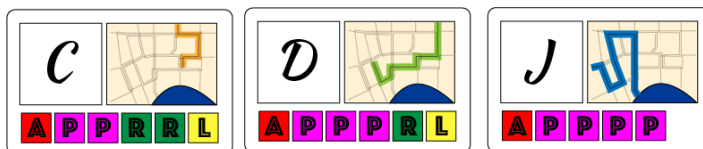
36 **Krewe** members
9 cylinders in 4 colors



92 **Reveler** tokens
23 cubes in 4 colors



10 **Route** cards
4 short (A, C, G, H)
4 medium (B, D, E, I)
2 long (F, J)



72 **Throw** cards
18 each in Food, Cups, Hats, Beads



1 **Royalty** card

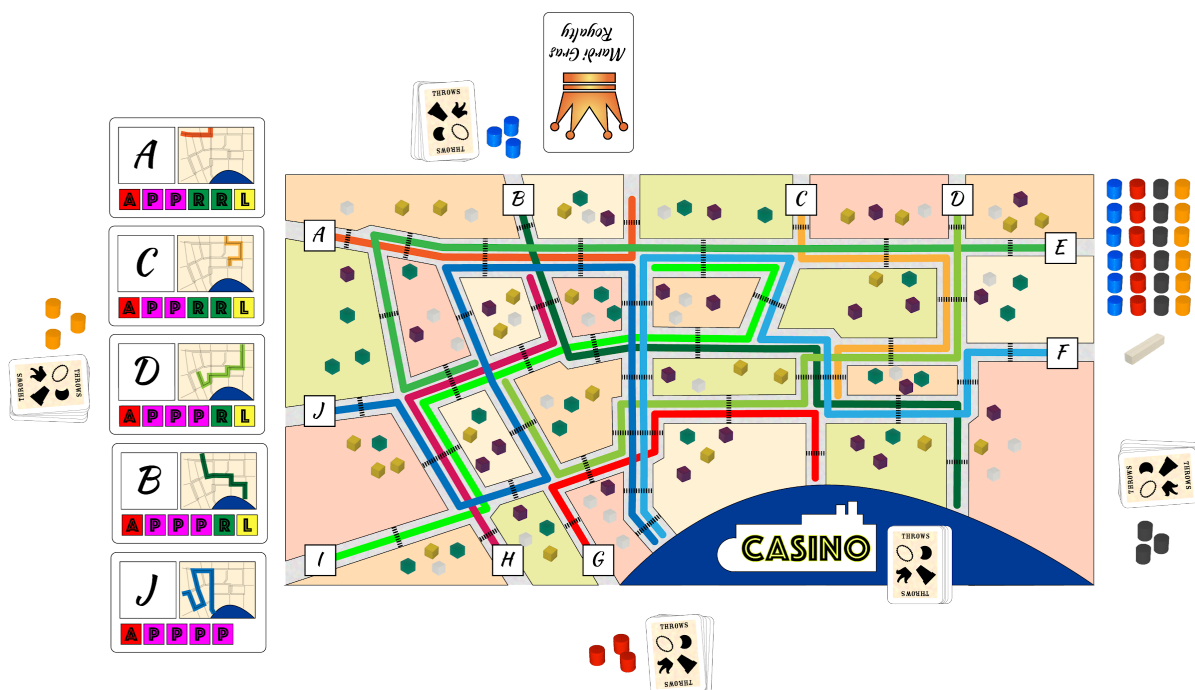


1 **Parade** token



Initial Setup

- 1) Shuffle each set of **Route** cards separately. Draw **two** of the **Short** Routes and place next to the left side of the board. Draw **two** of the **Medium** Routes and place below the Short Routes, and finally draw **one** of the **Long** Routes to place at the bottom. Discard the remaining Route cards.
- 2) Shuffle the **Reveler** cubes, in a bag or the box top. The streets on the map naturally divide the board into 23 spaces, or *neighborhoods*. **In each neighborhood, randomly place 4 Revelers.**
- 3) Shuffle the deck of **Throw** cards, and deal each player **6 cards** to be kept private in their hand. Players may look at the cards in their hand. Place the remaining Throw cards as a deck next to the Casino on the board.
- 4) Give each player **3 Krewe** members of a single color. Place the remaining Krewe members in a reserve on the right side of the board, along with the **Parade** token.
- 5) The player who most recently ate cake is given the **Mardi Gras Royalty** card. This denotes the first player in each round.



