

ROUND END

When a player empties their hand, they win the round. The winner does one of the following:

NO MEMBER PIECE YET

Take 1 Parade Member piece from the center. The player to the winner's left becomes the next starting player. Shuffle all cards, including unused cards, and repeat from ROUND SETUP.



WITH A MEMBER PIECE

Take the prestigious Parade Leader piece. YOU WIN THE GAME!



TIPS

Taking a card you want isn't the only good strategy. Getting rid of an unwanted card can be just as useful.

Removing a card may bring two cards together and create a new chain.

Take a card you want, or get rid of one in your way? Think ahead as you play!

Ex. Your hand: 23 / 45 / 31



Play 45 to create 231 in your hand.



STORY

Representatives from six continents have gathered for a parade! March! March!

This colorful cast marches through the streets. Someone called it "HYAKUJU PARADE!"

Scout your favorites, slip into other parades, and build the greatest parade of your own!

EUCALIO

Australia Rep.
Plays the trumpet with his little brother on his back!



PENTA

Antarctica Rep.
A little clumsy, but a master of the cymbals!



JASMINE

North America Rep.
Never leaves her ball, just to look bigger!



ALICE

South America Rep.
The parade's darling, cheering everyone on!



BAMBAM

Eurasia Rep.
After a bamboo snack, some bold drumming!



DANDE

Africa Rep.
The leader who keeps the parade together!



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Latest Rules



RULEBOOK

ヒャクジュパレード

2-5 PLAYERS

15-20 MIN

AGES 7+



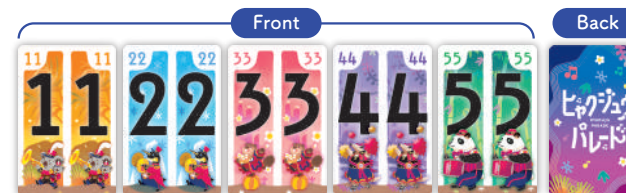
OBJECTIVE

HYAKUJU PARADE is a card game where players race to be the first to empty their hand. You can chain cards together to create huge numbers, but there is one catch: you cannot rearrange the cards in your hand! Which cards should you play, and which should you take?

Manage your hand wisely and aim for victory!

COMPONENTS

• 50 Cards (25 two-digit numbers using 1-5, 2 copies each)



• 5 Parade Member Pieces



• 1 Parade Leader Piece

GAME SETUP

Place all pieces in the center of the table. The player who most recently stood in line is the starting player. If needed, use rock-paper-scissors.

ROUND SETUP

- 1 Orient all cards the same way, turn them face down, and shuffle.
- 2 Deal 10 cards to each player. Players may look only at their own hand. In a 2-4 player game, set unused cards aside face down until the next round.

VERY IMPORTANT!

DON'T REARRANGE YOUR HAND!

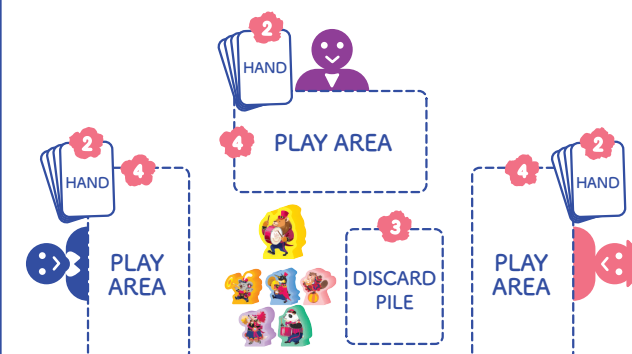
Immediately after the deal, you may either keep your hand as dealt or reverse its entire order.

This may change which cards can be chained.

Ex. ONLY AT THE START
Reversing your hand is OK!



- 3 Leave space in the center for the Discard Pile.
- 4 Leave a Play Area in front of each player.



CHAINING

You can chain adjacent cards in your hand by overlapping matching digits to create a number with three or more digits.

You cannot rearrange your hand!

CHAIN RULE

The ones digit of the left card must match the tens digit of the right card.

 $15 + 52 + 23 = 1523$
Can be chained!



 $15 + 23 + 52$
Cannot be chained!



GAME FLOW

Starting with the starting player, take turns clockwise.

On your turn, choose one:

A: PLAY CARDS

B: TAKE CARD

C: ADD CARD

You cannot pass.

The first player to empty their hand wins the round.



A: PLAY CARDS

Play cards from your hand face up in your Play Area.

You may play one card or any number of adjacent chained cards as one number.

The number must be greater than the current number.

Ex. Current number: 123



You can play 124, but not 122.



Aim higher!



Big numbers feel great!

If there is no current number, you may play any number! When you play a new number, discard the previous number face down. Discarded cards are not used again this round.

Ex. Replace 123 with 52331:



Discard face down!



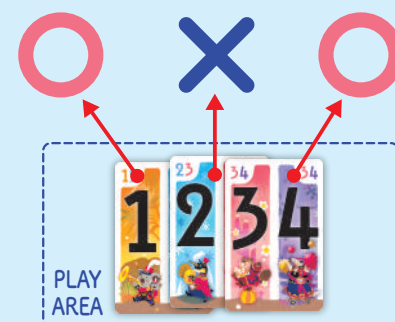
Only the larger number remains.

B: TAKE CARD

Take one card from either end of the number in another player's Play Area and insert it anywhere in your hand. This makes the current number smaller, making it easier for the next player to play a larger number. You may take the card even if the number consists of only one card.

Ex. Current number: 1234

You may take 12 or 34, but not 23.



If you take 34 and insert it into your hand, the current number becomes 123.



Choose B or C if you can't or don't want to play a larger number. You can't choose them if there is no current number.

C: ADD CARD

Add one card from your hand to either end of the number in another player's Play Area. The card must follow the chaining rule. If you have only one card left, you may add it to empty your hand and win the round.

Ex. Current number: 234

Add 12 to make 1234, or 45 to make 2345.



BIG CHANCE!

"ENCORE" RULE

After you play cards, if all other players choose B or C and your turn comes around again with cards still in your Play Area, an Encore occurs.

Discard all cards in your Play Area, then immediately perform A: PLAY CARDS.

Play a number!



Add a card!

Take a card!



Play any number!