THE GIANTS' DANCE

A FESTIVE FAMILY GAME THROUGH THE STREETS OF DENDERMONDE
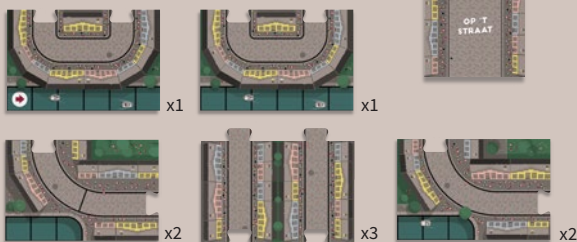
RULES

COMPONENTS

THE TRAIL OF THE PARADE

9 Street tiles

x1   x1

x2   x3   x2

1 'On the street' tile (Op 't straat)

6 Square tiles

HET KERKPLEIN   'T SASKE   HET JUSTITIEPLEIN

HET HELDENPLEIN   DE VLASMARKT   DE GROTE MARKT

1 Scoreboard

DE REUZENDANS

EACH PLAYER

example Goliath

1 Giant piece

1 Score piece

4 Dance tokes
2 rotate and 2 parade tokens

? ↻↻ SS

3 Challenge tokens
rotate, parade, distract

↻ S ✕

1 Play turn / score overview

SPEELBEURT
1. VER...

2. DA...

3. AA...

	PLEIN	GROTE MARKT	OP 'T STRAAT
DANSEN			
	1	1	2*	2*	1
WINNEN			
	+2	+2	+3	+3	+3
DUBBELE DANS			
	+1		+1		
UITDAGING			
			+2		

*op Grote Markt dansen zonder te overtreffen = 1

10 Movement cards

1   2   3   4   4
x4   x3   x2   x1
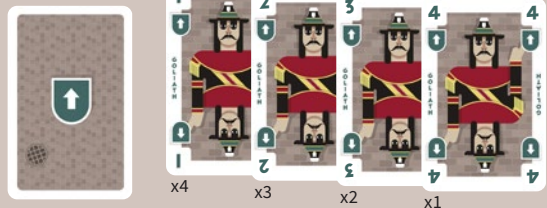
12 Dance card
6 rotate and 6 parade cards

1 2 3 3   1 2 3 3
x3 x2 x1   x3 x2 x1
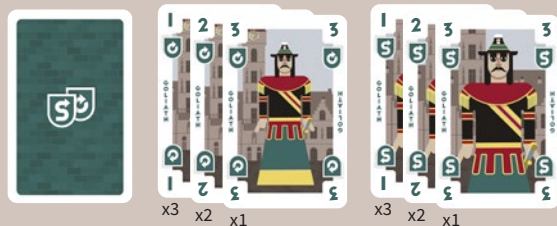
IDEA OF THE GAME

In this game each player is a Giant in the traditional Giants' Parade and scores points by dancing on the squares in the city.

The player on the last position of the trail is the player who takes the next turn. In a turn a player plays 1 movement card to move on the trail. If a player ends on a square he can dance by playing up to 3 dance cards. A Giant can or *rotate* ↻ , or *parade* S , or a combination of both. This is called the Giants' dance.
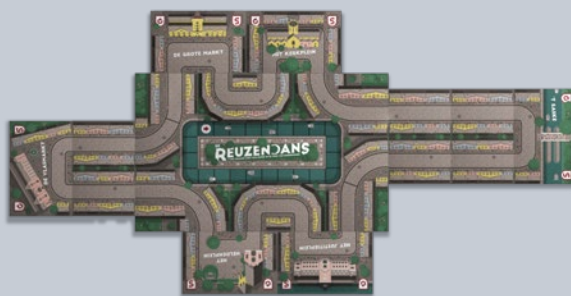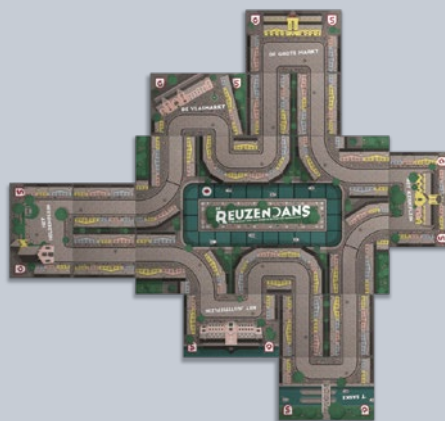
The first player to arrive on a square can play up to 3 dance cards. The next players to arrive on this square must overbid the dance card(s) of previous players if they want to play dance cards.

Each player can score points by dancing on a square and can score more points by overbidding other players on a square.

The game ends if each player has reached the last field of the trail, the Market Square. The player with the most points is the winner, the best Giant of Dendermonde.

VARIABLE SET-UP

When setting up the tiles of the trail different combinations are possible, so each game can be a new experience.

PREPARATIONS

1 Place the **tiles of the trail** as shown. The trail consists of 20 fields (6 squares and 14 streets), starts and ends on the Market Square (Grote Markt) and movement on the trail is in a clockwise direction.

