



**Rulebook
Version 0.12**

How To Play


OBJECTIVE

Choose a superhero and battle to be the last player standing.


CHOOSE YOUR HERO

Each hero has their own playstyle - pick one that sounds cool to you! Information about a hero's abilities can be found on their Hero Sheet (located at the back of the rulebook). If it is your first time playing ULts, we recommend playing as Lumber Jaq.

Lumber Jaq *Easy*

 An axe-swinging giant who takes less damage than other heroes


K-9 *Easy*

 A young boy with canine teeth, strength, & senses

Aja *Medium*

 A healer that can speak to plants & animals

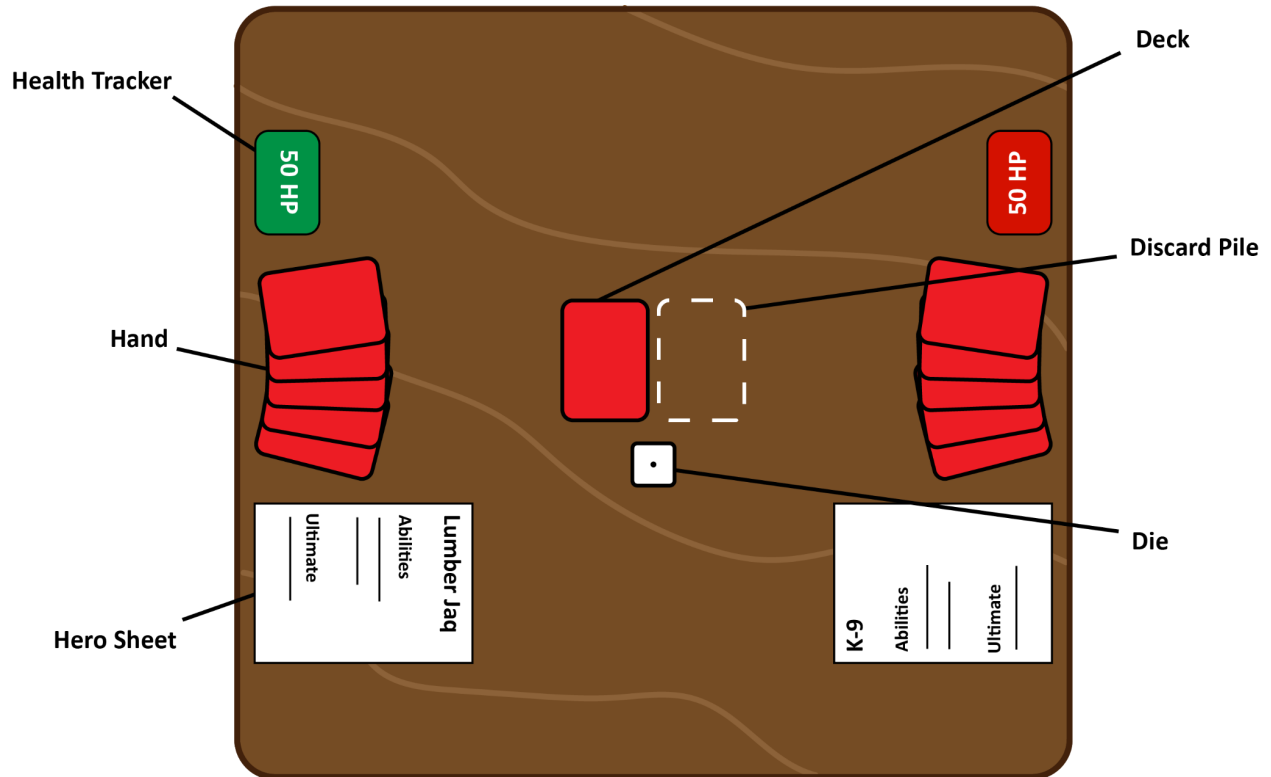
Hat Trick *Hard*

 A powerful magician and frequent gambler

GAME MODES

- 1v1 (2 players)
- Free For All (3+ players)
- Team Fight (2v2+)

GAME SETUP



Place in the middle of the table:

1. **Deck** - Shuffle a deck of 52 standard playing cards (no Jokers).
2. **Die** - Roll a 6-sided die to see who goes first.

