



If the weather is too bad, the night too dark or simply your bones are too weak, you can now relax in your armchair and play **ULTIMADE**. This board game originates from the usual Ultimate rules. It is a think game, in the broadest sense comparable to draughts, halma or chess... and nevertheless it is big fun, if you occasionally stall your opponent...

The goal is to bring the disc into the endzone by throwing it in such a way that it can be caught by a fellow player of your own team. The Defense team tries to prevent this... but of course, you know that.

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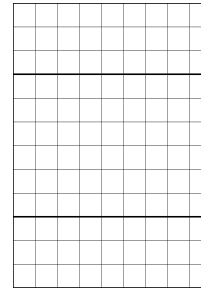
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U L T I M A D E - Rules

Playing field:

The pitch can be made with a cross-hatched paper sheet. Here is a pitch with a length of 9 by 18 small boxes. Two thicker endzones lines are marked near the ends (see picture).

Hint: It is easier to print out the pitch from the appendix.



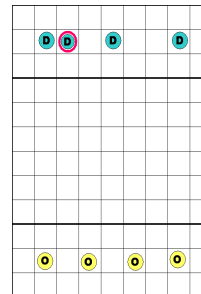
Playing field

Teams:

On the pitch you play 4 a side. You can use two different sets of coins to play against each other. A particularly marked disk (button, washer) is needed as a disc.

Setting:

At first, the team without the disc is set up in random squares of the player's choice. Those random squares have to be in the endzone, of course. After this, the other team is placed into their endzone. One of the players gets the disc by putting it on top of one of his coins.

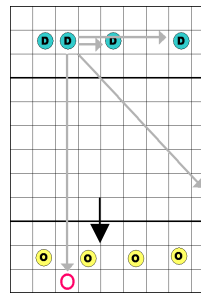


Setting (example)

Throwing:

The disc is always thrown straight-lined along the horizontal, vertical or diagonal fields. The throw must go at least over one free field. One may throw over fellow players, but not over players of the opposing team.

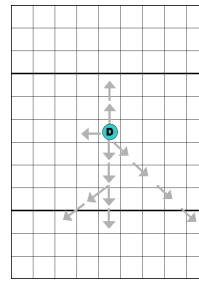
During the game a pass is thrown in this way to a fellow player, if he stands free in one of the allowed throwing directions. In the beginning a pull is made into one of the empty fields of the opposing endzone (see picture).



Throwing (example)

Running:

Each player is allowed to run 0 to 4 fields (horizontally, vertically, diagonally or a combinations of this). The player with the disc must not move. After a throw, the players of the offense team are moved at first, then the players the defense team.



Running (examples)

Marking:

A defender can try to mark the player with the disc by standing in a neighbouring field in one of the possible throwing directions. This prevents an easy throw. However, a player may be marked by only one defense player, i.e. only one marker may be located in one of the neighbouring 8 fields of a player of the other team.

Offense players themselves can be placed between several defenders, who are then allowed to remain there and to block other players (no 'double team' call).

Steps of playing:

After the first throw is made the sequence of running and throwing always looks the same:

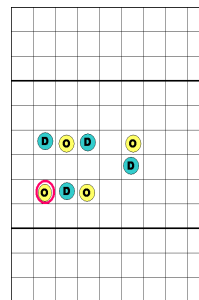
1. The 3 offense players without disc may be shifted over up to 4 fields.
2. The 4 defense players are shifted over up to 4 fields
3. The player with disk makes a throw. The catcher gets the disk (by putting in on top of this coin).

One can cancel actions only, if they were illegal and complained upon immediately.

Hint: For the beginner the process of playing as well as some tactics are described on the play process side in detail. the play process side more near.

Turn:

If the thrower does not find a free player, a turn occurs. The next player of the other team gets the disc and the other players of the new offense team can proceed with their steps over the pitch. If the new player with the disc is being marked by more than one opponent after the turn, the surplus markers must depart at the next possible step.



