



# **GRES**

## Carnival Parade

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**GAME RULES**

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WWW.GRES.COM.BR

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ENREGSIM2000-01

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**GRES: Carnival Parade** is a card game where your objective is to create the best samba school parade.

To do this, you must combine the cards in a way that accumulates the most points.

The game is divided into two phases. In the first phase, you collect the cards and match them the best you can.

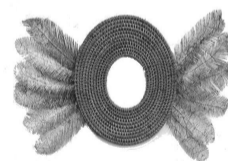
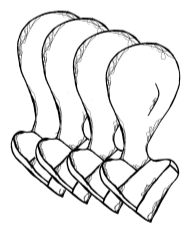
This phase ends when the first player requests for score counting, **APURAÇÃO**.

Players will show their parades (reveal their cards) and the points will be counted.



## Who wins?

The player with the best parade (the most points) wins.



**2 - 4**

Players

**+15**

Years

**100**

Cards

**30**

Minutes

# Set-up

Place a game screen in front of each player so everyone can read the rules. Also, use the screens to hide your cards from other players.



Shuffle the cards.



Deal the cards to the players. Each player starts the game with 4 cards.



Place the rest of the cards in the centre of the table, face down.



Decide which player will start the game.



# Game

## ***FIRST PHASE - Creation of the parade***

**01**

In turn, take a card from one of the piles - either the pile facing down or the card on top of the discard pile (if there is one). Add it to your cards according to the strategy you choose for your parade.



You don't have to discard any cards, but if you have one that you don't want, throw it on top of the discard pile, face up.

02

This way other players can then see if it's a card they want. Only one card can be discarded at a time and only on your turn.

**Note:** Extra cards at the end of the game can make you lose points.

03

After you finish your move, it will be the next player's turn.

When you have the minimum cards required to finish the game - the **PERFECT PARADE** - and believe that you have cards that guarantee you a good score, on your turn (before or after you make a move), you can request for the scores to be counted. The first phase of the game will end and the second phase (**APURAÇÃO**) will begin: the cards will be revealed and the points counted.

04



# Game

## ***SECOND PHASE - Score count***

**01**

At this stage, all game screens can be removed from the table, as the cards will be revealed.

### ***Parades***

**02**

The player who called for the score will be the first to show his parade.

The parade order of the other participants is determined by the number of cards.

The player with the least amount of cards in hand will be second and the one with the most last.

In the event of a tie, the parades will be displayed clockwise from first player.

03

If the player who called for the **APURAÇÃO** does not have a **PERFECT PARADE**, he must collect his cards and the game continues until a player has the **PERFECT PARADE** (requirement to call for the calculation of the results).

That player who called the **APURAÇÃO** incorrectly will receive a penalty (see **Losing points**).

04

Parades should be set up as follows:

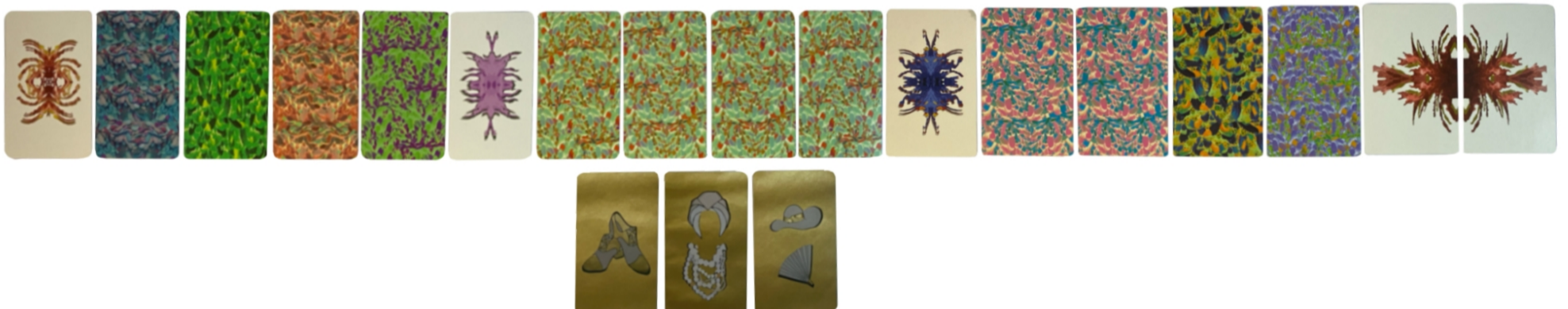
- 1 **CARRO** card - 4 **ALA** cards - 1 **CARRO** card - 4 **ALA** cards and so on.
- **SEGMENT** cards must be placed separately.
- Cards left over from the total needed to complete the **PERFECT PARADE** must be placed on the side - the points referring to them will be deducted.
- **ELEMENTO** cards must only be revealed after all players' points have been counted

# Score

## ***DESFILE PERFEITO***

Your goal in the game is to have the following cards in your hand:

- 4 CARRO cards
- 12 ALA cards
- 3 SEGMENTO cards



The score will be counted as follows:

- Each card is worth 1 point.
- Each player loses 1 point for each additional or missing card from the **PERFECT PARADE**.

There are several ways to accumulate extra points in your parade:

