

Parlamenteo

A game by Alex Pena

In 1796 (or was it 1679?) the Parliament of Roundland was founded... The only problem was that nobody there knew exactly what a parliament was.

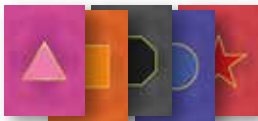
In any case, our parliamentarians are trying to do their best, discussing profound issues and trying to define how things should really be.

But what really matters to them is being more certain than their colleagues.

COMPONENTS



5 player cards



5 betting cars



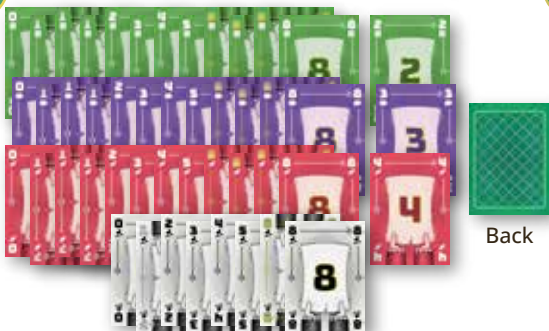
**1 betting
index card**



**2 micro-expansion
"Opposition" cards**



**10 Leader
Markers**



47 Cards in the Main Deck:

- 13 cards in each common suits green (book), purple (argument), and red (feather), with 3 copies of the cards 1 and 6, one copy of cards 0, 2, 3, 4, 5 and 8, and an extra copy of card 2 in the green suit (book), card 3 in the purple suit (argument) and card 4 in the red suit (feather).

- 8 cards in the trump suit (hammer), with one copy of the 0, 1, 2, 3, 4, 5, 6 and 8 cards.

SUMMARY

Parliament is a trick-taking game in which, throughout the round, players vote on the true value of the cards 1 and 6.

Tricks where the outcome is undetermined remain pending. During the round, you bet on how many tricks you will win, and at the end of the round, the pending tricks determine the poll and the result is announced. Will you be able to guess your bet amidst all this turmoil?

SETUP

1 - Each player chooses a set of betting cards and player cards of the same color. Place any unused betting and player cards in the game box.

2 - Shuffle the player cards of the chosen colors and place a random card face-up in the center of the table. The face-up player card determines the leader of the first round.

3 - Proceeding clockwise from the first player, place the remaining player cards below the first player's card, forming a column, with the arrows pointing in the same direction (right).

Attention: depending on the table setup, some players may end up seeing the cards upside down. When arranging the column, make sure that the players seeing the cards upside down can orient themselves correctly.

4 - Place the betting index card to the left of the column of player cards.

5 - Prepare the main deck according to the number of players:

- 5 players: all cards are used.
- 4 players: remove one card **L** and one card **6** from each of the three common suits.
- 3 players: remove one card **L** and one card **6** from each of the four suits, a 2 from the green suit (book), a 3 from the purple suit (argument), and a 4 from the red suit (feather).

Place the removed cards in the game box.

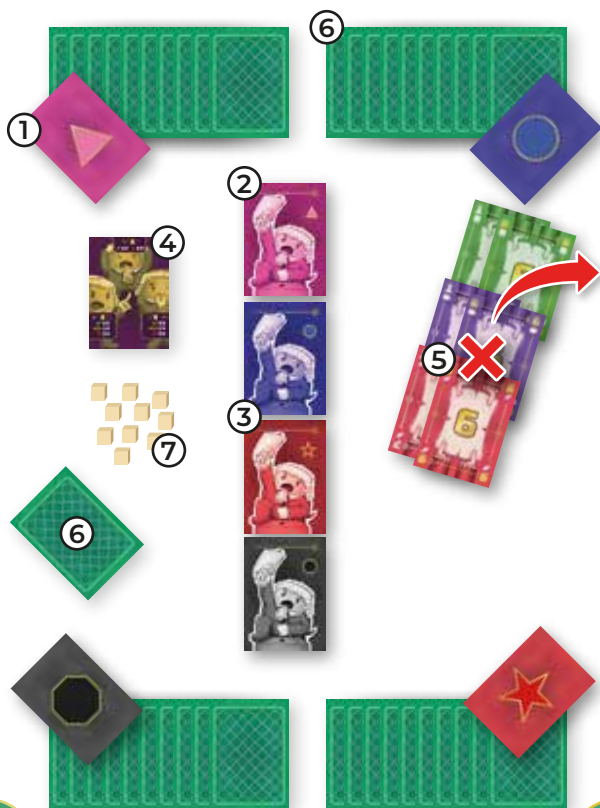
6 - Deal cards from the main deck, face down, to the players:

