

Parade (Ingo Althöfer, 2005; Design: Reinhold Wittig)

A fast tactics game for 2 players.

Game components: a 4x10 gridded board, rules, 12 semiprecious stones.

Translated from the original German rules by Víctor M. González, April 2nd, 2013.

The goal of the game, four-in-a-row, is known from other games. In 'Parade', however, the stones must not be placed in that position, but pulled to form a four-in-a-row 'Parade'.

Setting-Up: the board is placed between both players so that each one faces a four field row. The players place their stones in the starting positions (marked with 'x' for one player and '.' for the other): each player places three stones on the marked fields in the row just in front of the player and 3 in the marked fields on the sixth row. The starting player is agreed upon.

The game: The player whose turn it is moves one of his stones one step towards his opponent's side. Stones can be moved one step orthogonally or diagonally forwards, but not sideways or backwards. Occupied fields cannot be entered.

Game goal: the aim of the game is to form a 'Parade', four stones of one player in a row, horizontally, vertically or diagonally.

Parade first appeared in the catalogue of the 'Gott würfelt nicht' exhibition, Göttingen 2005.

An older game is the Perlhuhn game 'SOFORT', previously called 'Plirk'.

SOFORT [Right away] (Reinhold Wittig, 1984, 2005)

You can really play it straight away.

Game contents: 13 letter dice, 3 standard dice.

All 16 dice are rolled and the sum of the 3 standard dice is calculated. The players now look for a word that:

- 1) can be formed using the rolled letters, and
- 2) contains a number of letters equal to the summed value.

We can begin playing it immediately! Do we really need a winner? Then, one point is awarded to the player being first in finding the solution. The first player to obtain, for example, seven points is declared the winner.