

# OLYMPIKOS



Welcome to the Olympic Games! Play as a coach or an athlete and try to win as many medals as possible with your delegation. Discover Olympic and Paralympic sports in a different way...



**Objective of the game:** In Olympikos, 5 sports are revealed in each round. One player, using their track cards, must make others guess 3 sports out of the 5 visible. The other players must identify the corresponding sports.

*Ready, set, vote!*

## Components



28 Sport cards (double-sided)



30 Delegation cards  
(6 states)



6 Medal board  
cards

1 Anti-doping control card



3 Medal cards



71 Clue cards



5 Ring cards



6 Flag bearers  
cards



# Setup

- 1 Create a deck with clue cards and another deck with sports cards.
  - 2 Place the five Ring cards in the center of the table, and under each ring, place a sports card. On the right, place the Anti-doping control card.
  - 3 Place the three Medal cards slightly lower, from left to right: bronze, silver, and gold.
  - 4 Each player chooses a delegation (France, Argentina, United States, Kenya, Australia, or China) and takes the corresponding 5 Delegation cards, placing them in front of them.
- Each player takes the Flag bearer card and the corresponding Medal board card, placing it on top of the Ring cards. The Flag bearer card should be placed on the Medal board card in a way that only the number 0 is visible.



Example for 3 players

**Note :** Feel free to consult the *Olympic Behind-the-Scenes* booklet with the number in the bottom right corner of each sports card for more details about the sport in question and discover an amazing anecdote.

# Development



The last player who practiced a sport is designated as the first **Coach**.

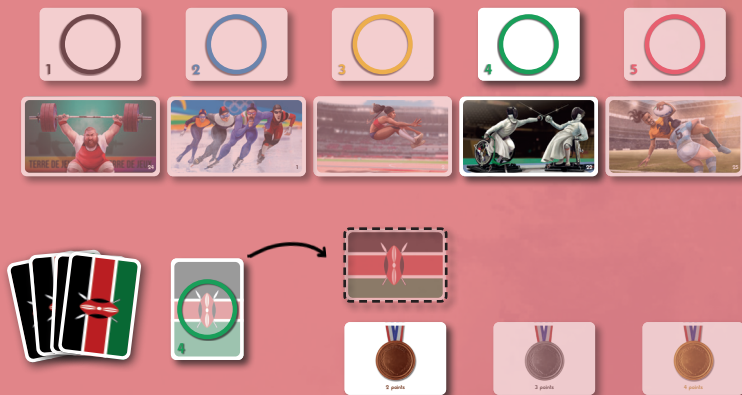
## PHASE 1 The Coach

The **Coach** draws 6 clue cards and consults them in secret.

### Bronze Medal

The **Coach** shuffles the 5 Delegation cards of their nation, randomly draws one, consults it in secret, and places it with the flag facing up on the bronze Medal card.

The Delegation card indicates which sport the **Coach** must make others guess. To do this, they associate the color of the ring on their card with the sport placed under the corresponding color ring.



For the bronze medal, the **Coach** draws the Delegation card with a green ring, so they must make others guess Paralympic fencing.

Next, the **Coach** chooses from their 6 Clue cards the one most related to the sport they must make others guess. They place this clue card face down, horizontally or vertically, under the bronze Medal card.

**A clue card can be placed in two different ways:**



**Vertically**, meaning it's a very good clue (really makes you think about the sport in question).



**Horizontally**, meaning it's an average clue (makes you think a little about the sport in question).



*The **Coach** chooses the Clue card with a baseball bat. Among their cards, it's the one most related to Paralympic fencing. They place this Clue card face down, horizontally, considering it not a very good clue.*

## Silver Medal

The **Coach** randomly draws another Delegation card, consults it in secret, and places it with the flag facing up on the Silver Medal.

Then, they choose one of the remaining 5 Clue cards, place it face down, horizontally or vertically, under the Silver Medal.

## Gold Medal

The **Coach** proceeds in the same way for the gold medal (this time, with only 4 Clue cards to choose from).

