

MARATHON

Game Design by Joshua Howard, Feb09 Playtest Version

This PDF contains everything you need to print, construct, and play the first public playtest of BoneGames' newest game, Marathon.

Your participation in this playtest is essential in ensuring Marathon is an enjoyable high quality game.

Please send any questions or feedback about this playtest version to marathon@bonegames.com.

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Thank you,
Joshua Howard & Bruce Biskup
BoneGames

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Marathon is a race game for between 2 and 6 players, aged 8 or above. Players take the roles of Gods, secretly influencing six Heroes as they strive to complete the mythical Marathon race. You must be subtle as you influence your Heroes: once a God's favorite Heroes are known, the other Gods will work to thwart them! At the end of the race, the God whose favorites have moved the furthest wins the game!

Materials:

Marathon comes with the following parts.

- Board – a map of mythological Greece, tracing a route for the great race
- Hero Decks – Six decks of 12 cards, numbered 1 through 12
- Hero Pawns – pieces that represent the Heroes as they move on the board
- Favor Tokens – Tokens showing +1 on one side, and -1 on the other. One for each player.
- Favorite Hero cards – These cards will tell each player which two heroes are his favorites.
- Marathon stone – This object shows which players moves first in each round.

For this alpha playtest edition of Marathon you will need to build the pieces above. Note that the Favor Tokens are intended to be two sided, so should be cut out then folded along the dotted line.

Setting Up

Separate and shuffle each Hero Deck. Set these decks face down beside the board. Turn over the top card of each deck, and leave it on top of the deck.

Place the six Hero Pawns on the 'Start' space.

Give each player a Favor Token. Each player owns one token.

Shuffle the Favorite Hero cards and give one to each player, face down. This card tells each God which two heroes he wishes to win the Marathon. Be careful not to reveal your favorites to other players!

The youngest player goes first. Hand the Marathon Stone to that player

Game Play

The game is played in rounds, with each player acting once in turn. After each round, the Heroes move along the track as described later. After the Heroes move, the Marathon stone passes one seat to the left.

In games with only two or three players, each player takes *two turns* in each round, and then the Heroes move once. The Marathon stone still only passes after the end of the round.

On your turn you may do *one* of the following:

- Exchange a Hero Card:

The cards in each Hero deck are numbered 1 through 12. The ranks of these cards will determine which Hero moves the furthest on this round.

To change a Hero card's value, turn it facedown beside the pile and turn over the next card on that Hero deck. You can't exchange a Hero card from a deck that has already been exchanged on this round. To mark this, reset the Hero Decks at the end of the round by placing the discards on the bottom of the decks, face up.

- Play a Favor Token

If you wish to fine-tune the value of a Hero, you may play your Favor Token on any Hero who does not already have a Favor Token. Place it as either a +1 or a -1, to modify the value of the card on that deck. (Card values can thus be made as high as 13 or as low as 0.)

You can't place a Favor Token on a Hero who already has one.

If a Hero's top card is exchanged, the Favor Token returns to its owner. Otherwise, the token returns to its owner at the beginning of the next round.

Hero Movement

After each player has taken his turn, (or two turns if there are 2 or 3 players), the Heroes will move. Each Hero's move is based on the value showing on that Hero's deck.

If any two Heroes are tied, those heroes have met up with challenges that prevent them from moving.

The Hero with the highest unique value will move 5 spaces. The next highest unique value moves 4, the next moves 3, then 2, then 1. If there are no ties, the sixth and lowest ranked Hero does not move at all.

Note that all these moves are for normal spaces only. Other types of space affect movement as discussed below.

Board Effects

Ordinary board spaces are white. Other board spaces include Mountains (17, 18, 23, 24; 25) Water (7, 8, 9, 19, 20) and The Underworld (13, 14). Each of these areas affects a Hero's basic move, if he begins his move on a space of that type.

- Mountain: When moving out of a Mountain space, divide your move by half, rounding up. For example, if you would have moved 3 spaces, move 2 instead.
- Water: When moving out of Water, a Hero may only move forward if his move value (the value of the card on top of his deck, modified or not by a Favor Token) is an even value. If the hero value is odd, the hero does not move. Example: if a hero is in the Water and has a 9 showing they will not move out of the water. If a player plays a Favor Token on this hero, making it either an 8 or a 10, the hero would move as the final value is now even.
- The Underworld: To move out of the Underworld, you must move 0. A Hero moves 0 when he is tied with another Hero for value, or when he is the lowest of the six Hero values. If a Hero moves out of the Underworld, place him on Space 15.