**EXTRA  
POINTS**

- ***First player to create a PERFECT PARADE***

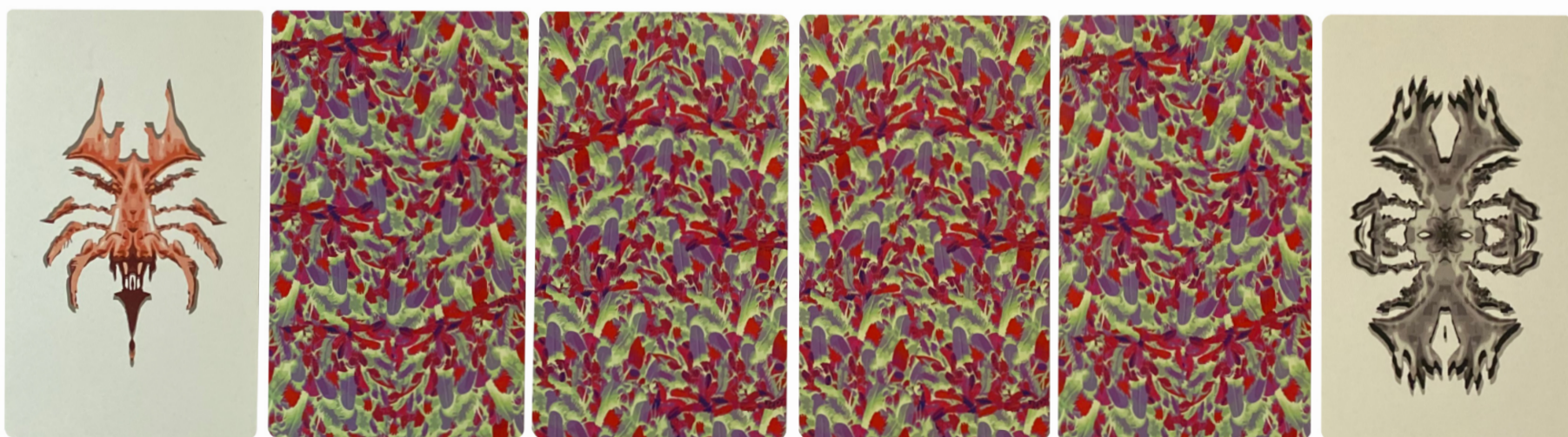
The player requesting the score counting (**APURAÇÃO**) gets 5 extra points.

- ***Grouping ALA Cards and creating a SETOR***

You can mix **ALA** cards with different colours to create your groups of 4 cards, however, if you're able to group matching cards, you'll get more points!

For every card matched, the player receives 2 points. E.g. in your group of 4 **ALA** cards, if 2 are matching, you'll receive a total of 6 points (2 each for the matching cards and 1 each for the individual **ALA** Cards).

If you can form a **SETOR** (a group with 4 cards of the same colour and design), this will give you 2 bonus points and be worth a total of 10 points for the 4 cards.



# EXTRA POINTS

- **Using *SEGMENTO* cards to create a *SETOR***

As per the rules, you are required to have 3 unique **SEGMENTO** cards to create the perfect parade.

If you are lucky enough to receive a 4th unique segment card, this can be used to complete a **SECTOR**.

To do this, you'll need 3 matching **ALA** Cards, and can use your 4th unique segment card to create a **SECTOR** and thus receive 10 points!



**Example:** you have 3 green **ALA** cards and only one is missing to form a **SETOR** (thus earning 10 points). If you have more than 3 **SEGMENTO** cards, an extra card can be used as the fourth ALA card, functioning as a joker.

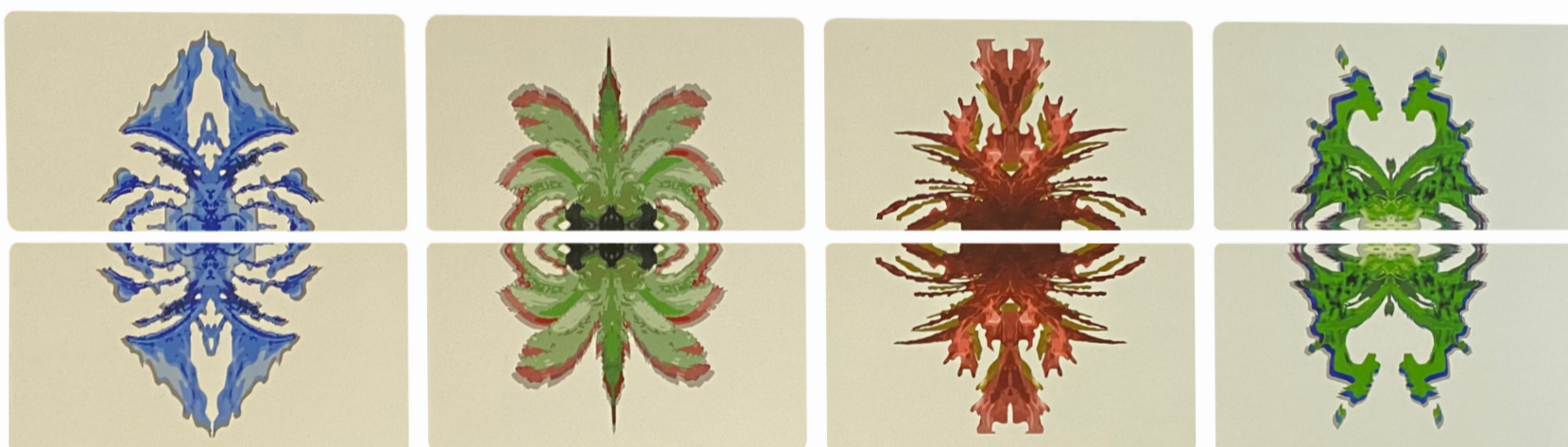
**SEGMENT** cards must always be unique, and cannot be repeated in your parade. If this happens you will lose one point per **SEGMENT** card repeated.

- ***Joining CARRO cards***

Para solicitar a **APURAÇÃO**, você precisa ter em mãos pelo menos 4 cartas **CARRO**. Porém, o jogo conta com algumas cartas **CARRO** que podem ser acopladas. Usá-las te dará mais pontos na apuração.

To complete your parade you must have at least 4 **CARRO** cards. However, the game has some **CARRO** cards that can be joined together and gives you more points.

The **CARRO** cards that can be joined together, have their shield split across two cards. If you find the matching cards this will give you 4 points in total instead of 1 point for a single **CARRO** card.



Each half of the shield can also be used on its own as one **CARRO**, it will count towards the total of 4 **CARRO** cards you need for the **PERFECT PARADE**, but will only be worth 1 point.

However, once 2 parts of the shield are joined together, this will then only count as 1 **CARRO** card and thus you'll need 3 more to reach the required 4.



## LOSING POINTS

Watch the number of cards you have in your hand. Not following the number of cards needed for a **PERFECT PARADE** makes you lose precious points:

- ***False alarm***

The player who calls for **APURAÇÃO** without having a **PERFECT PARADE** will lose 5 points in his parade.

- ***Extra cards***

Each player loses 1 point for each card they are missing, or each additional card they have, to the **PERFECT PARADE** (i.e. more than 12 **ALA** cards, more than 4 **CARRO** cards – unless it is a joined **CARRO** card-, and more than 3 **SEGMENTO** cards- unless the extra card is being used to complete a **SETOR**).

- ***Missing cards***

You lose 1 point for each card less missing from the **PERFECT PARADE**.

