

# ULTIMATE

## Rules

- Each player rolls a 20 sided die and the sum is the point goal for the game
- Each player rolls a 12 sided die and the play order goes from highest to lowest---tying players must both re-roll
- Play a game on your turn and use a die to decide which one
  - with 5 games, roll a 10 sided (R) and choice =  $\text{abs}(5 - R)$  with choice 0 being wild

## Games

- Jenga
  - roll MegaDie  $R = \text{abs}(\text{outer} - \text{inner})$
  - make R valid moves and win points = R
  - if it falls, lose points =  $7 - R$
- Scrabble
  - roll 8 sided (R) and pick that number of tiles
  - make a valid play and win points =  $9 - R$
  - fail to play and lose points = R
- Smart Ass
  - roll 8 sided ( $R_a$ ) and have turns =  $\text{unceil}(2R_a)$
  - per turn roll 12 sided ( $R_b$ ) and card type =  $R_b / 3$
  - Who, What, (when), Where, (why), (how), Hard correspond to  $R_b = 1, 2, 0, 3, 0, 0, 4$
  - win points =  $(1 * W_{\text{cards}}) + (2 * H_{\text{cards}})$
- Battle of the Sexes
  - get 4 turns
  - roll 8 sided =  $\text{unceil}(2R_a)$  and choose color P,O,Y,G == 1,2,3,4
  - roll 20 sided =  $2R_b$  and choose sex M,F == 1:10, 11:20
  - win points = #correct-answer ONLY if #correct-answer > 2
- Cards
  - pull a card from the deck with value  $A=1, \#=#, J=11, Q=12, K=13$
  - roll 12 sided = R
  - IF value = R get R points
  - IF value = 13 have 30sec to say a haiku that makes someone laugh
  - laugh means win points = value, no laugh means lose points = value