

DECATHLON

PLAYERS

from 2 to 4 players – Age 6+

PURPOSE OF THE GAME

become the Decathlete of the year

The game is won depending on the mode chosen: (see below):

- Whoever does “Decathlon”, collecting at least one trophy gold, silver or bronze for each sport in the same match;
- Whoever reaches **100 points** first.

GAME COMPOSITION

The game consists in three decks for a total of 90 cards:

The Sport Deck (cover back blue colour)

It consists of 50 cards divided in:

40 Sports cards;

10 Special cards.

Trophy Deck (cover back red colour)

It consists of 30 Cards divided into:

10 Gold Trophy;

10 Silver Trophy;

10 Bronze Trophy.

Objective Deck (cover back green colour)

It consists of 10 Cards.

CARDS DESCRIPTION

SPORT CARDS - 40 cards

4 per single Sport among the 10 provided in the game (Archery, Horseback Riding, Roller Skate, Tennis, Swimming, Skiing, Sailing, Weight Throwing, Athletics, Cycling).

SPECIAL CARDS – 10 cards

Are referred to as Special Cards:

- **Injury card:** 2 card.

Who receives an Injury card, depending on the chosen mode of play, will skip the next turn.

- **Field Change card** - 2 cards.

Whoever play this card, forces the players to change sense of play.

- **Jolly card** – 4 Cards.

It represents a sport of your choice and only one can be used to make three of a kind.

- **Fair Play card** – 1 Card.

It represents the athlete who puts self-respect first, respect for others, respect for rules, and has ideals of friendship and sporting spirit.

Whoever receives it, depending on the chosen game mode, at the end of the round, adds 5 points to those obtained from the sum of the trophies acquired and from any objective achieved.

- **Doping card** - 1 card

The term doping refers to the use of particular substances or medicines to increase artificially the physical performances of an athlete, in contradiction to the ethics of sport.

Whoever receives it, depending on the game mode chosen, must discard one of the most valuable trophies acquired which becomes available again, if he previously obtained the Fair Play card he places it in the center of the discard pile, in CLASSIC mode he takes one card from the playing deck and ends his turn.

TROPHY CARDS – 30 cards

They represent the victory in a single discipline. The player wins a single trophy every time he plays three cards of a single sport or plays a jolly and two cards of a single sport. The player can choose the type of trophy, among gold, silver or bronze.

OBJECTIVE CARDS – 10 cards

Those cards are intended to motivate the athlete and guide him in the sporting path. If a player realizes the requests in the objective cards at the end of the game, he will sum the points of the objective card.

GAME MODE

The players will choose the game mode within two options:

Classic o Challenge.

CLASSIC

The player who has in his turn a special card such as: Injury Card, Field Change Card, Fair Play Card, Doping Card, he put them in front of him and take another covered card and he ends his turn.

CHALLENGE

If the player has a special card on his turn such as Injury Card, Fair Play Card or Doping Card, he places it in front of one of the other players (who in his turn will be affected by it) and ends his turn.

If, however, he draws a Special Card from among the Injury Card, Fair Play Card or Doping Card, he places it in front of the station of one of the other players (who will suffer the effect on his turn), draws a face-down card and ends the turn.

PREPARATION

The direction of the game and who goes first is established.

One player shuffles the playing deck and deals **5 cards** to each player.

He places the playing deck in the center with the cards face down and the first card face up, which forms the discard pile.

He takes the deck of Trophies and groups them by sport, placing them clearly visible on the table

He takes the Objective deck, shuffles it, deals **1 Card** to each player, who keeps it hidden from the other players.

He then takes a sheet of paper (hereinafter the Point Score Sheet), writes down the names of the players and at the end of the round the points deriving from the Trophies acquired by them.

Gives each player 3 Points for the Gold Trophy, 2 Points for the Silver Trophy, 1 Point for the Bronze Trophy. He Also add the Points derived from the eventual achievement of the Objective received, in addition to 5 points if someone have the Fair Play Card, marking the total score achieved on the Points Score Sheet.

PLAY

The player whose turn it is decides whether to draw a face-down card from the playing pile or take the one in the center from the discard pile.

Once he takes the card he decides to:

- Play three of a kind, placing them in the center on the discard pile (the joker is placed as the last and never the first visible card on the discard pile), then takes two cards from the playing pile, ending your turn.
- Play a Special Card and ends his turn.
- Discard a Sport card, places it on the discard pile at the center of the table and ends his turn.

The round restarts from the next player.

When the game deck runs out:

- Each player takes a card from the player on his right;
- one must turn over the discard pile, shuffle it and continue the game.

END OF GAME

The game finishes when:

one of the players did "**Decathlon**" and become the **Athlete of the year**.

OR

one player reaches **100 points**.

This limit value can be reduced or increased as desired by the players to modify the length of the game.

If no player does a decathlon at the end of the game, the score proceeds until the points are reached by all players and make the totals.

Once the counts are completed, all the cards are shuffled, all the trophy cards of the individual sports are re-arranged, and a new round starts until the end of the game.

In order to extend the number of players (up to 10), it is necessary to buy a new game deck (Cover back blue).