**Note** : The more prestigious the medal, the fewer Clue cards you have to guess the sport...

## PHASE 2 The Athletes

Once the **Coach** has placed the 3 Clue cards face down under the medals, the other players—the **Athletes**—count to 3, and the Coach flips the 3 Clue cards.

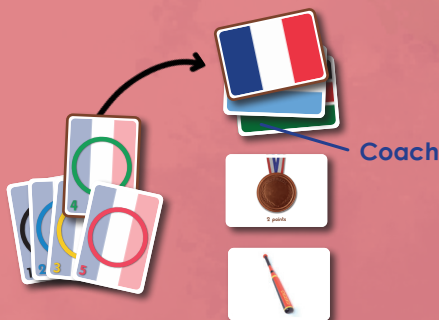
**Remarque** : The **Coach** flips the 3 Clue cards as quickly as possible; it's recommended to flip the bronze medal first, then the silver, and gold (all of this in 2-3 seconds).

As soon as a Clue card is flipped, the **Athletes** can try to identify the sport corresponding to each clue by associating ideas.

As soon as an **Athlete** thinks they've guessed a sport, they place their corresponding Delegation card with the flag facing up on the respective medal. They place this card on top of the last Delegation card present (initially only the **Coach's** Delegation card is present).

**Warning** : Once a Delegation card is placed, it can't be removed or moved.

*The **French Athlete** places their Delegation card with the green ring on the bronze medal. They place it on top of the last Delegation card present, here on the Delegation card of Argentina since it was placed before theirs.*



Once all **Athletes** have placed a Delegation card in front of each medal, move on to the next phase.



## PHASE 3 Medal Presentation

Starting with the bronze medal, flip over all Delegation cards placed on the medal to make them visible.

Once the cards are flipped, the first visible Delegation card will be the **Coach's**: the color of their ring indicates the correct answer.



### The Athletes

**Athletes** earn points as follows:

- The first Delegation card, after the **Coach's**, that corresponds to the correct answer awards the bronze medal, i.e., 2 points, to the **Athlete** who played that card.
- The following Delegation cards that correspond to the correct answer award 1 point to the **Athletes** who played those cards.
- Delegation cards that do not indicate the correct answer do not award points.

Proceed in the same way for the silver and gold medals.

- For the silver medal, the first to find it gets 3 points, and the following get 1 point.
- For the gold medal, the first to find it gets 4 points, and the following get 1 point.



### The Coach

For each medal, the **Coach** earns points as follows:

- If all **Athletes** guessed the correct sport: the **Coach** earns the number of points indicated on the corresponding medal (2, 3, or 4 points).
- If one or more **Athletes** guessed the correct sport but not all Athletes found it: the **Coach** earns 1 point.
- If none of the **Athletes** guess the correct sport: the **Coach** gains no points.



## Score your points

To score your points, move down your Flag bearer card to display your new total points on the Medal board card. If you exceed 12, flip your Medal board.



**Note** : If you exceed 24 points (well done, it's very rare!), flip the Counting card from 0 to 12 again, and add your new points earned to 24.



- Place the 3 clue cards used during this turn back in the box, along with the 3 clue cards not used by the **Coach**.
- Each player retrieves their Delegation cards.
- Place 5 new sports under the Ring cards.

**Note** : You can flip the Sports cards; they have two sides.

The player to the right of the **Coach** becomes the new **Coach**, while the former **Coach** becomes an **Athlete**. The next turn unfolds the same way, with one difference: the anti-doping control!

## Anti-doping Control



Starting from the second turn and in all subsequent turns, the anti-doping control rule comes into effect. This rule applies to the **Athlete** with the most points at the beginning of the turn.

During **Phase 2 «The Athletes»** once the **Athlete** with the most points has placed a Delegation card on each medal, they must choose one of their two remaining Delegation cards and place it, with the flag facing up, in front of the Anti-doping control card.

It places the Delegation card corresponding to the sport that, in their opinion, has the least chance of being one of the sports guessed by the **Coach** during this turn.



*In the second turn, the **Argentine Athlete** is the one with the most points, so they are subject to anti-doping control.*

At the end of **phase 3 «Medal Presentation»** reveal the Delegation card placed in front of the Anti-doping control card.