- 5 players: 9 to each player (2 cards left over)
- 4 players: 10 to each player (1 card left over)
- 3 players: 12 cards per player (all cards are dealt)

Remaining cards are placed near the players, face down.

7 - Leave the leader markers within reach for all players.

Example of setup for 4 players:



ROUND OVERVIEW

- The leader starts the trick by playing a card from their hand in the row that contains their player card, along with a cube placed on top of the card to indicate the lead card of the round. In the first trick of each round, the first player is the leader.
- Clockwise, each player must, one at a time, play a card and place it on the line where their player card is located, following these rules:
 - If you have one or more cards of the same suit as the lead card: you must play a card of the same suit.
 - If you do not have a card of the same suit as the lead card: you can play any card.

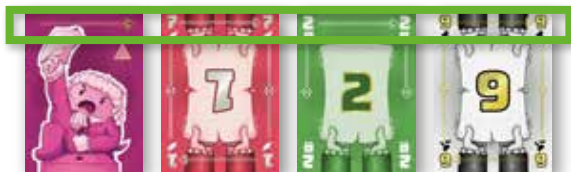


Example: The pink player was the leader of this trick and played a green 2 (book).

Now the blue player must play one of their two green cards (book).

The red player, who has no cards of that suit, can play any of their cards.

- Cards 1 and 6 can be played as either of the two values shown on the card. When a player plays one of these cards, they announce which value they have chosen and line up that value in the same direction as the player card. Keep the arrows on all the cards aligned to the correct value for easier viewing. In the same trick there can be cards 1 and 6 with opposite values.



Example of how to observe the values, starting from the arrow on the player card.

- Before or after playing a card, the player may place their bet (see "Betting").
- After each player plays a card, the trick is settled (see "Settling the Trick"). The player who won the trick is the leader of the next trick.
- When everyone runs out of cards in their hands, the round comes to an end and the scoring is done.

SETTLING THE TRICK

In Parliament, some tricks are decided on the spot, while others are left pending until the poll resolution.

The trick is settled as follows:

- If there is any trump card (hammer): the player who played the highest trump card wins the trick.
- If there is no trump card (hammer): the player who played the highest-ranking card of the same suit as the lead card is the winner.

If there is a tie, the card played last wins.

Before declaring the winner of each trick, note that there are tricks where, by exchanging the value of one or more cards **1** and **6**, the outcome of the trick can change.

Cases where the trick has been absolutely settled:

- here are no **1** or **6** cards.
- There is only one card of the trump suit (hammer) or, in the absence of a trump suit, of the lead suit.

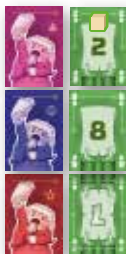
In any other scenario, verify the tricks. If changing the value of one or more cards **individually** alters the outcome, keep the trick where it is, and it remains pending. The next tricks will be played in the next column. Define the temporary winner of this trick as explained above, without changing the value of any of the cards played.

If the trick is absolutely settled or changing the value of one or more cards does not alter the outcome, the winner of the trick takes the cards and places them in a face-down pile next to them. Do not mix the piles.

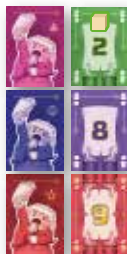
Example of settled tricks:



The blue player wins the trick because they played the highest trump card in any scenario.

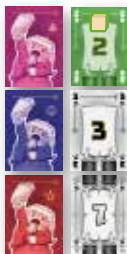


The blue player wins the trick because the 8 card wins in any scenario.

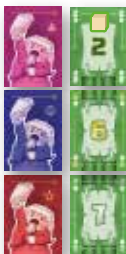


The pink player wins the trick because they led and there are no other cards of the lead suit nor any trumps.