- ***Repeated **SEGMENTO** cards***

1 point is also lost for any repeated **SEGMENTO** cards.



In the example above, the player has 1 extra **SEGMENT** card, 2 extra **ALA** cards and 1 extra **CARRO** card. The player will lose 4 points.

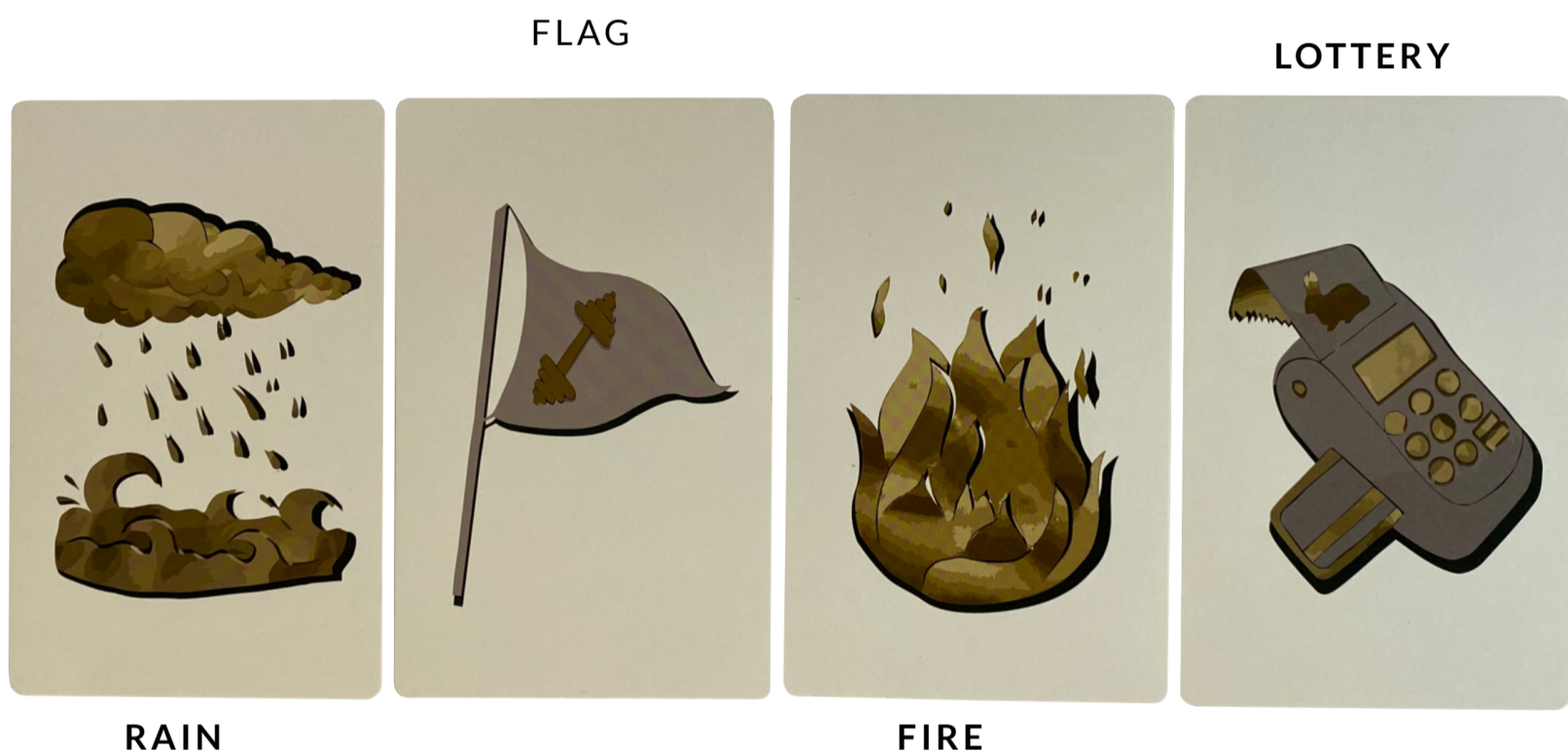
Note that there would be another way for the player to assemble this parade. If the yellow **ALA** cards in the right corner were removed from the parade, and the green **ALA** card and the **SEGMENTO** card that are in the pile of extra cards were added to the parade, the player would gain 10 points for that **SETOR**, thus increasing his final score, even with the loss of some points.



# ELEMENTOS

The **ELEMENTO** cards are always positive for those who get them.

**LOTTERY** and **FLAG** cards give additional 4 points on your parade.



If you get **RAIN** or **FIRE** cards, it will give you the power to remove 1 group of cards from another player. This could be:

- 2 **CARRO** cards joined together (removing both halves, and thus removing 4 points),
- or a group of 2, 3 or 4 matching **ALA** cards (thus removing 4, 6 or 10 points). You should choose carefully and remove the group of cards that will make the player lose the most points!

## **AJUDA, PESO e CHUVA**

These cards must be hidden from the other players and only revealed at the end of the **APURAÇÃO** - after the points of all players are counted.

In case more than one player has **ELEMENTO** cards, the one with the highest score will reveal the card first.

## **FOGO**

This card must be used during the first phase of the game.

1- Once a player picks one up, this player must choose which other player will lose the points.

2- The chosen one must then show all their cards, with the exception of **ELEMENTO** cards.

3- You must choose which group of extra points will be removed from that player's parade. The removed cards and the **FIRE** card must go under the discard pile.

4- After this move, the player who lost the cards to the fire, collects the remaining ones.

5- As a way of helping this samba school that was affected by the fire, the other players must give one card each to that player. The player who lost the cards decides which type he will receive (**ALA**, **CARRO** or **SEGMENTO**) and the game continues.



### **What happens if there is a tie?**

In case of a tie, the player who requested the score count wins.

**Can I take more than one card at a time?** No. On your turn, you must only take one card. This will either be from the cards not yet picked or the discard pile (if applicable).

**When using the FIRE or WATER ELEMENT CARD, what exactly can I cancel from another player's parade?** If you receive one of these cards, it allows you to cancel one group from another player's parade:

- 4 **ALA** cards of the same colours (10 points)
- 2 **CARRO** cards that are connected (4 points)
- 2 or 3 **ALA** cards of the same colour (4 or 6 points)
- If a player has no grouped cards, the maximum you will be able to cancel is 1 card (1 point)

The **FIRE** card can only be used in the first phase and the **RAIN** card only in the second.