Each player chooses a hero and gets:

3. **Health Tracker** - Start the game with 50 health. A notepad or phone can be used if needed.
4. **Hero Sheet** - Reference sheet with your hero's information. If your hero requires special setup, it will be written here.
5. **Hand** - Start the game with a hand of 5 cards. You may declare a mulligan if you wish to start the game with different cards (each player can do this once). In this case, shuffle the cards in your hand back into the deck and draw 5 new cards.

HOW TO WIN

If a player runs out of health, they are eliminated. The game ends when only 1 player (or team) is left standing.

YOUR TURN

Players alternate turns. On your turn follow the steps below:

Draw Phase

1. If any status effects have been placed on you during the game, resolve their effects at this time. Some abilities include status effects, they have a persistent effect that lasts until the status effect can be removed. Cards are given to players to mark status effects, they are placed face up on the table in front of the player. *Learn more about removing status effects below.*
2. Draw the top card from the deck into your hand.

Main Phase

1. Choose one of your abilities and the target player. Announce this out loud and follow the instructions on your Hero Sheet to carry out the ability. When the instructions say to “play a card”, this means to play a card from your hand face up on the discard pile. The card you play to activate your ability is known as your ability card. The number on the card determines the card’s power (face cards are 10 and aces are 11). Some abilities can only be activated by certain cards; this will be written next to the ability’s name if applicable.
If you have negative status effects, these can be removed or “knocked” by playing an ability card that is the same suit as the status effect. If an opponent has positive status effects, these can be knocked by successfully dealing any damage with an ability card of the same suit as the status effect. All status effects that are the same suit as the ability card are knocked at the same time. By default, all status effects must be knocked once to be discarded. If a status effect must be knocked 2 times before it is discarded, then turn the card sideways after it has been knocked the first time.
2. Anytime a player deals damage during their Main Phase, the targeted player(s) may defend incoming damage by discarding cards from their hand. If a defense card is the same suit as the ability card, it blocks damage equal to its power. If it is not the same suit, the defense card blocks damage equal to half its power (rounded up). Multiple cards can be discarded at once. Status effects are not defendable; only Main Phase damage can be blocked.
3. Discard any extra cards that were left on the table and pass your turn to the next player.

OTHER RULES & FAQ

What happens when the deck runs out of cards?

When a player reaches for a card but there are none, shuffle the discard pile and reset the deck. If an ability is currently in play, set the ability card to the side before shuffling.

Can players look through the discard pile?

You cannot look through the discard pile unless it is needed to settle a dispute and players have agreed to look through it.

When extra cards are out on the table, in what order are they discarded?

The player whose turn it is gets to choose the discard order of extra cards at the end of the turn.

GLOSSARY

Power - A card's power is determined by its number (face cards are 10 and aces are 11).

Rank - Card rank is different from card power. The card ranks in order from highest to lowest are: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, and 1

Status Effect - Persistent effect that is placed on a player as part of an ability. These can not be defended but they can be removed.

Stack Limit - The maximum number of a specific status effect that a player can have at one time.

Knocked - Removing one charge from a status effect. By default all status effects can be discarded when they are knocked once. To knock a negative status effect, you must play a card of the same suit to activate your Main Phase ability. To knock a positive status effect, you must deal any successful damage with an ability card of the same suit. All status effects of the same suit are knocked at the same time.

Passive - An ability that is activated without direct player interaction. Passive abilities can not be chosen during the Main Phase but they are always in effect.

Hero Sheets

Lumber Jaq

Difficulty | Easy

Abilities

Thick Skin (Passive)

Take 1 less damage from all sources. The total damage dealt to you during a Draw Phase or Main Phase is considered a single source of damage.

Power Punch

Play a card. Roll a 3+ to deal this card's power as damage.

Timber!

Play a card. Roll a 5+ to deal 2x this card's power as damage.