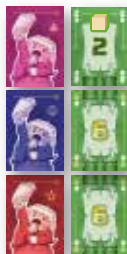
Example of pending tricks:



In this scenario, if the card 7 becomes a 1, the winner of the trick changes. The trick stays pending and the temporary winner is the red player.



In this case, any change to the cards 6 and 7 leads to a change in the winner of the trick. The trick stays pending and the temporary winner is the red player.



In this case, changing the cards 6 individually changes the outcome of the trick. The trick stays pending and the temporary winner is the red player.

BETTING

At some point during the round, the player must bet on how many tricks they think they will win.

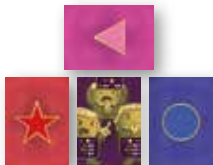
To do this, the player must, on their turn, choose a card from their hand and place it face up next to them. It can be either before or after playing a card in the trick.

This is an extra action for the player and does not replace the card which must be played in the trick.

The card's value indicates how many tricks they believe they will win by the end of the round. The value of cards ♠ and 6 used for betting is determined by the player who used them. They don't count towards the poll and can't change value.

The moment in the round when the bet is placed is very important, as it determines the position where the player places their betting card:

- bet during the first trick: place the bet card to the left of the bet index card.
- betting on the second to second-to-last trick: place the betting card above the betting index card.
- bet during the last trick: place the bet card to the right of the bet index card.



Example: In this scenario, the red player bet during the first trick of the round, the pink player between the second and second-to-last tricks of the round, and the blue player bet during the last trick of the round.

ROUND END AND POLL RESOLUTION

The round ends when all players have played all the cards from their hands. They must now resolve the poll:

Check the 1 and 6 cards played in the pending tricks. The most common value becomes the official value of these cards, and cards played with the opposite value must be changed. In case of a tie, the last card played with a tied value wins the tiebreaker.

After the cards are changed, resolve the tricks following the settling rules, considering all tricks as absolutely settled.



Example: In this round there are more cards 6 than cards 9, therefore all cards 9 become 6. The cards 1 and 7 are tied. The tiebreaker is determined by the last card played among these values, which was a 7. Therefore, all cards 1 become 7. In yellow are the former winners of the pending tricks.

Now, with the updated values, define the winners of each trick. In cyan are the new winners of each trick.

SCORING

After resolving all the tricks, the players resolve the scoring. Your score depends on when you placed your bet:

Bet on the first trick:

Correct bet: 4 points

Incorrect bet by one trick: 1 point

Incorrect bet by two or more tricks: 0 points

Bet between the second and second-to-last tricks:

Correct bet: 2 points

Incorrect bet: 0 points

Aposta na última vaza:

Correct bet: 3 points

Incorrect bet by one trick: 1 point

Incorrect bet by two or more tricks: 0 points

If it is the first or second round, start a new round by dealing new cards and beginning with the player to the left of the player who started the previous round.

If it's the third round, the game ends.

GAME END

The game ends at the end of the third round.

The player with the most points becomes the prime minister and is the winner of the game. In case of a tie, the player who scored the most points in the last round is the winner. If the tie persists, share the victory, with each person feeling a little more victorious from their own point of view.

MICRO-EXPANSION "OPPOSITION"

In Roundland, there is no consensus on what the Opposition must fight for.

Moreover, in Roundland there is no consensus.

Therefore, the Opposition is simply waiting for the result of the poll to be announced, and then immediately begins to fight against the decision with all its might (which isn't much, but makes a lot of noise).



When playing with the "Opposition" micro-expansion, after resolving the first and second round polls, place the opposition cards showing the opposite result to the values voted on in that round.

In the next round, the opposition card counts as an extra vote for that value. In the event of a tie in the poll, the opposition cards will decide the tiebreaker, as if they were the last card played.

Thanks so much to everyone who supported the game, whether during the campaign or during its creation. Many people tested it, so listing names only increases the chance of forgetting someone (especially for me, who is terrible at remembering names).

But a special thank you to my eternal partner Priscila, who helped me through all the late nights I spent making this game, to my family, to the friends who accompanied me on the journey, to the Biribeiros and Biritesters, and to Arthur, who faced and overcame the biggest obstacles that appeared in front of this project.

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Watch the rules
explanation (PT-BR)