What happens when a player calls for **APURAÇÃO** but does not have a **PERFECT PARADE**? If the player who called for the score count does not have the minimum number of cards for the **PERFECT PARADE**, they must collect his parade and lose 5 points in the final count. The game must then continue until one player forms the **PERFECT PARADE**.



**I don't have the card that the player who lost cards to FIRE requested as help. What do I do?** The player must request another type of card (ALA, SEGMENTO or CARRO) until you have the requested card type. That player cannot claim ELEMENT cards.

**I've got too many cards! Can I discard more than one at a time?** No. You can only discard one card at a time. It's therefore important for players to be mindful as they collect cards to ensure they don't exceed the total required for the **PERFECT PARADE**. If you have too many cards, you could reduce these extra cards by trying to link **CARRO** cards together (and thus discarding one of the extra cards), or hoping that you receive an **ELEMENT** card!

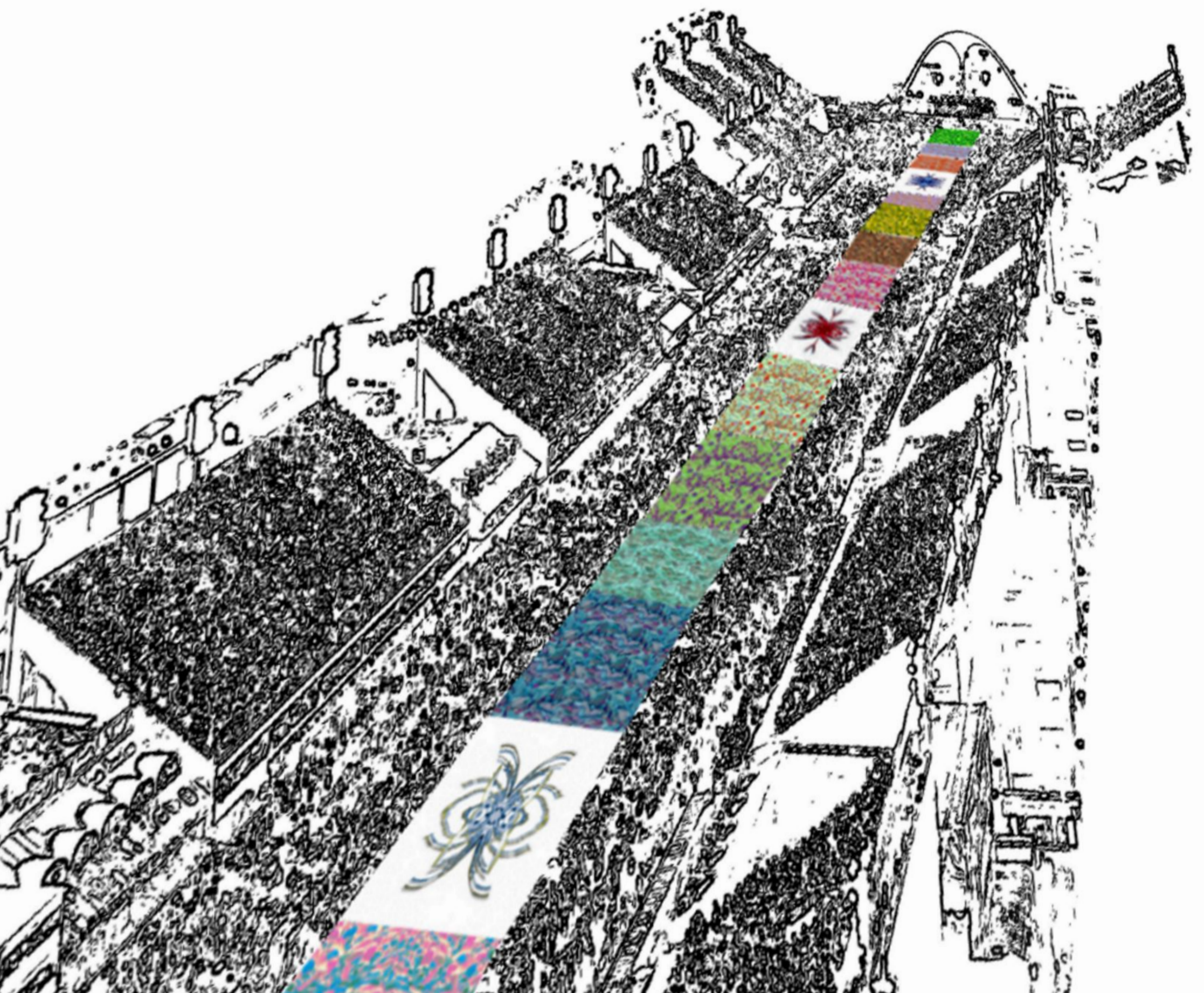
**Do I need to discard a card?** No. In fact, at the start of the game players will likely keep every card they receive for their first few turns to start building their parade. Only when a player gets close to the total cards required for the **PERFECT PARADE** they will likely start discarding – depending on their strategy of course! Keep a close eye on how many cards you have as you collect.