Turn situation

"Monster-Defense":

If one defender stands in one of the neighbouring fields of the catcher of the disk, then the defense team may decide whether it wants to throw a dice: 1 or 6 means a turn, while other numbers mean that only the marker may move. The other three defense players have to keep their space.

Hint: If you do not have a cube, can also throw two coins: Twice "heads" means a turn. Suggestion: Think of other rules or omit the "monster Defense" rule.

Play variant: Think of other rules or omit the "monster Defense" rule .

Scoring:

It should be clear how you score a point. The winner team always starts as defense team.

ULTIMADE - Play process

Beginning:

A player of the offense team must run toward the disc after the first throw is made. If he is there, he gets the disc by putting it on top of his head (i.e. coin).

At least one other fellow players should make now his steps in such a way that he stands freely in one of the possible throwing directions. Because throwing in only one possible direction can become relatively simply blocked by a marker, it is recommended to position always two or three possible catchers in different throwing directions.

Play:

As already said, the sequence of running and throwing always looks the same during the game:

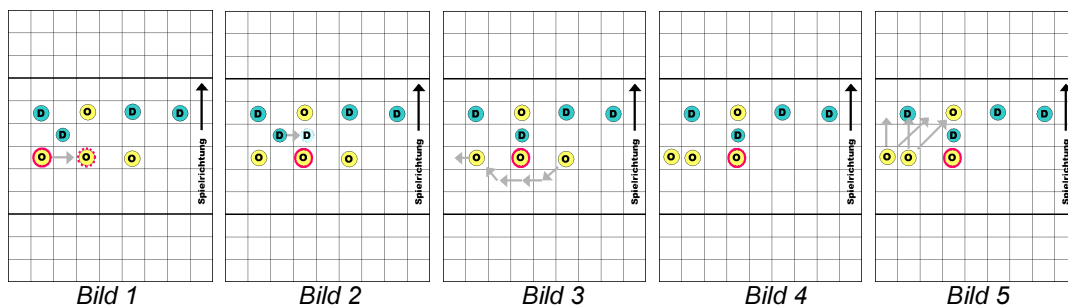
- The 3 offense player without the disc may be shifted over up to 4 fields. They should place themselves in such a way that they can catch the disc. Thus they must stand somehow in a legal throwing direction, preferably with a possible gain of space. For that purpose it is tactically intelligent to occupy also important defense positions. Players can place themselves also between several defenders, who then stand and remain there and also block. Only if they move somehow in the play process, then they must depart from this aggressor.
- In the next step the 4 defense players are shifted over up to 4 fields. They are trying to mark all possible throwing directions, so that a turn occurs. An offense player may be covered however by maximally only one defense player, i.e. no matter what, only one marker may be located in the neighbouring 8 fields of a player of the other team(!). this makes it for the defense particularly tricky to force a turn.
- At last the offense player with the disc throws the disc to a fellow player in one of the permitted throwing directions. The catcher gets the disc and the game ist continued as under the first point.

Tactics (example):

You will notice very fast that most passes are made usually over a distance of only two fields, because throws over further distances can be prevented too easily by the defense. On the other side, the defense can easily block important, potential catcher positions in an "error free" play, so that one seems not to make any progress by playing towards the endzone. Such a situation is shown in fig. 1 +2. The pass to the free catcher produces a situation, in which a throw toward endzone can be prevented again (see arrow in fig. 2). A resulting replay or a similar ineffective throw would be the consequence.

But the Defense can be surprised easily by a variant: E.g. if two players place themselves side by side as in fig. 3+4, both can potentially catch the disc in the next step. In this case all important fields (arrows in fig. 5) cannot be covered by the defense, so that according to this principle in the process further positions can be taken towards the endzone.

There are similar tricks like throwing the disc to a back player etc. Try to find these tricks e.g. by playing with care or by playing alone.



The rules of ULTIMADE are held simple. Although they should be relatively complete, errors can occur or good ideas can be overlooked. For complements and criticism as well as questions and hints I am therefore grateful at any time. Just mail to: ultimade@viadukt.de

I wish you a lot of fun while playing this game!