Rules

There will be five rounds in the game. Each round has two phases: **Groundwork** and **Carnival**. In Groundwork, players take turns placing their Krewe members either in the *Casino* or on *Route* cards until players have placed all their Krewe members. In Carnival, the topmost Route card is activated, and players can *Advertise* excellent viewing neighborhoods, participate in the *Parade*, *Recruit* new Krewe members, or take the *Leadership* of the Mardi Gras Royalty. Play continues with rounds of Groundwork and Carnival until all Route cards have been activated.

Groundwork

During Groundwork, play proceeds **clockwise starting with the player with the Mardi Gras Royalty card**. A player's turn consists of placing **one** of their Krewe members in one of two places: the Casino, or on any Route card. If a player has no more Krewe members, their turn is skipped. Groundwork continues until all players have placed all their Krewe members.

Casino

When placed in the Casino, a Krewe member will gamble and then return with somewhere between two and eight Throw cards. **The Casino can have multiple members from a single Krewe during the same round.**



The current player flips Throw cards from the Throw deck face up, one by one, until there are **two of the same type**.

For example, in the image to the left, the current player has flipped up four cards, and the second Cup is the one that halts this initial process.

The current player now has a **choice**, to **either flip one** more card, **or stop and collect all** flipped cards into their hand. If the new card makes a set of three cards of the same type, then the current player takes **only these three cards** into their private hand, and discards the rest. Otherwise, the current player continues to repeat the choice above, until they have either stopped or uncovered a set of three cards.



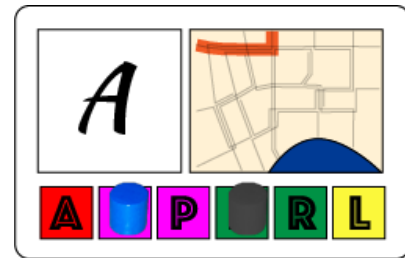
If the next two cards flipped are Beads and then Cups, the Cups are taken, the rest discarded.

If the Throw deck is depleted, reshuffle the discarded Throw cards to form a new deck. In the rare circumstance that there are no cards in the discard pile, this player's turn is over and they take all displayed Throw cards.

Players may keep **at most 18 Throw cards in their hand**. If at the end of a turn a player's hand is greater than 18 cards, they must reduce their hand down to 18 cards, discarding cards of their choice.

Route

Route cards display the parade route information on the top of the card, with the letter on the left and the highlighted route segments on the right. On the bottom, there are either five or six **slots** where Krewe members can be placed. Actions associated with these slots are described in the Parade section below.



Players must discard any **5 Throw cards** of their choice to place a Krewe member in any empty slot on any Route card. **However, this amount is reduced by the number of Krewe members currently on the card.** If a Krewe member is the first on a card, they will discard 5. The second Krewe member will discard 4, the third will discard 3, the fourth will discard 2, the fifth will discard 1, and the final Krewe member will discard 0. If the player has less than the required number of Throw cards, they cannot place a Krewe member on this Route card.

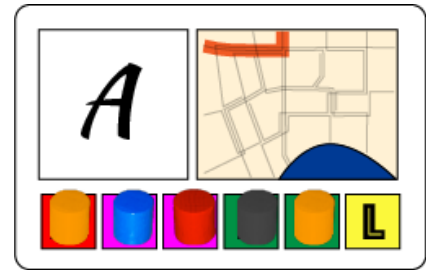
In the example Route A shown above, there are currently two Krewe members, the Blue player in the first Parade (P) slot, and the Black player in a Recruitment (R) slot. The next player to place a Krewe member in any of the four remaining slots would need to discard 3 Throw cards.

Each player can **only have one Krewe member in a Parade (P)** on each Route card; they cannot sign up to participate in a parade twice. They can be on a card more than once if in the Recruitment (R), Advertisement (A), or Leadership (L) slots. *Looking again at the example above, the Blue player cannot place a second Krewe member on the remaining P, but could place them anywhere else on this card.*

When placing a Krewe member on a Route card, *the action will be delayed until the Route is activated*. Players may place Krewe members on Route cards that will not be activated this round, and these Krewe must remain on their cards until activated in subsequent rounds.