Ultimate

Jacked (J of Clubs)

Place this card on you as a status effect. Remove all negative status effects. While this card is active, incoming damage is reduced by half (rounded up). This applies before Defense and Thick Skin. This card must be knocked twice before it is discarded.

K-9

Difficulty | Easy

Abilities

Bite

Play a card. Roll a 3+ to deal this card's power as damage. If the target has Bleed, roll a 2+ instead.

Wolf Pack

Play a card. Draw 2 new cards from the deck and place them face up on the table. For both of the new cards, roll a 5+ to deal that card's power as damage (2 rolls total). If the target has Bleed, then roll a 4+ for both of the new cards instead.

Bleed *Stack Limit: 2*

Place a card on a player as a status effect. On future turns, they take 2 damage during their Draw Phase. If the Bleed is a Heart, they take 3 damage each turn instead.

Ultimate

The Hunt (K of Hearts)

Place this card on a player as a status effect. While this card is active, it acts as a Bleed (ignoring stack limits) and all other cards have +4 power anytime you are attacking this player with one of your other abilities. This card must be knocked twice before it is discarded.

Aja

Difficulty | Medium

Abilities

Herbal Healing

Play a card. Roll a 4+ to draw a new card from the deck and place it face up on the discard pile. Heal yourself or an ally with the power of the new card (cannot heal above 50 health).

Lion (Clubs only)

Play a card. Roll a 3+ to deal this card's power as damage.

Elephant (Hearts only)

Play a card. Roll a 5+ to deal 2x this card's power as damage.

Python (Spades only) *Stack Limit: None*

Place a card on a player as a status effect. On future turns, they take 2 damage during their Draw Phase.

Baboons (Diamonds only)

Play a card. At this time, you may place up to 2 additional cards from your hand face up on the table (return these to your hand at the end of the turn). For every card that was played this turn (including the first card), roll a 5+ to deal that card's power as damage.

Ultimate

Plant Life (Q of Clubs)

Place this card on a player as a status effect. Draw 4 more cards from the deck and place each of them on the player with the Q of Clubs. If this player is an enemy, each card deals 1 damage during their Draw Phase. If this player is yourself or an ally, each card heals you by 1 during your Draw Phase.

Hat Trick

Difficulty | **Hard**

Abilities

Blackjack

Play a card. Win a game of Blackjack to deal half of your score as damage (rounded up). To begin, draw 2 cards and place them face up on the table. The target player draws 1 card face up and 1 card face down. The total power of your cards is your score. To win, you must get closer to 21 than your target. If a player goes over 21 at any time, they lose the game. You will go first. You can choose to “Hit” (draw another card) or “Stand” (end your turn). You may “Hit” as many times as you’d like as long as you do not go over 21. When you “Stand”, it is your target’s turn. They must reveal their face down card at this time. Your target is required to “Hit” (draw another card) if their score is below 17. If their score is 17 or higher then they must “Stand” (end their turn). If the target wins, they take no damage. If it ends in a tie, set these cards to the side, draw new cards, and start again. In Blackjack, an Ace can be considered an 11 or 1.

Three Card Shuffle

Play a card. Win the minigame to deal this card’s power as damage. To begin, draw the top 3 cards from the deck (you may look at them, but keep them separate from your hand). Place the cards face down on the table and shuffle their positions. The target player picks 1 card and flips it over. If they do not pick the highest rank card, then you win. If they pick the highest rank card, then they take no damage. If you have duplicates of the highest card, you may set the cards to the side and draw 3 more (this must be done before your target selects a card).

Hypnosis *Stack Limit: 1*

Place this card on a player as a status effect. While this card is active, you may force a player with Hypnosis to use their abilities on any target including themselves. On future turns, you may choose one of their abilities when you play a card from your hand (instead of one of your abilities). The hypnotized player must carry out the chosen ability. This card must be knocked twice before it is discarded.

Ultimate

Mindreader (3 of Spades)

Place this card on a player as a status effect. While this card is active, they take 3 damage during their Draw Phase and you may look at their hand at any time. This card must be knocked twice before it is discarded.