2 Place the tile **'On the street' (Op't Straat')** next to the tiles of the trail of the parade.

3 Each player places his **Giant piece** on the Market Square. The smallest players gets the first position, the biggest player gets the last position.

5 Collect the **dance tokens** of each player and divide them randomly and facedown on the 14 street fields. Don't put dance tokens on the square fields.

In a game with 3 players the first two street fields remain empty.

In a game with 4 players place two tokens on each of the last two street fields.

In a game with 5 players place two tokens on each of the last six street fields.

4 Place the **scoreboard** in het middle of the trail. Place the **score pieces** of each player on the scoreboard.

6 Each player shuffles his **movement cards** and makes a pile of 10 facedown movement cards left to the overview card. Each player shuffles his **dance card** and makes a pile of 12 facedown dace cards right to the overview card. The player draws 3 cards of both piles, so each player starts the game with 6 cards in hand.

7 Place the **challenge tokens** (for experienced players) In order, each player places one challenge token on one of the five square tiles, until each player has placed three tokens. The player on the last position (biggest player) on the Market Square is the first player to place a token, the player on the first position (smallest player) on the Market Square is the last player to place a token.

Each player is limited to one challenge token per square.
There can be more than one challenge tokens of different players on one square.
No challenge tokes can be placed on the Market Square.

TURN ORDER

The last will be first.
- The player on the last position of the trail is the player who takes the next turn.
- In most cases, after a Giant has moved, another Giant is on the last position of the trail and it becomes that player's turn.
- Sometimes the last Giant may still be last after moving, in which case he plays another turn immediately.

FOR 2 PLAYERS

In step 5 of the preparations both players take next to the 4 dance token of the own color also 4 dance tokens of another color. During the game these extra tokens are treated as tokens of the own color.

In a game with 2 players place two tokens on each of the last two street fields.

GAME TURN

1. MOVE

The player must play **1 movement card faceup** on his own discard pile. He moves the exact amount of fields, on the trail of streets and squares, as the number on the movement card.

Example: With this movement card with a value of 3, the Giant piece of Goliath can be moved 3 fields on the trail.

- Movement on the trail is in a clockwise direction.

- If a player ends his movement of a field (street or square) where the Giant piece of another player is already standing, the Giant piece of the player who arrives later must be placed behind the Giant piece of the first player.

Take a dance token? **?**

- If a player ends his movement on a street field with one or more facedown dance tokens, the player turns the dance tokens faceup on the street field. The player can take one or more dance tokens in his own color and keep it in his stock. He can keep his stock facedown. Dance tokens in another color remain faceup on the street field.

- If a player ends his movement on a street field with one or more faceup dance tokens, the player can keep one or more dance token in his own color and keep it in his stock. He can keep his stock facedown.

2. DANCE

A player can 'dance' by playing of one or more dance cards from their hand and/or one or more dance tokens from their stock on a square tile or on the 'On the street' tile (Op 't straat). A player can *rotate* by playing dance cards and dance tokens with the rotate-symbol ⟳ . A player can *parade* by playing dance cards and dance tokens with the parade-symbol Ŝ .

Dance cards have a value of **1** to **3** , dance token have a value of **1** . A higher sum of values results in a better dance.

SQUARE

If a player ends his movement of a square field he **can** play **up to 3** dance cards and/or one or more dance tokens. Dance cards and tokens are placed **faceup** next to the square tile, both categories separated. Rotate cards and rotate tokens are placed by the rotate-symbol. Parade cards and parade tokens are placed by the parade symbol.

If a another player ends his movement on a square field, where a previous player already has played some cards or tokens, and he wants to 'dance', the player must overbid one or both categories (*rotate* and *parade*) by playing a dance cards and/or tokens with a higher sum of values. If a player cannot overbid in a category, he is not allowed to play any cards or tokens of that category.

On a square a player can:
- not dance
- or dance with rotate cards and/or rotate tokens
- or dance with parade cards and/or parade tokens
- or dance with both rotate cards and/or rotate tokens and parade cards and/or parade tokens

ON THE STREET
(OP 'T STRAAT)

If a player ends his movement of a street field he **can play up to 3 dance cards** and/or one or more dance tokens. Dance cards and tokens are placed facedown on the 'On the street' tile. Rotate cards, rotate tokens, parade cards and parade tokens of all players form one discard pile.

MARKET SQUARE

If a player ends his movement on the square field of the Market Square he plays his last turn, just like on another square.

> **Exception:** If a player cannot overbid in a category he is allowed to play this cards anyway. For this cards the player gets 1 point per category.

If there are still dance cards on the draw pile after playing the last turn, these cards are lost.

3. DRAW HAND CARDS

The player draws **one movement card** and **up to 3 dance cards**, so that he ends his turn with 3 movement cards and 3 dance cards in his hand.

If a draw pile runs out, the player cannot draw anymore cards from that draw pile.

HOW TO SCORE POINTS?

After each player has reached or has passed a square, this square is scored.