After moving the Heroes, return all Favor tokens to their owners and reset the Hero decks by placing the discards beneath them facedown. If a Hero's deck has only one card left, reshuffle the discards and place them beneath it facedown.

Victory

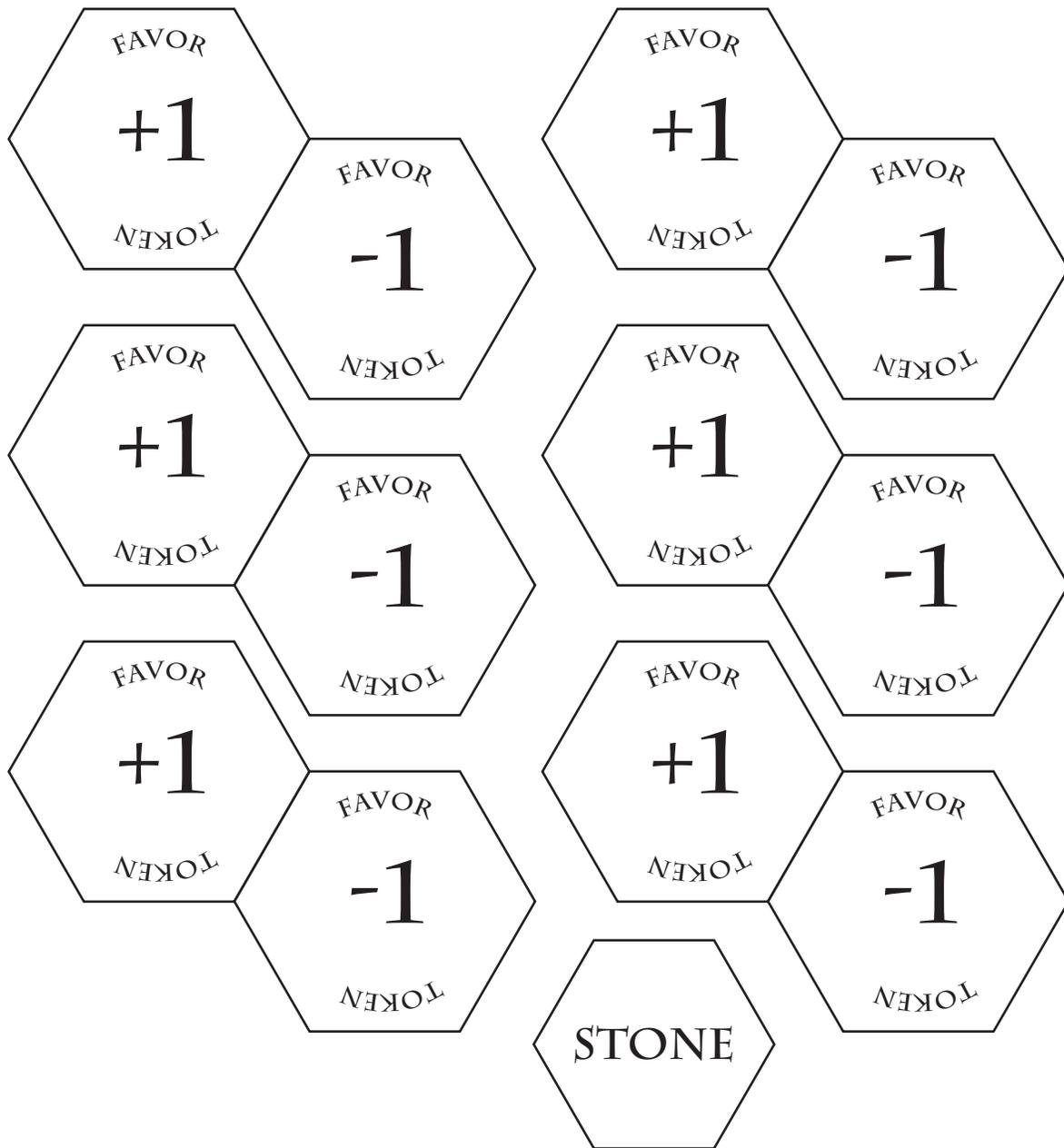
Once any Hero finishes the race the game is over immediately – even if not all hero movement has been completed! A hero does not need to land exactly on the final space to win, any movement that carries a hero into or beyond the final space is sufficient to end the game.

