ULTIMATE ADVENTURES

of

THE ULTIMATE ALLIANCE ©

Rules

Players: 3-6   **Play-Time: 20+minutes**   **Ages- 8+**

Story

　　THE CITY IS UNDER ATTACK! And it's up to The ULTIMATE ALLIANCE to save the day! Unfortunately The ULTIMATE ALLIANCE is not so super with their organizational skills... A bunch of random junk is mixed in with their gear, some of it's helpful, some of it is pretty worthless. But there's no time for making excuses or looking for the perfect item, the world needs saving so just grab the First thing you can and come up with a plan!

HERO CARD

VILLAIN CARD

BAD-ER CARD

GEAR CARD

LOCATION CARD

Goal

Players take on the role of members of The ULTIMATE ALLIANCE, in an attempt to save the city from a new threat each round. Using their super powers and a gear card, players come up with a plan to thwart the villain and save the day. The Mayor of the city (a different player each round) then chooses which plan he/she deems the best, and awards that hero points. The player with the most points at the end of the game wins!

Remember, your plan doesn't have to be necessarily the "best" plan, the Mayor could also choose the funniest, weirdest, most creative, etc. So even if you're stuck with what might seem like a worthless gear card, you might be able to make a winning plan.

Components

- 106 Gear Cards
- 58 Bad-er Cards
- 19 Location Cards
- 5 Hero Cards
- 30 Villain Cards

Set up

- Shuffle the Villain deck, Bad-er deck, Location deck, Gear deck, and Hero deck (keeping each deck separate)
- Determine which player will be the Mayor First.
- Determine if you will be playing to a point limit or time/round limit, either will work.

Structure

- The game is played in rounds, with each round a different player having the role of "Mayor"
- Each Round consists of Receiving Hero & Gear Cards, Building a Threat, Planning, Pitching an Plan and Determining a Winner.

1. The "Mayor" reveals the current threat in the city by drawing a <u>Villain card</u>, <u>2 Bad-er cards</u> to enhance the Villain, and a <u>Location Card</u> to show where in the city the threat is.

2. Each Player draws a random <u>Hero Card</u> and <u>Gear card</u> from the deck, this will be their Hero/Gear combination this round.

   For example: The Mayor draws "Pirates" as a villain, "Nuclear" and "Tap-Dancing" as Bad-er cards and "the Dam" as a location. Now the Heroes have to face: <u>Tap-dancing Nuclear Pirates at the Dam!</u>
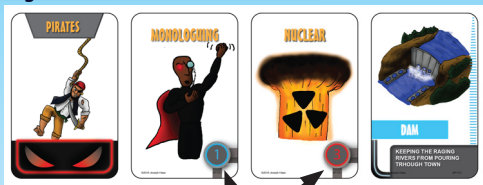
The Villain now has a "<u>Threat Level</u>" determined by the Bad-er cards drawn. Each Bad-er Card has a number 1,2 or 3 showing how dangerous it is. When a Villain is defeated these points are given to the winning hero. Some Villains will be worth only 2 points while others may be worth 6.

3.1 Players now come up with a plan to stop the Villain and pitch their idea and why it's the best to the Mayor. In their plan the players may use their Heroes Super Powers, their gear item, as well as the location they are fighting. If the plan involves items that are not mentioned or pictured on the current cards it is up to the Mayor to decide if the resources used are allowed, as well as answering questions the Heroes have about the location.

For example: while fighting the Tap-dancing Nuclear Pirates at the Dam, Trigger happy wants to know if the dam is a tourist site with civilians around? The Mayor gets to choose the details of the location, and decides that it is not a tourist spot and just provides power for the city.

Meanwhile Rebound wants to use a truck parked at the dam to throw at the Pirates, since there is no truck pictured on the Dam card, and it makes no mention of trucks. The Mayor gets to determine if Rebound's plan can involve the truck.

Generally speaking with situations like the above with the truck. We recommend letting the Heroes use items as long as they make sense being there. As this is a fun-creative game it's more enjoyable if you can build your idea, rather than having every option that isn't listed on the card shot down. That being said, if you want a tougher game, then the Mayor can be as strict as they want.

3.2 **TEAM-UPS** Players also have the option of Teaming up. This is the **ULTIMATE** **ALLIANCE** after all. There may be scenarios where 2 players think they have a better chance of winning and splitting the points from a Villain, than they do by fighting it alone.

For example: Dr. Ox and Super Yaganoosh have the gear items of "Bike missing its Front Tire" and "A Front Tire of a Bike" They both agree that against the Villain with a threat level of 6 they should team up.

Meanwhile Rebound is going to go solo. If Rebound wins, he will get all 6 points, if Dr. Ox and Super Yaganoosh win they will each get 3 points.

4. Once all players have finished pitching their plans to the Mayor, the Mayor must choose which Hero(or heroes in the case of a team-up) to let save the day. The winning players then receive points equal to the <u>Threat Level</u> of the Villain. In the case of a Team-Up the players split the points. If their is an uneven number of points, the left over points are added to the <u>Threat Level of the NEXT VILLAIN</u>.

CLEAN-UP/NEXT ROUND

All of the cards used that round are then discarded to their appropriate discard piles, and the position of Mayor rotates to the player on the current Mayor's left.

Victory

Game-play is continued until, either a per-determined point value is reached by a player, or a time or round limit is reached. If a draw pile runs out, simply shuffle the discard pile into a new draw pile. The winner is the player with the most points. In case of a tie, play an additional round between the tied characters only. (If 3 or more characters are tied, team-ups are still allowed, team-ups are not allowed with only 2 characters left) If all characters are tied, the Mayor of the final round wins.

Card Examples

HERO

SUPER YAGANOOSH

Able to fly and look stylish, Super Yaganoosh can also fire blasts of random elements...

PIRATES

BAD GUY

a Bicycle with a missing Front Tire

GEAR

DAM

KEEPING THE RAGING RIVERS FROM POURING THROUGH TOWN

LOCATION

MONOLOGUING

NUCLEAR

BAD-ER

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