

WHAT THE DICKEN'S IS THIS GAME?



Well, **MAD WHACK*** MARATHON is arguably the world's
greatest sit down running game.

Ever wanted to experience the joys of
participating in a marathon,
but from the glorious position
of the house?? Well...

your dreams
have
finally come true...

MAD WHACK MARATHON

brings you the thrills and spills
of preparing and running
an actual** marathon, but
with added mayhem, shenangigans
and you know... sitting down.

Making it perfect for all the family... even Uncle Dave.

* you'll be heartened to hear there is no actual whacking involved. **Mad Whack** is slang for something that's crazy or weird

** you wont be running an actual marathon... I know, phew huh? You were worried there for a minute werent you?!



Yeah, but how does this gaming extravaganza work?

Well*, basically it works like this...

you need to finish with the
quickest race time you can!

RACE CARDS

add time to your race finish time
you pick these these bad boys up
as your turn

RESPONSE CARDS

allow you to manage your race to
ensure you get the best race finish time
you blooming well can!

- you get dealt a set of

these delightful fellars at the start of the game

and use them to determine what race cards you pick up or keep

The race cards you keep add up as your finish time at the end of the race. The aim of the game is to finish with the best race time of all your fellow runners!

*not sure why I keep saying "well"... it's annoying me so I can only apologise for how much it must be annoying you.



THE PREP

Between 2 and 6 runners can participate.

No stretching or warming up is required,
but please feel free to do so if you so wish!

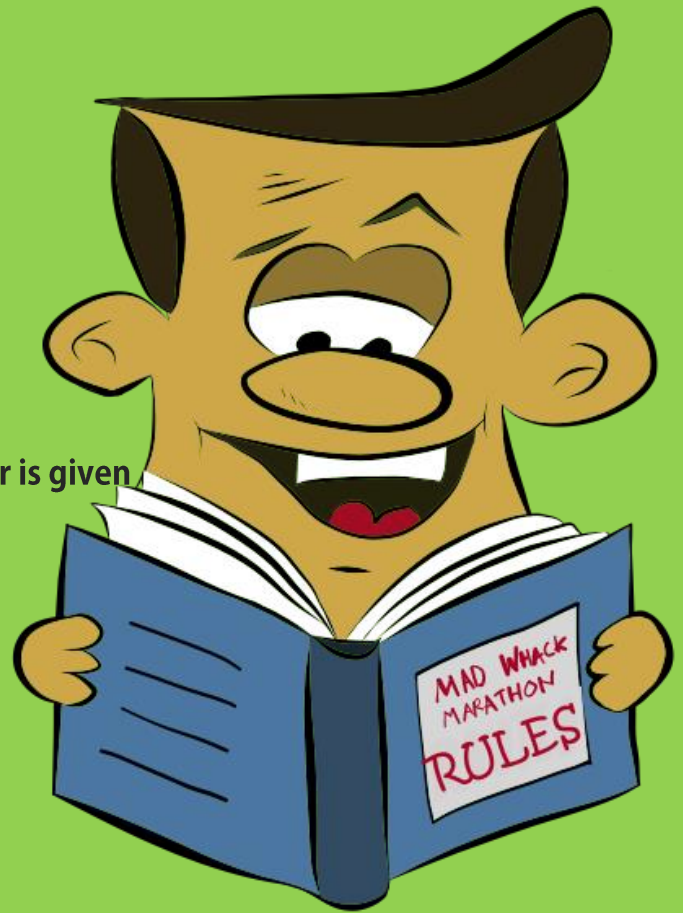
Playing with 1 - 4 runners? Then each runner is given
a whopping 10 **RESPONSE CARDS**,

5 runners it's 9 **RESPONSE CARDS** and

6 runners it's 8 **RESPONSE CARDS**

The remaining **RESPONSE CARDS** are
placed face up in the middle of the table
in what I like to call **THE RESPONSE PILE**.

The **RACE CARDS** are placed face down
to the right of the **RESPONSE PILE**, in
what can only be described as the
RACE PILE.



Then... the top 3 **RACE CARDS** are
removed from the **RACE PILE** and
placed face down to the left of the
RESPONSE PILE, in... brace yourself for
this... the **BURN PILE**.





THE GAME

Pick ANY runner to start! Turns move clockwise.
Like I said a TURN is essentially a runner picking up a
RACE CARD from the RACE PILE.