Each Hero scores points based on the number of the space on which he finished the race. Every player who has that Hero as a favorite gets a *fraction* of that Hero's points. If only one God favored a Hero, all that Hero's points go to that player. If two players have him as a favorite, they must divide his points in two, rounding down. And so on.

Example: Jason finished the race and is on space 26. Jason is therefore worth 26 points. If only one player has Jason as a favorite, that player scores 26 points. If two players have Jason, they each receive 13 points. If three players have Jason, they each receive 8 points.

The player with the highest total wins the game. If there is a tie, the Gods cry out for a rematch!

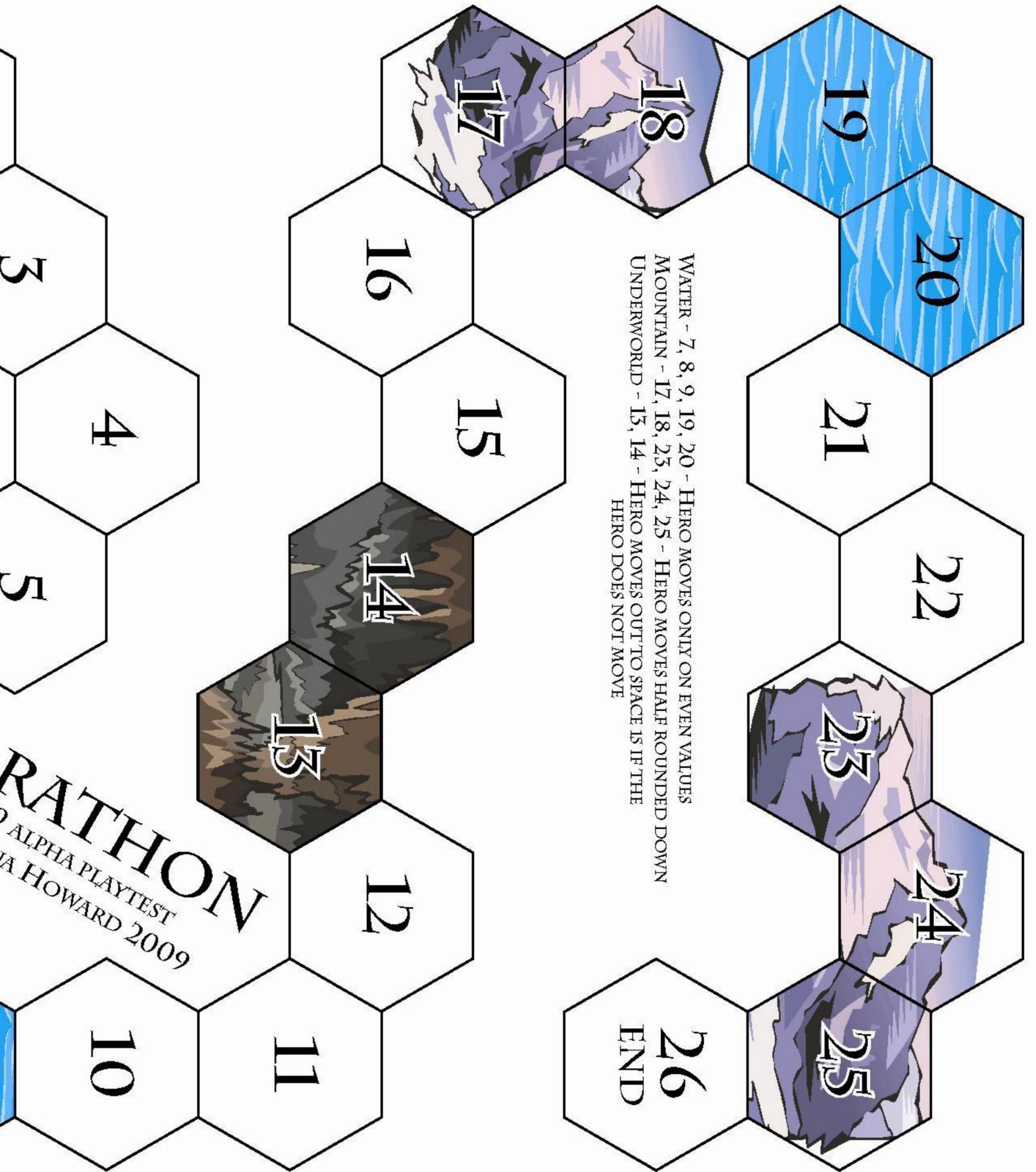




Wanted: artist/graphic designer looking to deliver assets for Marathon

The art in this alpha playtest is not final. Should you believe you would be the right person to do the final production art for this game contact joshua@bonegames.com.

