



ULTIMATE AWESOME

3-4 10-20 MIN

Strategic card-playing is rewarded when players can see what's ahead. A *Game of Awesome* rules variation.

In this variant, players know the challenges they'll need to meet, but have only a limited pool of responses. This variant forces players to deal with creative constraints, and they have to be strategic to get the most value out of their cards!

Getting Ready

1. Shuffle the coloured *Awesome Card* deck and the white *Idea Card* deck.
2. Deal six secret *Idea Cards* to each player.
3. If you have three players, flip over nine *Awesome Cards*.
4. If you have four players, flip over twelve *Awesome Cards*.
5. Put the *Awesome Cards* where everyone can see them.
6. Decide who will be the first Judge. If you can't decide, the youngest player should go first.

Choosing Awesome Cards

Starting with the Judge, go around the table. Everyone chooses an *Awesome Card*. The first Judge chooses one of the *Awesome Cards*. They put the card in front of them, making sure everyone else can see it.

Go around the table, with each player choosing an *Awesome Card* until they are all gone.

Switching Idea Cards

If they want, players can get rid of one or two *Idea Cards* they don't want, and take replacements from the top of the *Idea Card* deck.

When everyone has finished switching, remove the remaining *Idea Cards* from play.

Now everyone should have six secret *Idea Cards* and three *Awesome Cards*. The first Judge now begins the game.



To Play

1. The Judge chooses one of their *Awesome Cards* to play.
2. The other players each choose one of their *Idea Cards* to pair up with that *Awesome Card*.
3. Players pass their secret *Idea Card* to the Judge. The Judge gives them a shuffle.
4. The Judge shows the *Idea Cards* to everyone and reads them out.
5. The Judge chooses which *Idea Card* makes the best pair with their *Awesome Card*.
6. The person who played the winning card gets one *Awesome Point*. They take the *Awesome Card* and the winning *Idea Card* and put them down in front of themselves.
7. Put *Idea Cards* that didn't win out of play.
8. The person to the Judge's left becomes the new Judge.
9. Return to step 1 and continue playing!

To Win

When all the *Awesome Cards* have been Judged, the person who has the most *Awesome Points* can try to claim their win.

Players claim a win by choosing three of their winning pairs of cards, and describing a story that includes them. If they can't do this, the person with the next most *Awesome Points* can try to claim a win the same way, and so on. If none of the players can claim a win, then declare the game a tie!

If all players finish with the same number of *Awesome Points*, declare the game a tie!

If there is a tie for most *Awesome Points*, have a tie-breaking round. The tied players take three new *Idea Cards* from the deck. The player(s) who weren't part of the tie become Judge(s) and flip over a new *Awesome Card*. The tied players choose an *Idea Card* to match the new card, and the Judge(s) decide who wins the tie-breaking round.

Idea

Play a series of games as a tournament, and carry over point totals from game to game. Don't worry about tiebreakers if you're playing a tournament!

Hint

When you're picking *Awesome Cards* at the start, choose ones that don't match with any of your *Idea Cards*. If you hold them, you won't have to match them!