However... before you pick up a **RACE CARD** you've
a decision to make... in your hand are **RESPONSE CARDS** ---
there are TWO types of **RESPONSE CARD**:

I Got This... By Any Means! **RESPONSE CARDS**

you play these **BEFORE** picking up your **RACE CARD**!
These dastardly cards are your character and guile, and
allow you to execute fiendish plots before picking up the
RACE CARD. The good news is you can play as many
I Got This... By Any Means! cards as you jolly well like **BEFORE** you pick up that
RACE CARD!

I'm Sooooo Ready For This! **RESPONSE CARDS**

you play **AFTER** picking up your **RACE CARD**!

These wonderful cards are your preparation and readiness...you use
them to respond to the **RACE CARD** you pick one... if you want...
if you don't want to respond... the **RACE CARD** you've picked
up is added to you finish time pile



You must always pick up a **RACE CARD** to complete your turn UNLESS any of the cards played move the turn to another runner, obvs!!



When you pick your **RACE CARD**
you must show it to ALL your
fellow runners...
then you must decide...



do you want to keep this delightful gift or... respond to
the odious object!?

DECIDE TO KEEP...

simply place the **RACE CARD** face up in front of you in your personal FINISH
TIME PILE... the total times on the cards in your FINISH TIME PILE equal your finish
time at the end of the race.

DECIDE TO RESPOND...

just place the **RESPONSE CARD** you want to use to
respond face up on TOP of the RESPONSE PILE and
place the picked **RACE CARD** face down ANYWHERE in the
RACE PILE

The turn then moves to the next runner...

The game is over when there are
no **RACE CARDS**
left in the
RACE PILE.



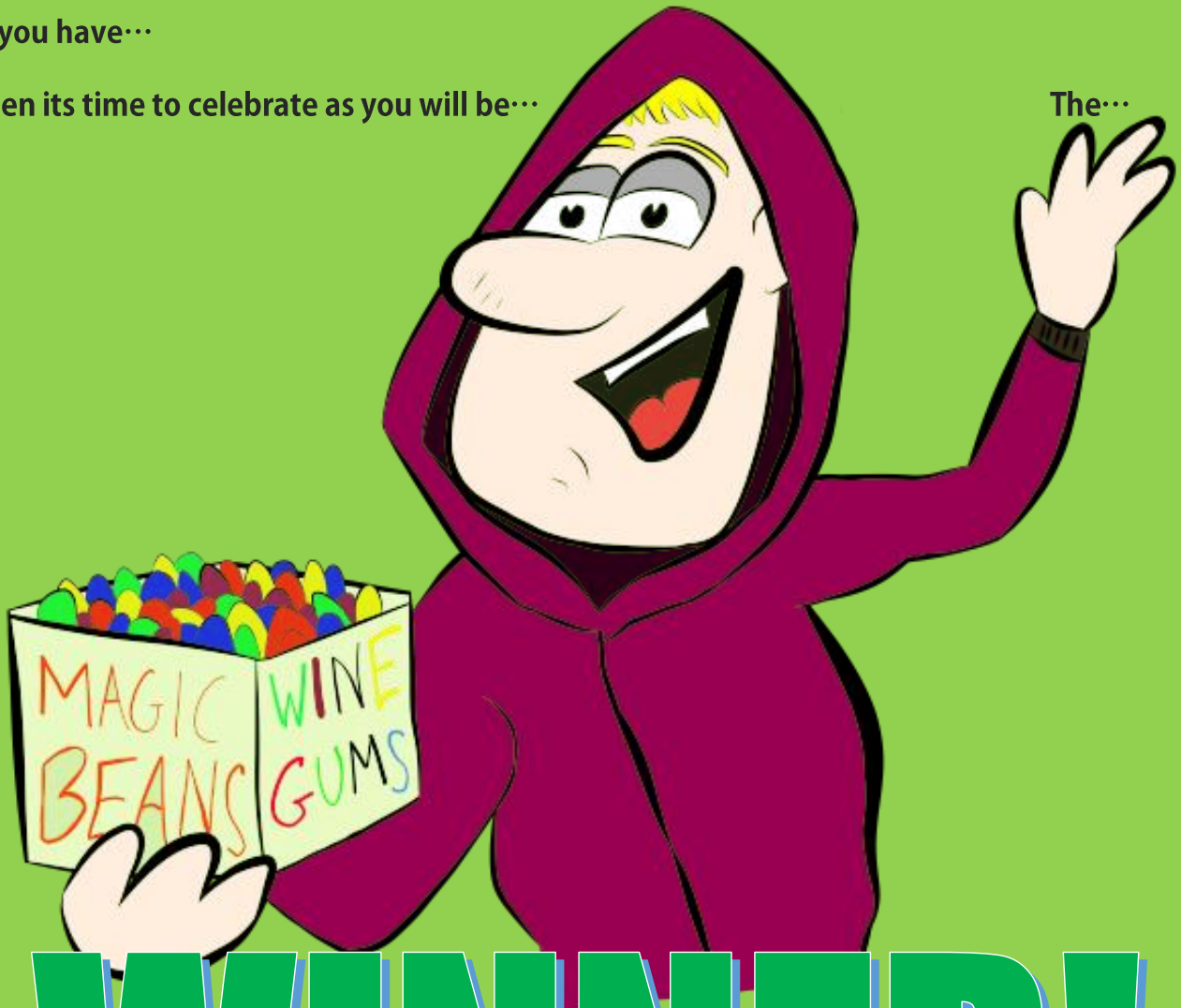
At this joyous point all the times on all the cards in your FINISH TIME PILE are added up...