SQUARES

Church Square (Kerkplein), The Sluice ('t Saske), Square of Justice (Justitieplein), Heroes Square (Heldenplein), Flaxmarket (Vlasmarkt)

DANCING

For both categories (*rotate* and *parade*) each player who danced scores one point.

1 point

WINNING

For both categories (*rotate* and *parade*) the player who wins scores two extra points.

+2 points

DOUBLE DANCE

If a player is able to win in both categories (*rotate* and *parade*) the player scores one extra point.

+1 point

CHALLENGE

If a player is able to win on a square with his corresponding challenge token ⟳ / Ⓢ he scores two extra points.

+2 points

- The challenge token must be turned faceup if the challenge is succeeded, if not the token remains facedown.

- The distraction token ✕ will never be turned faceup and will only provide distraction, no points.

0 points

- For each point a player has scored he moves a space on the scoreboard.

- After scoring a square the dance cards and dance tokens are discarded facedown.

THE MARKET SQUARE (GROTE MARKT)

DANCING

For both categories (*rotate* and *parade*) each player who danced scores two point.

2 points

EXCEPTION

For both categories (*rotate* and *parade*) each player who danced without overbidding scores one point.

1 point

WINNING

For both categories (*rotate* and *parade*) the player who wins scores three extra points.

+3 points

DOUBLE DANCE

If a player is able to win in both categories (*rotate* and *parade*) the player scores one extra point.

+1 point

ON THE STREET (OP 'T STRAAT)

DANCING

Each player who danced on the street, by playing one or more dance cards and/or dance tokens on the 'On the street' tile, scores 1 point.

1 point

WINNING

The player with the highest sum of values of dance cards and dance tokens scores three extra points. If one or more players have the highest sum, they each score 3 extra points.

+3 points

On the street there is no difference between *rotate* and *parade* cards and tokens.

THE WINNER

The player with the most points is the winner.
If there is a tie, the player with the most successful challenges wins the game.
If there is still a tie, the player with the most double dances wins the game.
If there is still a tie, the player who won at the Market Square wins the game.
If there is still a tie, the player who won 'On the street' wins the game.

THE TRADITIONAL
GIANTS' PARADE

Dendermonde, a Belgian city with a rich history, isn't only known the Bayard Steed Parade, that takes place every ten years. Every year, on the last Thursday of August, you can enjoy medieval folklore at its best, at the Traditional Giants' Parade, named Katuit.

The three Giants Indiaan, Mars and Goliath parade and dance through the town, accompanied by 1000 actors in medieval attire. Floats, bands, flag-throwers, professional streetperformers and torchbearers enhance the event. The apotheoses of the evening is the last dance of the Giants on the Market Square, followed by spectacular musically accompanied fireworks and a great afterparty to conclude this fantastic evening.

Horse Bayard is the unsurpassed symbol of Dendermonde. It is the pride of every inhabitant of the town. The slow dance pass beats the specific rhythm with which the horse is carried through the streets. Yet, it can also greet gracefully as well as prance frightfully. As if in a daze, the 12 bearers, called 'pijnders' carry out their heavy task: with a weight of more than eight hundred kilos, Horse Bayard moves light-footedly and graciously. It never shows any fatigue as at the very end of the parade during the gunfight on the Market Square, it makes a furious charge at its assailants.

In 2005 UNESCO proclaimed the addition of both the Bayard Steed and the three Giants' Parade to the Representative List of the Intangible Cultural Heritage of Humanity.
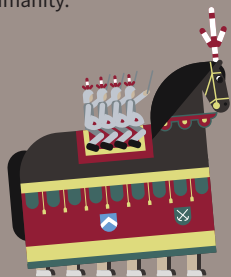
SPECIAL THANKS

FAQ

Is it possible a player has more than one consecutive turns?

Yes. Sometimes the last Giant may still be last after moving, in which case he plays another turn immediately.

Is it possible that there is more than one Giant piece on the same street field or square field?

Yes. If a player ends his movement of a field (street or square) where the Giant piece of another player is already standing, the Giant piece of the player who arrives later must be placed behind the Giant piece of the first player.

Can I dance on a square if I cannot overbid?

No. If a player ends his movement on a square field, where a previous player already has played some cards or tokens, and he wants to 'dance', the player must overbid one or both categories (rotate and parade) by playing a dance cards and/or tokens with a higher sum of values. If a player cannot overbid in a category, he is not allowed to play any cards or tokens of that category.

Can I dance on the Market Square if I cannot overbid?

Yes. Because it would be unfortunate for a Giant not to dance on the Market Square, the apotheoses of the Giants' Parade, there are special rules for this square. If a player cannot overbid in a category he is allowed to play this cards anyway. For this cards the player gets 1 point per category.

Can I dance first and move afterwards?

No. In your turn you move first, then you can dance and finally you draw cards.

Do I have to dance for real?

In this game you dance by playing dance cards, but nothing can stop you to do a real Giants' dance.

Why is there a distraction token in the game?

The distraction token will never be turned faceup and will only provide distraction, no points. This way other players never are certain which challenge token has the rotate and parade symbol.