

ATHLETIC GAMES



Age: 7-99 years



Number of players: 2-5



Includes: 60 cards, 25 medals.



Aim of the game: win 5 medals.



Getting the game ready: Shuffle the cards and deal 7 to each player. Place 5 cards in a circle, face up, at the centre of the table. Place the rest of the cards next to this in a pile, face down. Medals are placed to the side.

Principle of the game: Players must play the cards in their hand at the centre of the table. If they play all their cards successfully in the same turn, they win a medal.

Playing the game: The youngest player starts, then play continues in a clockwise direction. When it is her/his turn to play, the player attempts to play as many cards in her/his hand as possible. The player may play a card on a card placed in the centre of the table if:

- The value of her/his card is the same as the one on the table.
- Her/his card is of the same category as the one on the table and its value is one higher or lower than the card on the table.

Note 1. One can only play a **2** on a **1** and only a **9** on a **10**.

In a single turn, a player may:

- Play several cards at the same time one on another, and thus create a pile, the last card played being the reference card for playing the next.
- Play one card on a pile, and then a second on another pile, etc.
- Create a "hole" in the circle on the table - she/he moves the cards from one pile on the table to another pile on the table, one after another. She/he must follow the same rules of play to do this. When she/he has created a "hole", she/he can play any card in its place.

This allows one to open up new possibilities for playing a maximum number of cards.

- If she/he is able to play all her/his cards in a single hand, **the player wins a medal**. She/he takes 7 new cards, and it then becomes the next player's turn.
- If she/he is unable to play all her/his cards in a single turn, she/he stops, keeps the cards she/he was unable to play in her hand, and takes 3 new cards. It is then the next player's turn.

Note 2. When there are no cards left, all the cards are collected from the centre of the table except the one at the top of each of the 5 piles, which remains in place. The cards are shuffled, and the stock is restored, face down.

End of the game: When a player has won 5 medals, the game ends, and she/he is declared Athlete of the year.

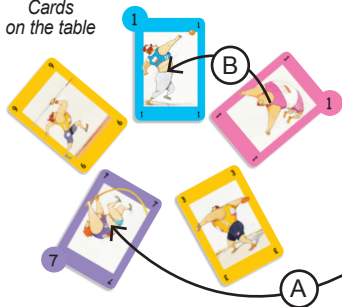
A game by Danna Banki

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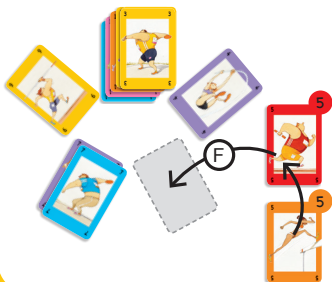
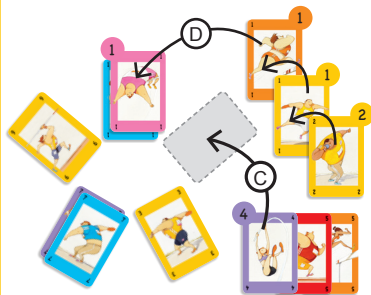
Example ->

Example of a turn of the game

Cards on the table



Player's cards



A/ The player plays her 7 blue on the 7 purple on the table.

B/ She moves the 1 pink on the table onto the 1 blue on the table: this creates a hole.

C/ She plays her 4 purple in the hole.

D/ She then plays her 1 orange, her 1 yellow, and then her 2 yellow on the 1 pink on the table.

E/ She moves the 3 yellow on the table onto the 2 yellow on the table: this creates a hole.

F/ She plays her 5 red on the table in the hole, and then her 5 orange on top of it.