Carnival

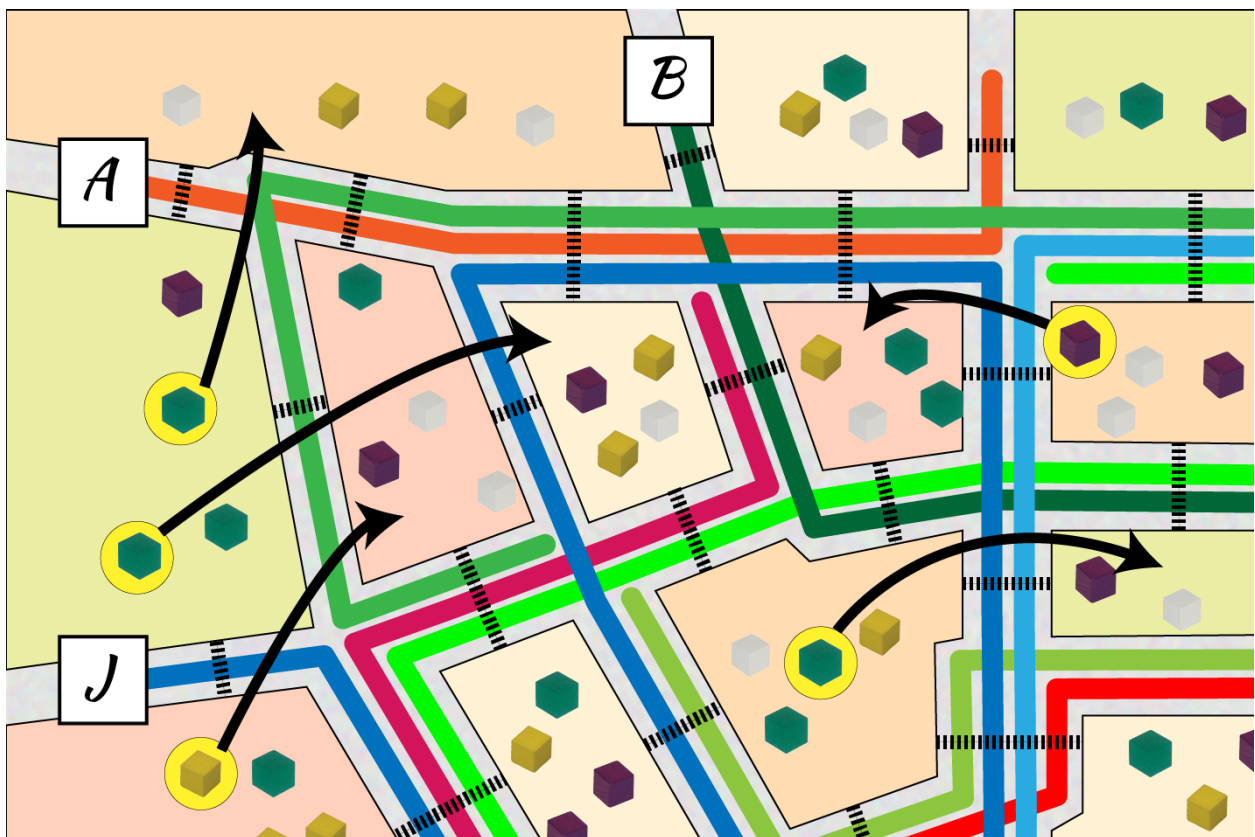
When all players have finished placing all their Krewe members in Groundwork, the Route card closest to the top of the board is *activated*. The slots on this Route card are resolved from left to right, starting with Advertisement, followed by Participation, Recruitment, and Leadership.



A: Advertisement

Return the Krewe member to its player. This player will then choose **5 Revelers** from **any neighborhood**, and relocate these Revelers to **any other neighborhood**, anywhere on the board.

In the example above, the Orange player is in the Advertisement slot. The below image shows highlighted in yellow the five Revelers that Orange selected to move: three Green Revelers, one Gold Reveler, and one Purple Reveler.