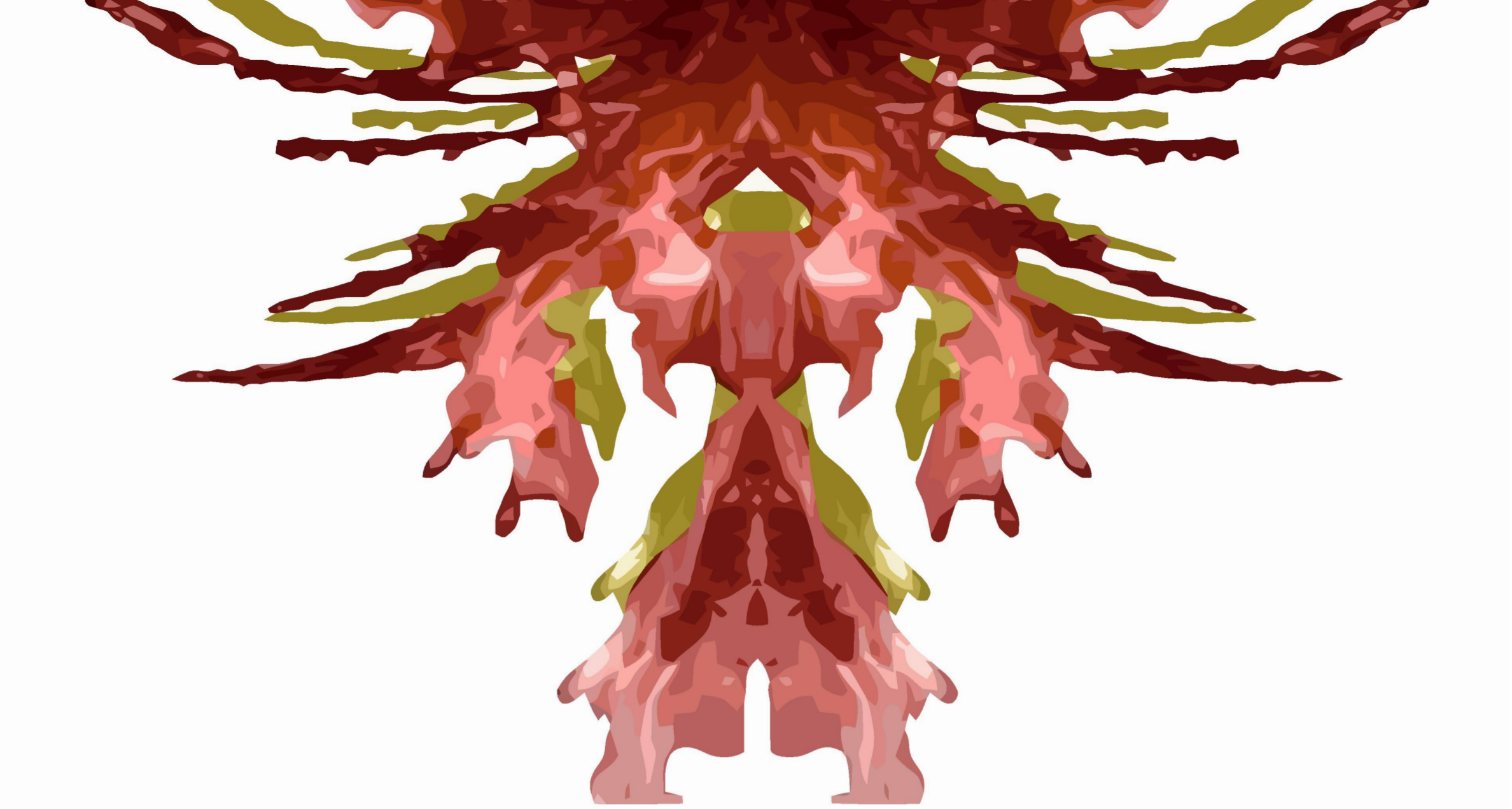
**In the second phase, when the scores are counted, how do we set up our parade?** Assuming you have all the cards required for a **PERFECT PARADE** these would be set up as follows:

**CARRO – ALA, ALA, ALA, ALA – CARRO – ALA, ALA, ALA, ALA – CARRO – ALA, ALA, ALA, ALA – CARRO.**

Your 3 **SEGMENT** cards would sit separately. You should also place any additional cards you have separately, and keep your **ELEMENT** cards hidden until after all scores have been counted.

