Ultramons Lite: Classroom Rules

2 to 4 players · ages 7+ · cards only, no boards · set your own timer
You need: one Ultramons Lite box per group, a timer, and a score sheet. Level 4 also uses the Monster Realm and Mythical Guardians expansion cards.

Setup (2 minutes)

1. Pick a level (see Levels below) and take out any special cards that level doesn't use.
2. Sort out the Ultramon cards and shuffle them. Deal each player **4 Ultramons** face up in a row in front of them. This is your **team**.
3. Shuffle the rest of the Ultramons together with the special cards. Deal **2 cards** to each player. This is your **hand**. It builds up to 6 cards during the game.
4. Put the rest face down in the middle. This is the **draw pile**.
5. Put the health counters and cooldown counters where everyone can reach them, and start the timer.

Your turn (3 steps)

1. Draw a card. Take the top card of the draw pile without looking. *(Level 3 and up: you can play an Advantage card instead of drawing a card.)*
2. Fill your team. If your team has fewer than 4 Ultramons, put Ultramons from your hand into the empty spots. Ultramons in your team stay there until they are defeated.
3. Attack. Choose one Ultramon in your team, choose one of its attacks, and choose an Ultramon in another player's team. Then **say the math out loud**. The player you attacked checks your math. *(Level 3 and up: you can play a Supreme card instead of attacking.)*

- **Attack is equal to or greater than health:** the Ultramon is defeated. You keep it face down in your **trophy pile**.
- **Attack is less than health:** the Ultramon is hurt. Subtract, then put a health counter on it showing the health left. It can still attack at full power.
- **Big attack (marked 2-turn cooldown):** after you use it, put a cooldown counter on it. You can't use that attack on your next 2 turns. The other attack still works.

End of your turn: hold at most 6 cards. If you have more than 6 cards in your hand, put the extras in the discard pile until you have 6.

Say the math out loud

Every attack is a sentence. Say it before you move a card.

- Compare: *"My attack is 6. Your health is 4. 6 is greater than 4, so it's defeated."*
- Subtract: *"Your health is 7. My attack is 3. 7 minus 3 is 4. You have 4 health left."*

If the math is wrong, the attacker fixes it and tries again. No penalty.

Ending the game

The game ends when the teacher's timer rings, or when a player has no Ultramons left in their

team or hand.
Count your trophies: add up the health numbers printed on the Ultramons in your trophy pile. Highest total wins. Write it on the score sheet.

Levels

All the cards stay in the game. Each level adds more of them, and each one practices Common Core math, named below in plain words with its code. Saying the math out loud and checking each other is Math Practices MP3 and MP6 at every level.

- **Level 1, starting out:** Ultramon cards only. Compare only: an attack defeats an Ultramon if it is equal or greater. A smaller attack does nothing. No counters. *Math: compare two numbers (K.CC.C.7).*
- **Level 2:** Ultramon cards only, played as written above. *Math: subtract within 20 (1.OA.C.6), add trophy totals (1.OA.A.2, 2.NBT.B.5).*
- **Level 3:** add all the special cards in the Lite box, including Kill and Revive. *Math: add within 20 (2.OA.B.2), two-step problems (2.OA.A.1), break a number into parts (K.OA.A.3).*
- **Level 4 (grade 3):** add the Monster Realm and Mythical Guardians expansion cards. *Math: doubles toward multiplying (2.OA.C.3, 3.OA.C.7), add several numbers (2.NBT.B.6), bigger totals (3.NBT.A.2).*

Special cards (Level 3 and up)

Keep special cards in your hand and don't show them until you play one. Each one is used once, then goes to the discard pile. You can play two special cards of the same kind together.

In the Lite box (Level 3)

- **Combine (Boost):** play with your attack. Add the attacks of two Ultramons in your team. *"4 plus 5 is 9."* Math: add within 20 (1.OA.C.6).
- **Dual Shot (Boost):** play with your attack. Split one attack into two parts and hit two Ultramons. *"7 is 4 and 3."* Math: break a number into two parts (K.OA.A.3).
- **Shield (Protect):** play when you are attacked. Add the shield to your Ultramon's health first. *"Health 3 plus shield 2 is 5. 5 minus 4 is 1."* Math: two-step problem (2.OA.A.1).
- **Kill (Supreme):** play instead of your attack. Defeat any Ultramon in another player's team. A Shield can't stop it. It goes in your trophy pile. Strategy card, no new math.
- **Revive (Advantage):** play instead of drawing a card. Take one Ultramon of the type on the card out of another player's trophy pile and put it back in your team (or your hand if your team is full). Their total goes down by its health, so bring back the biggest one you can. *"Their trophies were 6, 4 and 3. I take back the 6. Now they have 7."* Math: compare, then subtract from a total (1.NBT.B.3, 2.NBT.B.5).
- **Good Fortune (Advantage):** play instead of drawing a card. Take one card from another player's hand. Strategy card.
- **Noble Sacrifice (Advantage):** play instead of drawing a card. Swap one Ultramon in your team with one in another player's team. Strategy card.

From the expansions (Level 4)

- **Inferno (Boost, Fire only):** double a Fire Ultramon's attack. *"5 doubled is 10."* Math: doubles (2.OA.C.3, 3.OA.C.7).
- **Lightning (Boost, Nature only):** add 4 to a Nature Ultramon's attack. *"6 plus 4 is 10."* Math: add within 20 (2.OA.B.2).
- **Tsunami (Boost, Water only):** all the Water Ultramons in your team attack together as one hit on one Ultramon. Add up their attacks. *"3 plus 4 plus 2 is 9."* Math: add three or more numbers (1.OA.A.2, 2.NBT.B.6).
- **Boomerang (Protect):** play when you are attacked. Your Ultramon is safe, and the attack hits the attacking Ultramon instead. Work out whether it is defeated or hurt. If it is defeated, it goes in your trophy pile. Math: compare, then subtract (1.OA.C.6).
- **Deflect (Protect):** play when you are attacked. Move the attack to another Ultramon in your team. Pick the one that comes out best. Math: compare several numbers (1.NBT.B.3).
- **Titan Core Armor and Rays of Fortitude (Protect):** play when you are attacked to protect your Ultramon, as printed on the card.
- **Mind Control (Supreme):** play instead of your attack. Pick an Ultramon in another player's team and attack with it. Pick the one with the attack you need. Math: compare several numbers (1.NBT.B.3).
- **Resurrect (Advantage):** play instead of drawing a card. Like Revive, but take an Ultramon of any type from any trophy pile. Math: add and subtract bigger totals (2.NBT.B.5, 3.NBT.A.2).
- **Backstab:** set it aside. It attacks a back row, and the classroom game has none.
- **Any other expansion card:** play it as printed on the card.

Variant: market row

Once kids know the game, you can add a **market row**. In setup, turn 4 cards from the draw pile face up in the middle. On your turn, you can take any one of those 4 cards instead of drawing blind. Refill the row from the draw pile so it always has 4 cards.

Score sheet

Player	Trophy health numbers	Total

Print as many copies of these rules and score sheets as you like.