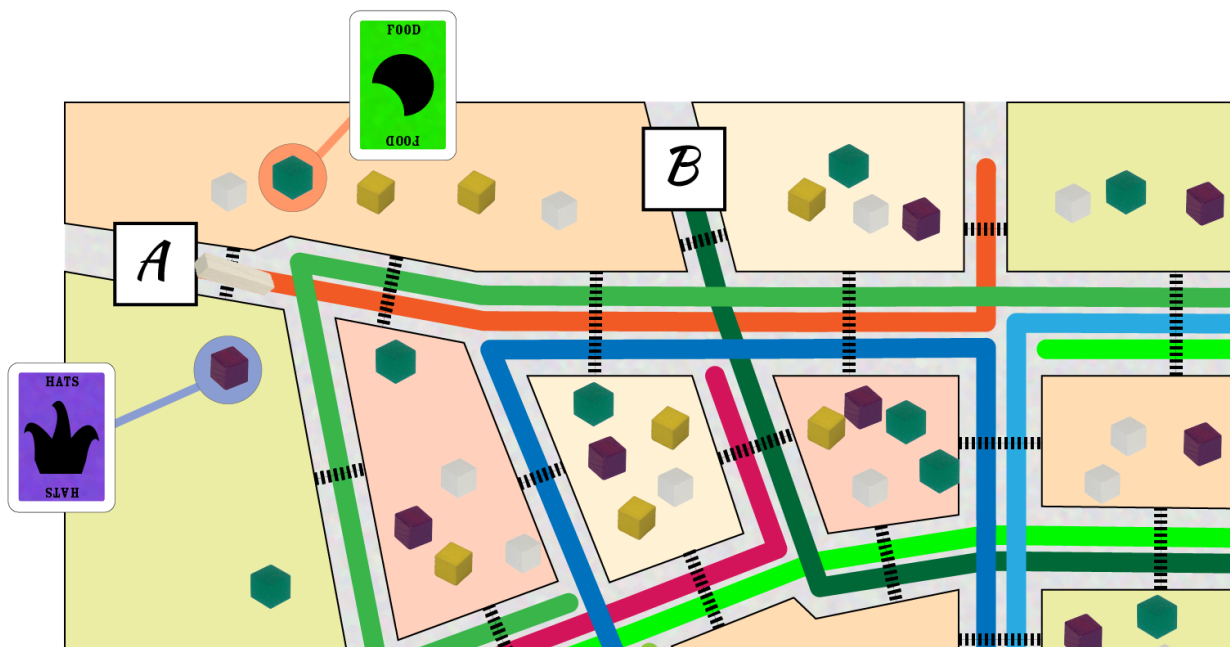
P: Parade

It is time for a parade! Wooooo! Players that participate in the Parade will throw items to the revelers and entertain them.

The parade will start on the edge of the map at the white square on the route with its letter. A Route is composed of **stops**, with Short Routes having 5 stops, Medium Routes having 8 stops, and Long Routes having 12 stops. Place the parade token on the first stop of the route. Now, players will **entertain** the Revelers, starting with the player in the leftmost Parade slot and proceeding right. This will not necessarily be the clockwise turn order used for Groundwork above, and will only include those players with Krewe members on Parade slots for this activated Route.

Each Reveler has a particular type of throw they are hoping to catch, denoted by their color. On the current stop, the players select **at most one** Reveler to entertain. This Reveler can be **from either of the adjacent neighborhoods** to this stop. The player entertains this Reveler if they *either* have **one** Throw card of **the same color** as the Reveler, or have **a pair** of Throw cards of **different color** from the Reveler.