***Now, make your strategy and let's create an amazing carnival parade!***





# GRES

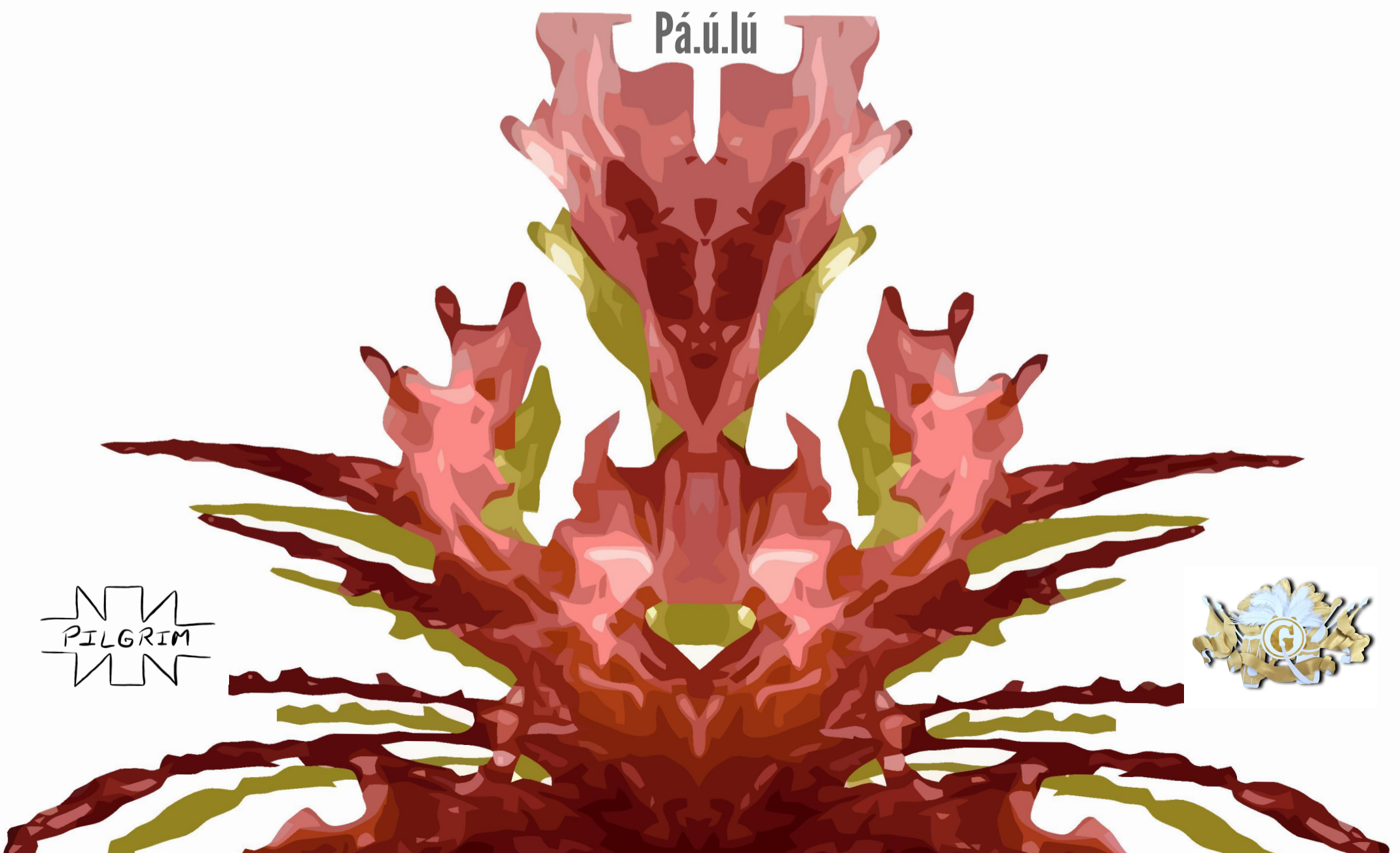
Carnival Parade

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## *SIMBOLOGY*

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Pá.ú.lú





**GRES**  
Carnival Parade

SIMBOLOGIA

Nota do Autor

The rules of the game were created based on real elements of a samba school parade. To ensure the game remains interesting to players, some factors have been simplified, however, I made sure that the adaptations still incorporated the main elements so these were not lost.

All artwork for the game was created with paper cutting techniques and later digitally edited. The creative process has been fully documented and can be seen in the book 'GRES: Backstage'.

Even though I've been following the samba school parades for many years and have attended carnival parades in several cities, I still had to do some research to develop the game. This research resulted in the creation of the book 'GRES: The universe of carnival'.

The pages that follow in this booklet help those who have no experience or knowledge of a samba school parade to understand every aspect of the game.

I hope you enjoy reading this, learning about Brazilian samba schools, and fall in love with this universe.

Pa.ú.lú



**GRES**  
Carnival Parade

SIMBOLOGIA

CARRO

The artwork created for the CARRO cards was inspired by shields of African tribes - a reference to the African origin of samba schools.

Even though there is a competition for the best parade, the samba schools are united to fight for their existence, which is itself an act of cultural resistance.

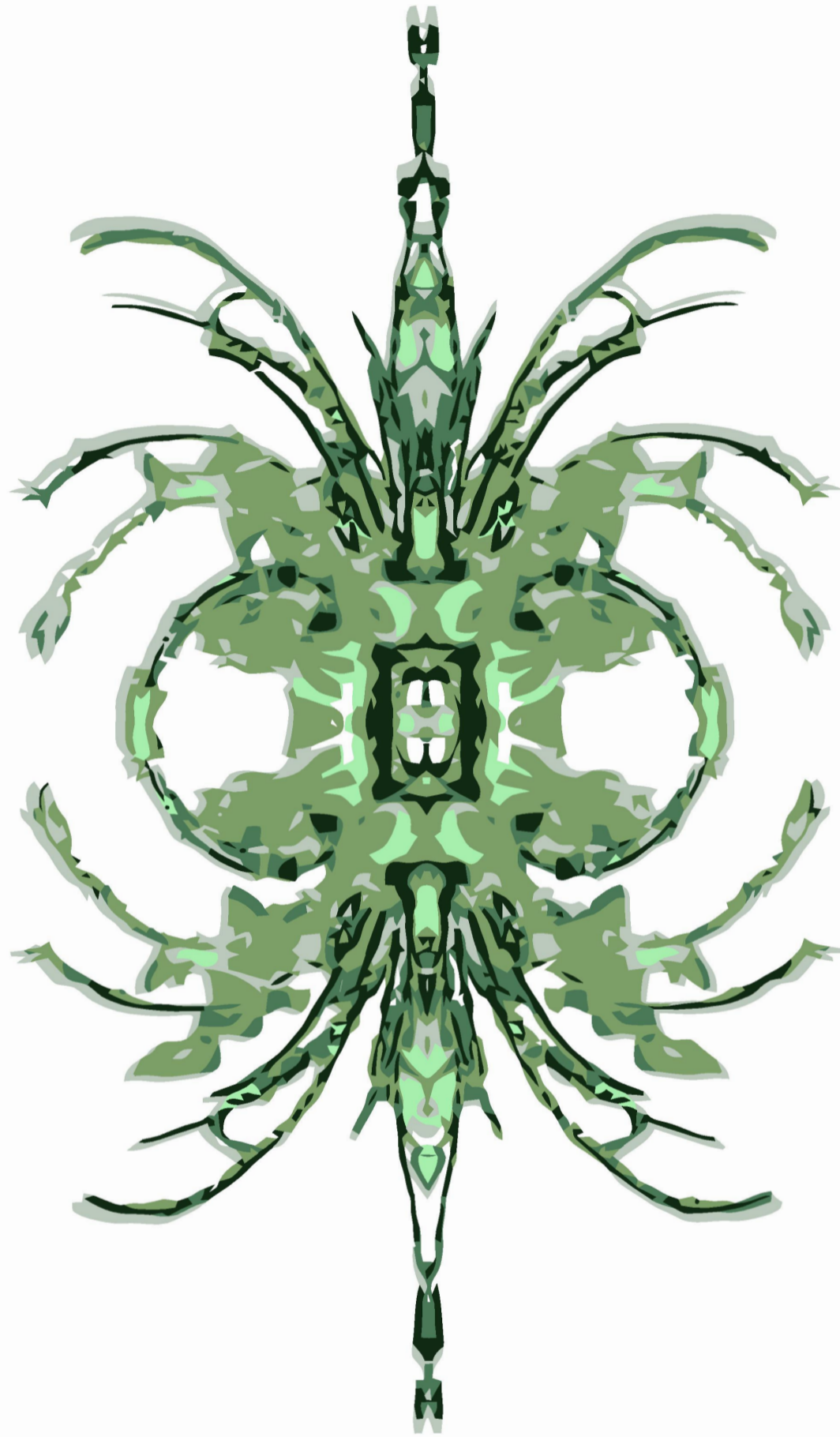
In the universe created for the game, each card is a shield that contains colours common to various Brazilian carnival groups.

Each shield has a specific colour and shape. The idea is to represent schools that identify themselves with these colours throughout Brazil as if they were from the same group in the carnival tribe, linking them by the proposal of resistance and diffusion of Brazilian culture.





In the game, these shields simulate a float seen from above.



