

OLYMPICS

A light-weight strategy game for 2-5 players that plays in 30 minutes

Designed by Brad Musil

-COMPONENTS & GAME SETUP-

Components: 75 Olympics Cards, 5 Event Cards, 15 Medal Tokens (5 each of Gold, Silver & Bronze) & 25 Player Tokens (5 each of 5 colors)

1. Set out the 5 Event cards face-up in a central location, and place 1 Gold Medal, 1 Silver Medal and 1 Bronze Medal token on each Event card.
2. Shuffle the deck of Olympics cards and deal 4 to each player (note: cards remain in hand and are not revealed to other players while in hand) and place the remaining cards facedown in a central location—this is the draw deck.
3. Give each player a set of 5 Player tokens in 1 color. *If 2 players are playing, place a third set of Player tokens next to the facedown deck of Olympics cards—this set will represent a neutral player.

The game is ready to begin!

-GAME SUMMARY-

A game is played out over a series of rounds. The game immediately ends when the last Olympics card is drawn during the Acquisition phase of a round, at which point the Medal Ceremony then takes place, concluding the game.

-ROUND SUMMARY-

Rounds consist of 2 phases: Acquisition & Investment

1. Acquisition

A. Draw a number of cards from the draw deck equal to twice the number of people playing (*count the neutral player in a 2-player game). Half of these cards are placed face-up and half are placed facedown; pairs of cards, 1 face-up and 1 facedown, are placed together, the number of pairs being equal to the number of players (this forms the Acquisition pool). E.g. in a 3-player game 6 cards are drawn, and 3 pairs, each consisting of a face-up and a facedown card, are formed. If the last card of the deck is drawn, the game immediately ends—proceed to the Medal Ceremony.

B. All players simultaneously select 1 card from their hand to bid on Acquisition order and place these cards facedown in front of them. Once all players have done so, these cards are revealed. Beginning with the player who revealed the card with the highest Acquisition value (🏆) and taking turns one-by-one in order of card Acquisition value (lowest going last), players choose 1 pair from the Acquisition pool to take into their hand (they take both the face-up and facedown

cards from that pair into their hand). Cards that were bid on the Acquisition order are discarded. *In a 2-player game, assign the remaining pair in the Acquisition pool to the neutral player; reveal the facedown card for the neutral player and, if possible, immediately play the two cards for the neutral player using the same rules used for other players during the Investment phase, otherwise discard any cards that can't be played.

2. *Investment*

All players simultaneously select 1 card from their hand to play and place these cards facedown in front of them. Once all players have done so, they simultaneously play their cards by placing them either 1) facedown next to an Event card or 2) face-up on the discard pile (if the card cannot be played on an Event). Cards can only be played next to an Event they correspond to (e.g. a Basketball Olympics card can only be played next to the Basketball Event card), and players cannot play a card next to an Event card if they already played the same card type at that Event (e.g. "Coach"), unless the new card has a higher Performance values (★)—in which case, they discard the old card and play the new card *face-up* (with the Player token on top of it). The first time players play 1 of their Olympic cards next to an Event, they take 1 of their tokens and place it on top of the card they played. Subsequently, players take their token off of the card it's already on, reveal that card (i.e. turn the card that had the token on it before face-up) and place the Player token on top of the facedown card just played. Hence, only the player playing the card will know what the last card s/he has invested in each Event is (unless s/he upgraded a card type, as described above); only previous cards played are revealed and turned face-up.

–MEDAL CEREMONY–

Events take place, one-by-one. Begin an Event by revealing any facedown cards. Then, award Medals according to players' total Performance values (★) for the Event; the player with the highest total is awarded the Gold Medal for the event, the second highest receives the Silver Medal and third highest gets the Bronze Medal (*award Medals to the neutral player in 2-player games). A player must have played at least 1 Olympics card on the Event to receive a Medal (although all s/he needs is 1 card)—some Medals may not be claimed, in which case they are discarded. Ties are broken by Acquisition value (🏆)—the player who played the card with the highest Acquisition value wins the tie.

Once all Events have taken place, award points as follows: Gold Medal = 3 Points, Silver Medal = 2 Points and Bronze Medal = 1 Point. The winner is the player who earned the most points. A tie is broken by Acquisition value (🏆)—the player who played the card with the highest Acquisition value (on any Event) wins the tie.