- If the Delegation card does not correspond to any of the sports guessed by the **Coach** during this turn, the player is not positively controlled; therefore, there is no penalty.
- If the Delegation card corresponds to one of the three sports guessed by the **Coach** during this turn, the player who placed this card is positively controlled: they lose **3 points**.



In the next turn, the player with the most points at the beginning of the turn must again undergo the anti-doping control rule.

**Note** : It can be the same player as in the previous turn or a new player.

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### IMPORTANT

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- If the only player with the most points is the **Coach**, there is no anti-doping control during this turn.
  - If multiple **Athletes** have more points, the anti-doping control applies to all these **Athletes**.
  - If the **Coach** and an **Athlete** have more points, the anti-doping control applies only to the Athlete.
  - If no sport, regardless of all the medals, was guessed by the Athletes in a turn, the anti-doping control is canceled, and the **Coach** loses **3 points**.
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## End of the game

The game ends when each player has been the **Coach** once.

The player with the most points wins the game; they are the new Olympic champion!

**Note** : If multiple players have the same number of points, all those players win the game.

## Cooperative Variant for 2 Players

In the cooperative game for two players, players work together to try to score as many points as possible.

### Setup

Perform the same setup as usual, except for these differences:

- Each player takes the Delegation cards from a nation. However, they only choose one Flag bearer card and one Medal board card for both players.
- The player taking on the role of **Coach** also takes the Delegation cards from the other 4 nations and places them in front of them, with the flag facing up.
- Leave the Anti-doping control card in the box (it is not used in the two-player game).
- Have a timer on hand.

### PHASE 1 The Coach

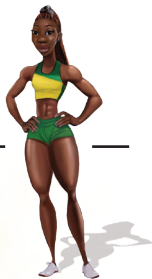
This phase unfolds the same way as in the normal game.

### PHASE 2 The Athletes

When the 3 Clue cards are revealed, the **Coach** starts the timer.

After **10 seconds**: the **Coach** randomly places a Delegation card from another nation, with the flag facing up, on each medal. Always place these cards on the last Delegation card present.

And so on, **every 10 seconds**: the **Coach** randomly places a Delegation card from another nation, with the flag facing up, on each medal...



Meanwhile, the role of the **Athlete** does not change: they must try to figure out as quickly as possible which sport corresponds to each clue.

When the **Athlete** believes they have guessed which sport a clue corresponds to, they place their corresponding Delegation card, with the flag facing up, on the corresponding medal. Place this card on the last Delegation card present.

Once the **Athlete** has placed a Delegation card on each medal, move on to the next phase.

### PHASE 3 Medal Presentation

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The medal presentation phase unfolds the same way, with the following difference:

- The two players earn points together; only count the points obtained by the **Athlete**.

**Warning** : Delegation cards from other nations do not award points, but they count as cards from other **Athletes**! When the Delegation cards for each medal are revealed, if another nation has revealed the correct answer before you, you do not win the corresponding medal even if your answer is correct: in this case, you only gain 1 point.

### End of the round

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Switch roles and perform the same setup as usual.



### End of the game

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The game ends when each player has been the **Coach** twice. Compare the points they earned together with the following INTERNATIONAL MEDAL TABLE to know their level!

## INTERNATIONAL MEDAL TABLE

**0 to 8 points:** Oh dear, it's challenging; you'll have to train again... We all start from there.

**9 to 18 points:** Interesting, these few medals show your potential. Keep striving! 19 to 27 points: Very good, a successful Olympic Games, dream of even greater victories.

**28 to 35 points:** Excellent! Everything went perfectly or almost, celebrate this game properly.

**36 points:** Incredible! World record, enter the Olympus pantheon. You are true legends!



### Credits

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Acknowledgments: The authors thank their families for their help.

Many thanks also to the entire Montpellier Handball club for testing the game so many times.

And lastly, thanks to the athletes who have agreed to be illustrated and, above all, to Nikola Karabatic for allowing us to illustrate him for the game box.

*Reglas en español*  
*Règles en français*