The aim of the game is to finish with the quickest race finish time of all your fellow runners!

If you have...

then its time to celebrate as you will be...

The...



WINNER!

What's the SP on all these bloomin' cards then?

THE RACE CARDS

I'm Never Doing This Again! Cards

There are 47 **I'm Never Doing This Again!** cards
These cards relate to the various challenges runners get to experience during
the epic slog of the 26.2 miles

I'm Never Doing This Again! cards

are BAD cards!

The majority of these cards
simply add various times to your
race finish time.

However...

The **COLLISON** card allows you to hand this
delightful gift to a fellow runner of your choice.

Adding a wonderful 20 minutes...
no less than 1,200 seconds... to their race time!

So choose wisely my friend...

choose wisely!

Then there's the **Dreaded DID NOT FINISH** card, or **DNF**
to its friends and neighbours.

The runner who ends up with this gem?

Well their race is over... FIN.



I'm Loving This Running Malarkey! Cards

There are 33 **I'm Loving This Running Malarkey!** cards
These cards relate to the various joys and jumbilations runners get to experience during the delightful dash of the 26.2 miles, e.g.:

I'm Loving This Running Malarkey! cards

are GOOD cards!

The majority of these cards either
have no impact to your race time
or take time off!!!

However...

The **SECOND WIND** card allows you to take

One **RESPONSE CARD** from each runner

and either keep it in your hand

or place it back on the **RESPONSE PILE**

Then there's the **NEARLY THERE** card.

This lovely card allows you to pick any

TWO cards from the **RESPONSE PILE**

and then burn the rest of the **RESPONSE PILE**

to the **BURN PILE**



THE RESPONSE CARDS

I'm Sooooo Ready For This! Cards

There are 21 I'm Sooooo Ready For This! cards

These cards relate to your preparation and readiness.

I'm Sooooo Ready For This! cards can be used to respond to RACE CARD when you pick one from the RACE PILE

To respond to a RACE CARD simply place the I'm Sooooo Ready For This! card face up on the RESPONSE PILE and place the RACE CARD face down anywhere in the RACE PILE

The turn then moves to the next runner



However...



Ah yes, the crème de la crème of the running community... the **ELITE RUNNER!**

Want to show the hoi polloi who's boss? Well, the **ELITE RUNNER** card allows you to either burn ANY RACE CARD you pick up

OR

ELITE BOOST

ANY **I Got This... By Any Means!** card when played as a combo play.

I Got This... By Any Means! Cards

There are 24 **I Got This... By Any Means!** cards. These cards relate to your character and guile.

I Got This... By Any Means! cards can only be used prior to picking up your RACE CARD for your go. Like I said the good news is that you can play any number of

I Got This... By Any Means! cards BEFORE you pick up your RACE CARD

BUT!!! You must always pick up a RACE CARD to complete your turn unless your RESPONSE CARD moves the turn to another runner !!

I Got This... By Any Means! cards come into play more as the race draws on and your **I'm Sooooo Ready For This!** cards slowly disappear, and all you have left is your character, guile and that taxi firm's phone number to get to the finish line.