As Marathon is intended to be a free print and play game, distributed as a PDF, BoneGames is looking for a volunteer.



WATER - 7, 8, 9, 19, 20 - HERO MOVES ONLY ON EVEN VALUES
 MOUNTAIN - 17, 18, 23, 24, 25 - HERO MOVES HALF ROUNDED DOWN
 UNDERWORLD - 13, 14 - HERO MOVES OUT TO SPACE IS IF THE
 HERO DOES NOT MOVE

RATHON
 ALPHA PLAYTEST
 VIA HOWARD 2009

UNDERWORLD - 15, 14 - HERO MOVES OUT TO SPACE IS IF THE HERO DOES NOT MOVE

END



START
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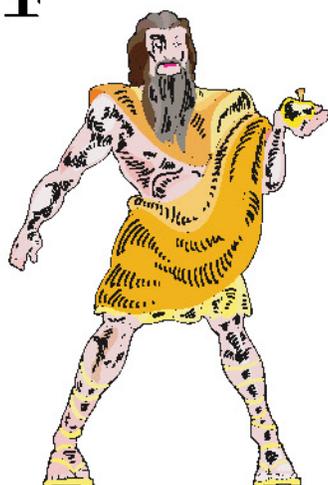
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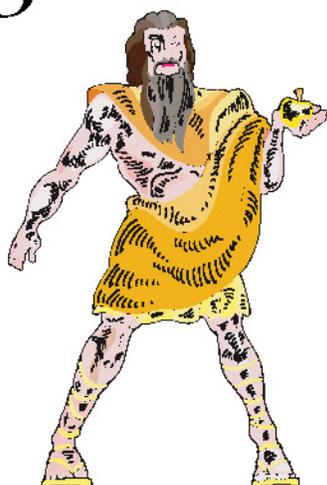
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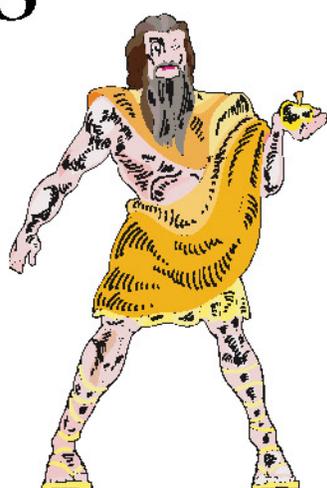
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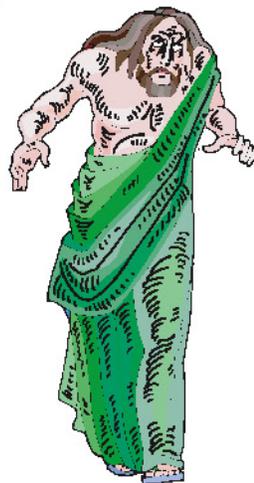
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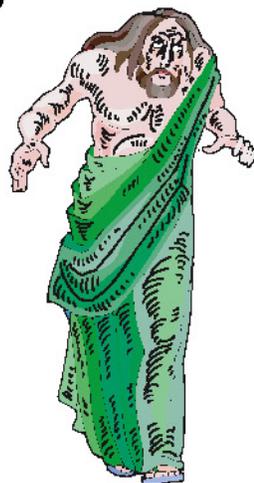
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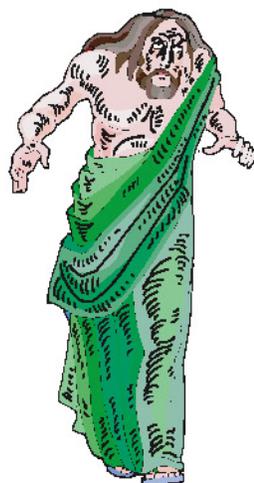
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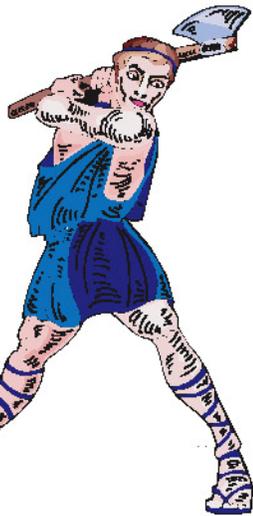
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