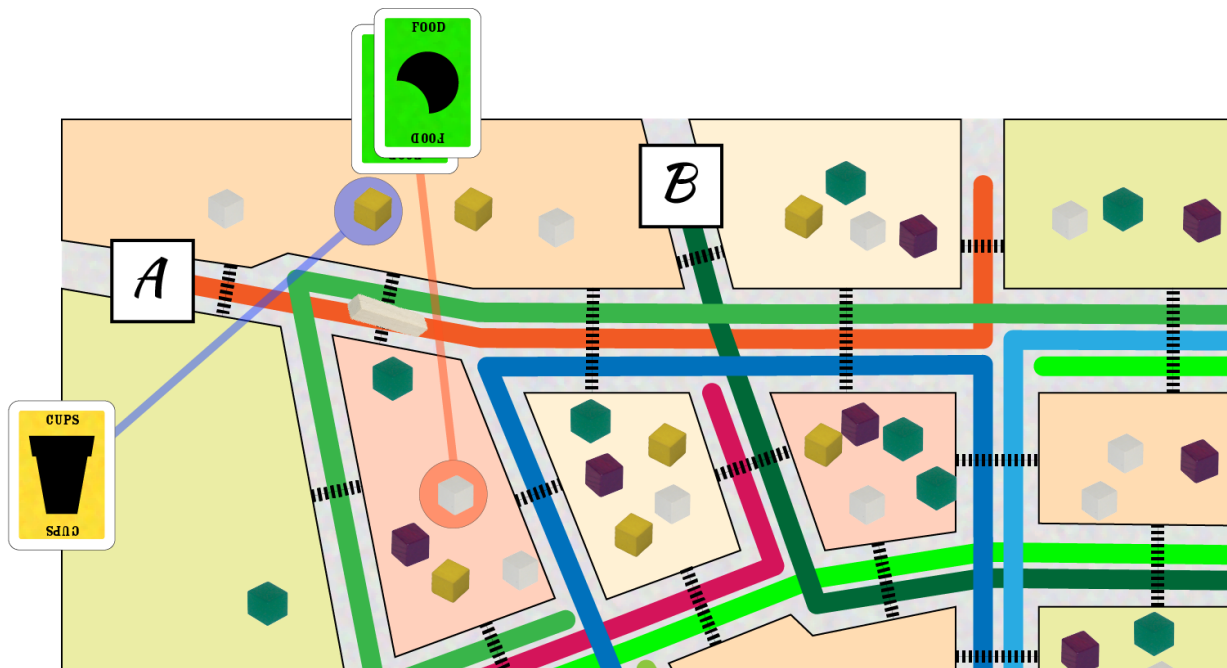
When the player entertains a Reveler, they discard the matching Throw card(s), and remove the entertained Reveler from the board by placing it in their area, to be scored later.



In the example above, the parade has begun on the first stop of Route A. The Blue player goes first, and entertains a Purple Reveler with a matching Hats Throw card.

The Red player goes next, and entertains a Green Reveler with a matching Food Throw card.

Move the parade token to the next Route stop, and repeat the Throw/Reveler matching as described above for participating players, until the parade token has moved through the full Route. Finally, when the parade is over, return the parade Krewe members to their players.



The second segment for Route A is shown above. For this stop, the Blue player again goes first, and entertains a Gold Reveler with a matching Cups Throw card.

The Red Player goes next, and entertains a White Reveler, but with a pair of Food Throw cards.

R: Recruitment

Return the Krewe member to its player. This player will now take **one new Krewe member** from the right side of the board, increasing their Krewe size for more Groundwork opportunities next round.

L: Leadership

Return the Krewe member to its player. This player will take the **Mardi Gras Royalty card**, and start the next round. If no player selected the Leadership slot for this Route card, the Royalty card does not move players.

Wrap-up

To close out the Carnival, discard the current Route card. All Krewe members in the Casino are returned to their players. Finally, if this was not the last parade, the Groundwork phase begins again, starting with the Royalty player.

Game End

The game is over after five rounds, when all Route cards have been activated and discarded.

Final Scoring

The meeting of the Courts and final balls happen at midnight, Fat Tuesday, to close out the carnival season, and the police sweep through Bourbon street, dispersing the remaining revelers. Mardi Gras is over and Lent begins.

For each of the four Reveler colors, the player that entertained the most Revelers of this type scores 8 points. Second place will score 5 points. Third place earns 3 points, and last place earns 1 point. If there is a tie within a color, all tied players earn the top rank points. If a player has no revelers in a color, they score 0 points for this color.

Once all the points are calculated, if there is a tie, the player with the smallest Krewe is declared the winner, due to efficiency. If this is still a tie, all tied players share the win.

The chart below shows the final scoring in a four-player game, with the number of revelers entertained on the left for each color, and the associated points earned on the right. Blue wins the game with 22 points, followed by Black with 19, Orange with 18, and Red with 13.

		Revelers								
		Green		Gold		Purple		White		Total
		Rev	Pts	Rev	Pts	Rev	Pts	Rev	Pts	
Players	Orange	7	5	5	5	7	5	4	3	18
	Blue	4	3	3	3	9	8	8	8	22
	Red	2	1	10	8	6	3	3	1	13
	Black	8	8	3	3	0	0	8	8	19

Acknowledgements

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