

The Card Marathon

Introduction

The 2 player card game where both players are given 5 milestones each to cover. Player who gets all the milestones upturned first wins.

Materials

A deck of 52 cards.

The Marathon spirit to fight it till the end.

Marathon Jargon

- Race Organizer - The Dealer
- Milestones - 5 Cards placed in a row in front of each player are the milestones for each player
- Energy - 5 cards in the hands of each player are called the energy.
- Refreshment - The deck of cards
- Effort - The pile of face up dropped cards after each turn.
- *I upturn the stone* - Player who completes a challenge, turns a milestone card and says this phrase.

Pre-Marathon Setup

1. The race organizer shuffles the refreshments and distribute 5 cards to each player forming the in-hand Energy cards. Players can see their own Energy cards and keep them hidden from opponent.
2. Place 5 cards face down in front of each player parallel to the players. The row kept closer to a player represent that player's milestones. No player can see these cards.
3. Put one card face up as initial effort, placed between the two milestone rows.
4. Place the remaining cards face-down besides the effort pile to form the refreshments.

The Marathon

Choosing Race Organizer

Each race is alternately conducted by each participant. The first race organizer can be chosen by drawing 2 cards from the deck and player with lower value card organizes the first race.

The Challenge

Both the players strive to get following sequence made out of any 4 of acceptable cards.

- Acceptable Sequence
 - Four of a kind - Cards from all suits with same face value. Eg, 10 of all suits.
 - Straight Flush - All continuous numbers of same suit. Eg, Q, K, A and 2 of heart.
 - Straight - All continuous numbers of any suit (*with restrictions*).
- Permissible Cards
 - The player can make a sequence using unturned milestone cards and the Energy cards.
- Straight Restrictions
 - Straights cannot be made with face values present in opponent's upturned milestones. If a player is leading with difference of 3 or more milestones upturned, he cannot make straights. If a player is lagging with difference of 3 or more then this restriction is not applicable on that player.

Player's Turn

The player has options of:

- I. Drawing a card from the refreshments or the topmost card on the effort pile and,
 - a. If player gets a challenge figured out, he declares that.
 - i. Throws all the energy cards constituting the challenge into the effort pile (except upturned milestone cards if used)
 - ii. Upturns one of his milestones.
 - iii. Draws a card from the refreshment deck to refurbish his 5 energy cards in the hand.
 - b. If player could not get any challenge figured out, he needs to throw one of the 6 energy cards into the effort pile.
- II. Not drawing any card. Instead, the player can swap 1 energy card with one of the two options:
 - a. An upturned card in his own milestone row.
 - b. A turned (closed) card in his own milestone row. Maximum turned card swaps possible in a game are the number of open cards in one's row.

When is this getting over?

The marathon ends when one of the participants upturns all the milestones in his row.

If the difference between two participants is of 3 or less then the player with all milestones upturned wins. If the difference is of 4 or 5 milestones, then the racer with lesser milestones upturned wins.

I AM LAGGING

Making a straight flush of 4 cards is valid even if opponent has placed same value card in his stone row. The Challenge restriction does not apply to the lagging player if the difference between two players is of 3 or more wins (i.e. upturned milestone cards).

Both players have same milestones upturned?

If the same value cards are upturned in milestone rows of both the players then none of the players can use that value in their non-flush straights. If one player has two same value cards upturned while other has only one such card upturned then the former can use the value.