The **I WILL PREVAIL!!!!** is the dastardley card of dastardley cards.

It allows you to pick one of your fellow runners to firstly **MOVE THE TURN** to them and then secondly make them pick up

2 RACE CARDS in their turn

ELITE BOOST

your **I WILL PREVAIL!!!!** and **INSTEAD**

give any fellow runner of your choice **2 RACE CARDS** from **YOUR** pile



Fed up with all this running? Don't blame you.

Why not take the weight of your feet and let the bus take you?!

The **CHEAT** card lets you miss your go to pick up a **RACE CARD** from the **RACE PILE** and the turn moves to the next runner

ELITE BOOST your **CHEAT** card so that as well as missing your go to pick up a **RACE CARD** you can **ALSO** nominate a response card in a fellow runners hand...

if they have it they have to give it to you!



You've put the training in... all those early mornings in the dark.

Well now they pay off and the **DIG DEEP** card lets you plunder your energy reserves and allows you to pick a **RESPONSE CARD** from the **RESPONSE PILE** **ELITE BOOST** your **DIG DEEP** card so that instead of picking a single **RESPONSE CARD** you can really dig deeeeeeeeeeep and pick up 3 **RESPONSE CARDS!!**



Fail to prepare... well then prepare to fail!

But not you... oh no siree... you prepared!

So this lovely **PREPARED** card... oh what a card... allows you to review the top 3 **RACE CARDS** on the **RACE PILE** **ELITE BOOST** your **PREPARED** card so that as well as reviewing the top 3 **RACE CARDS** on the **RACE PILE** you can also reorder them to anywhere else in the **RACE RILE**



Struggling? Need assistance from a fellow runner?

Then fear not... help is, literally, at hand!

The **HEEELLPP!!** card lets you holler for help

from a fellow runner of your choice

and to ask them to give you

a **RESPONSE CARDS** card from their hand!

ELITE BOOST your **HEEELLPP!!** card so that instead of

a **RESPONSE CARD** card from one runner's hand,

you can ask for a **RESPONSE CARD**

from **EVERY** runners hand!!!

Had enough of it all? The cheats?! The cries for help?

Well now you can make your stand!

And tell your fellow runners to

JOG ON!!

and stop any **I Got This... By Any Means!**

card from being actioned when played by a fellow runner!

ELITE BOOST Had enough of all this elitist nonsense?

Tell an elite runner to **JOG ON!!** and stop any

I Got This... By Any Means! **ELITE BOOST**

from being actioned when played by a fellow runner!



GOT A TARGET RACE TIME? COOL... ESTIMATE YOUR FINISH TIME.

GET IT RIGHT? GET TO USE...

THE GAME CHANGER

CARD AT THE END OF THE RACE* !!!

RUNNER₁

NAME _____

ESTIMATED TIME _____ **MINS**

RUNNER₂

NAME _____

ESTIMATED TIME _____ **MINS**

RUNNER₃

NAME _____

ESTIMATED TIME _____ **MINS**

RUNNER₄

NAME _____

ESTIMATED TIME _____ **MINS**

* If more than one runner

guesses their finish time

then the quickest time can

use the card.

Same finish time? No runner can use it!



THE GAME CHANGER FINISH TIME ESTIMATES

RUNNER₁

NAME _____

ESTIMATED TIME _____ **MINS**

RUNNER₂

NAME _____

ESTIMATED TIME _____ **MINS**

RUNNER₃

NAME _____

ESTIMATED TIME _____ **MINS**

RUNNER₄

NAME _____

ESTIMATED TIME _____ **MINS**

RUNNER₁

NAME _____

ESTIMATED TIME _____ **MINS**

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THE GAME CHANGER FINISH TIME ESTIMATES

RUNNER₁

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ESTIMATED TIME _____ **MINS**

RUNNER₂

NAME _____

ESTIMATED TIME _____ **MINS**

RUNNER₃

NAME _____

ESTIMATED TIME _____ **MINS**

RUNNER₄

NAME _____

Your friends at **MAD WHACK MARATHON** hope you
enjoy the delights of the game.

If reading rules isn't your thing then you can find
videos on how to play on our website

WWW.MAD WHACK MARATHON.COM

arguably the world's greatest sit down running game

Additionally, we would love to hear from you* so
drop us a line at info@madwhackmarathon.com



* Especially if you've a great falafel recipe