

“Ultimatum”

The Ultimate Game of Strategy, Negotiation and Manipulation

Steal, swap, move and negotiate the scoring chips between players to strategically take as many as you can before the round ends. Take them too soon and risk losing them. Wait too long and risk another player ending the round.

Game Cards:

- * *Give Card* (5x1-5): Player using this card may direct any other player to give the number of scoring chips indicated by the card to a third player. Give cards may not be blocked.
- * *Take Card* (5x1-5): Player using this card may take the number of scoring chips indicated by the card from any other player. Take cards may not be blocked.
- * *Swap Card* (4): Player using this card may swap scoring chips or cards in hand with any other player. This card may be blocked.
- * *Steal Card* (4): Player using this card may steal all scoring chips from any other player. This card may be blocked.
- * *Block Card* (8): This card may be used to block a swap, steal or Ultimatum.
- * *Ultimatum Card* (8): This begins an “Ultimatum” between the initiating player (“initiator”) and any other player (“responder”) who is selected by the initiator. An “Ultimatum” is an opportunity for the initiator and responder to acquire scoring chips from a third player (“target”). The initiator offers a split of all of the target’s scoring chips with the responder. Beginning to the left of the target, all players other than the responder have the opportunity to play *counter* cards. Finally, the target has the opportunity to play a *counter* card. The responder may then accept the “Ultimatum,” a counter, or reject all proposals. At this time, the target may play a *block* card to block the “Ultimatum.” If the “Ultimatum” is accepted and not blocked, the scoring chips are divided as proposed. If rejected, neither player receives any scoring chips.
- * *Counter Card* (8): A *counter* card may be played during an “Ultimatum.” Doing so allows the player of the *counter* card to offer a counter-proposal to the responder.
- * *Draw Card* (4): The player using this card may direct any player (including themselves) to draw 2 cards from the draw pile.
- * *Round Card* (2): When played, immediately ends the round.

Game Play:

- * Each player is dealt 10 cards, face down and given 10 scoring chips. Beginning to the left of the dealer, the player must play a card and perform the action. *Block* or *Counter* cards played without a preceding challenge card are considered discards and have no action.
- * Play proceeds to the left until the first player has played all cards in their hand or a *Round* card has been played.
- * The round is then scored by counting the scoring chips for each player.
- * The dealer for the next round is the player to the left of the prior dealer.

Scoring:

- * *Quick Play*: The game is won by the player with the most scoring chips after 1 round.
- * *Match Play*: The game is won by the player with the most scoring chips after 5 rounds.
- * *Point Play*: The winner is determined by the first player who reaches a predetermined score.

Visit <http://www.UltimatumCardGame.com> for additional resources and tips.