This green and white shield represent, among many others, these schools:

- G.R.E.S. Mocidade Independente de Padre Miguel (Rio de Janeiro/RJ)
- G.R.E.S. Unidos do Aero Rancho (Campo Grande/MS)
- G.R.E.S. Reino Unido da Liberdade (Manaus/AM)
- A.C.S.E.S.M. Camisa Verde e Branco (São Paulo/SP)
- G.R.C.E.S. Mocidade Amazonense (Itapema/SP)
- G.R.E.S.E. Império da Tijuca (Rio de Janeiro/RJ)
- G.R.C.E.S. União da Ilha da Magia (Florianópolis/SC)
- G.R.E.S. Jangadeiros Alagoanos (Maceió/AL)



**GRES**  
Carnival Parade

SIMBOLOGIA

ALA



The artwork created for the ALA cards represent groups of people wearing costumes on a carnival parade viewed from above. It is the angle that is shown on television broadcasts each year and is how most carnival lovers view the events. This is therefore possibly the most familiar image when referring to a Brazilian samba school parade – the bright colours of 100's of people from above.

A samba school parade is divided into sectors (more information in the book 'GRES: The Carnival Universe'). Therefore, the player who groups the cards this way, according to the rules, gets extra points.

One sector of a samba school parade includes 'alas' (groups of people) and 'carros' (floats). However, in the game, to illustrate the sectors of a parade, all ALA cards should be the same colour to receive the most points. This is an example of the simplifications that were needed to balance the game to make it fun and easy to understand.





**GRES**  
Carnival Parade

SIMBOLOGIA

SEGMENTOS

The pair of bicolour shoes are a tribute to the dancers and the 'malandros'

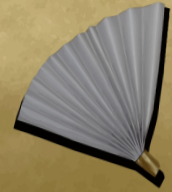


The turban and beads are a tribute to the 'Baianas', known as mothers of samba, which originate in the figure of Tia Ciata (one of the first 'baianas' in Rio that incentivized the samba schools in their origin.)

The 'atabaque' represents the musicality of the samba schools along with its origin in the afro Brazilian religion.

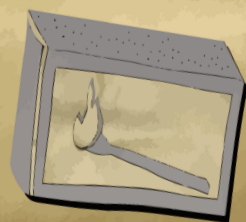


These two cards are a tribute to the 'velha-guarda' (older participants of a samba school), their elegance and also the tradition in the schools.



This flag represents the 'mestre-sala' (room master in literal translation), 'porta-bandeira' (flag bearer) and the 'porta-estandarte' (standard-bearer). 'Porta-estandarte' is only present in a few parades across the country and we see them carried by both men and women. On the other hand, the 'mestre-sala' is always a man, and the 'porta bandeira' is always a woman.

The matchbox is a tribute to the composers and the old bohemia. It is a homage to the 'sambistas' who make sounds from bar table elements, such as a plate and knife, glass bottle and matchboxes.





**GRES**  
Carnival Parade

SIMBOLOGIA

ELEMENTOS

The RAIN and FIRE cards represent elements that can destroy a whole year's work of hundreds of people. The player who has these cards used on them - from another player - loses points. These are real elements that negatively impact the parade of a samba school.



If a samba school parade is in the rain, its presentation is impaired by aesthetic loss and decreased enthusiasm.

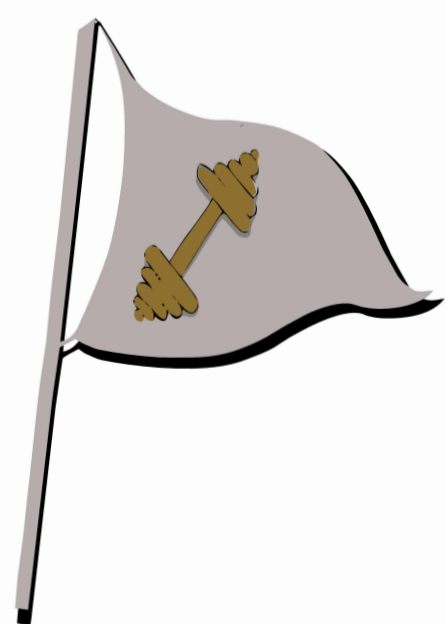
There is also damage to the construction of a carnival parade because of the fact the 'barracões' (samba school art studios where costumes and floats are made) are often destroyed as a consequence of lack of investment from the government or bad administration by the samba school.



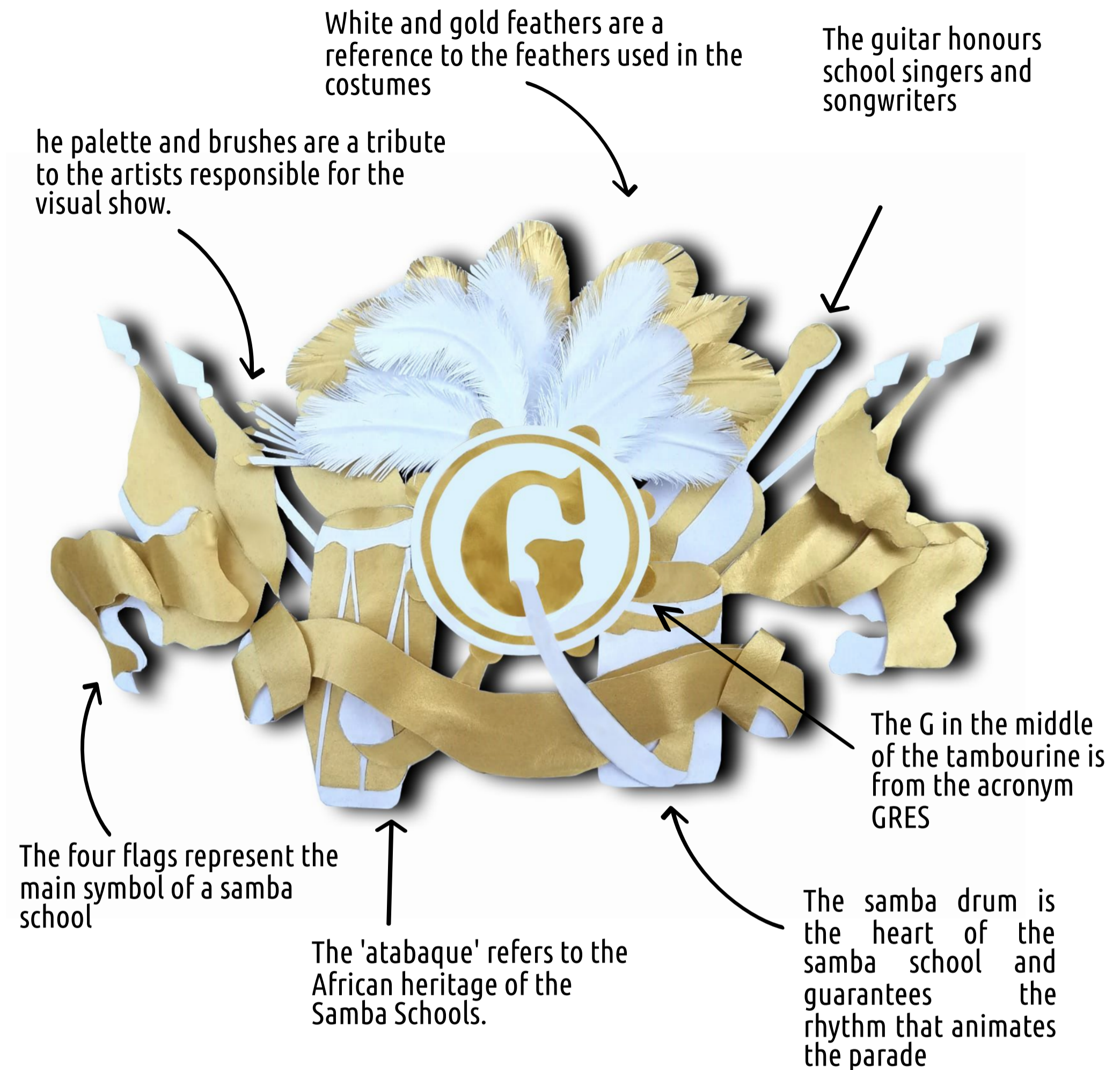
The player holding the LOTTERY and FLAG cards gets extra points. This rule reflects a reality common to the samba school parades - having money to invest in making the parade and being favourably judged, makes the samba school have greater chances to win.

It is known that for some samba schools, one of the sources of funding is the so-called 'Jogo do bicho'.

This is an illegal lottery that gives financial support to Carnival. These funds, therefore, come from somewhat obscure sources and have been given to some carnival groups for several decades. This works as an advantage for those schools as they benefit from funding that others do not.



At the end of Carnival when schools are judged, it is said that when a school receives high marks simply because it is a large or a traditional school, it was 'judged by the weight of the flag'. In many people's opinions, this still happens today, as does the opposite - smaller or new schools not receiving the recognition they deserve simply because they are not one of the larger/traditional schools.



The game's logo was inspired by a coat of arms where symbols are used to demonstrate the pride and history of a particular city, family, country, or in our case, samba schools.

The coat of arms refers to a battle between the samba schools, whose weapons used are their instruments, talent and perseverance.



The game screens represent the 'barracões'. Often, schools create their floats and fantasies in unrealistic conditions - in abandoned warehouses, under overpasses, in the backyards of school members' homes, and even on vacant plots.



The concept of the game is that each participant will assemble their parade (gather their cards) behind the doors of the 'barracões' and when the work is done, the player will 'put the school on the street', i.e. show their parade to the other players.

This is an illustration of what happens in Carnival. The work is done all year round (the first phase is the longest and the most strategy-intensive) and the parade is just the end of this process (the second phase is the most fun and has the most interaction between players).

Now that you understand everything about the game GRES: Carnival parade and enough about the samba school carnival, get your friends together and let the parade begin!

The word "Glossary" is written in a large, bold, black serif font. It is centered and overlaid on a decorative graphic of a feathered headdress, likely a carnival costume, in shades of gold and white. The headdress has multiple layers of feathers and a central circular element.

# Glossary

**Ala:** groups of people dressed in costumes

**Ajuda do Bicho:** Help from the illegal lottery 'Jogo do Bicho' (see below). This card also represents financial support from other illegal sources such as drug trafficking and corruption.

**Apuração:** Score count. This is a very important moment after the carnival parades when the score will be counted. On this game, the word 'Apuração' is used to establish the moment where the player finishes to collect the necessary cards and want the score count to begin.

**Atabaque:** is a tall hand played Afro-Brazilian drum.

**Baiana:** is a lady dressed with a large and voluminous skirt as a homage to Tia Ciata and other ladies from Bahia. After moving to Rio de Janeiro in the early 1900's, these ladies promoted parties that supported the creation of samba-schools. The 'ala das bairras' is one of the mandatory elements in a samba school parade.

**Barracão:** large art studios where the floats and costumes are made for the parade.

The word "Glossary" is written in a bold, black, serif font. It is centered and overlaid on a decorative graphic of a feathered headdress, possibly a carnival float or costume, in shades of gold and white.

# Glossary

**Bohemia:** unconventional, merry and unpretentious lifestyle where one enjoys music, culture and the nightlife. Bohemians can be adventurers, ponderers and bums.

**Carro:** is a carnival/parade float (carro-alegorico), that carries sculptures and people with costumes that help the samba school to explain their theme to the viewers.

**GRES:** is the acronym for Gremio Recreativo Escola de Samba (Recreational Association Samba School, in literal translation). Back in the 1930`s these groups were highly discriminated against and had to register themselves at the police station. Once approved, GRES had to be used in front of their name to portray credibility to society. The older groups still carry this acronym, however, newer ones describe themselves in a different way.

**Jogo do bicho:** (Game of the animal, in literal translation) An illegal lottery present mainly in Rio de Janeiro where the gamblers bet on a number from 1 to 25 represented by an animal.

**Malandro:** This word has both negative and positive connotations. In the game universe, Malandro refers to those who enjoy Bohemia.



# Glossary

**Mestre-sala:** Is a male dancer that performs with the Flag-bearer.

**Perfect parade:** Carnival parades are a competition that has as a set of rules and regulations, such as minimum and a maximum number of floats, people and elements that are mandatory to have in a parade. In the game, The 'Perfect Parade' represents these rules and regulations.

**Peso da Bandeira:** (Weight of the flag in literal translation.) Refers to bias scores given to the parades.

**Porta-bandeira:** (Flag-bearer) The person that presents the samba-school flag to the audience.

**Porta-estandarte:** (Standard flag bearer) The same responsibility as the Porta-bandeira, but is always solo.

**Sambista:** A person who enjoys samba. Can also refer to samba dancer or composer.

**Velha-guarda:** Elderly members of a samba school, often comprised of samba composers, dancers and founders.