

DEFENSE FORCE

ULTRA



DEMO RULES

POWER UP!

Defense Force Ultra, a team of teens with extraordinary powers, is all that stands between the people of Phoenix Bluff — nay, all of Earth! — and terror at the hands of villainous masterminds and fearsome monsters. Welcome to the squad.

COMPONENTS

- Villain decks
- Villain trackers
- Heroic deck (lone hero cards and team hero cards)
 - There are 12 copies of each lone hero card
 - There are 6 copies of each team hero card
- Health and villain tracker markers
- 5 reference cards

OVERVIEW

Defense Force Ultra is a co-operative drafting game for 3-5 people.

Play as Ultra Squad scout members and work together to take down villains and keep the world safe. Bring the villain to zero health before they can do the same to you and your teammates!

Draft to prepare actions then use them to fight against a villain deck, heal teammates, and boost each other's moves.

GOAL AND GAME END

- You win by bringing the villain to zero health.
- You lose if *any player* hits zero health.
- Players start with 15 health. They cannot gain more than 15 health.

SET-UP

1. CHOOSE THE DECKS

- Select 6 types of lone hero cards.
- Select 2 types of team hero cards.
- Shuffle all of these cards together to create the Hero deck.

2. CHOOSE YOUR HEROES

Each player selects a Hero to use. Each hero has a special ability that can be activated when relevant during the turn, up to one time per round.

- Give each player a health marker, and set it to 15.

3. CHOOSE A VILLAIN

Select a villain deck to use. Set the villain deck where everyone can see it. Place the associated villain tracker and a tracker marker by the villain deck.

- On the very first round of the game, the villain takes their setup turn
- Read the villain's character card to learn how to conduct this turn and set up the tracker.

For this demo, the villain is **Dr. Killbetter**, the patchwork physicaian. His minions are zombies that he's assembled in his lab and manipulates with his mysterious **Zombie Control**.

ROUND ORDER

1. Villain
 - Each new round, alternate which direction (left or right, starting left) you pass cards
2. Deal
3. Draft and Fight
4. Back into the Fray!

1. VILLAIN

The villain schemes and/or attacks.

- The villain conducts their turn, as described on the villain card. (Typically this involves flipping over the top card of the deck).
- The villain then activates all revealed cards.
- If multiple villain cards would activate simultaneously, the players choose which occurs first.
- If there is a choice of target, the players choose which one is targeted.

2. DEAL

Deal each player 7 cards face-down from the Hero deck.

3. DRAFT AND FIGHT

Players select cards through a draft to give them actions to use. When a player has collected enough copies of an action card to create a set (see the

“Explaining Sets” section), the action described on the card is activated.

Select

All players simultaneously look at their hands. Each selects one card to keep and places it face-down in front of them.

Note: You may not tell anyone what card you are placing face-down or what cards are in your hand.

- Players with relevant character abilities decide if they will use their abilities.
- When everyone is ready, players simultaneously reveal their face-down card.

Reveal

If a revealed card completes a set, that set activates.

If multiple lone hero card sets activate at the same time, the attacks combo (see “Explaining Sets”). If both team hero sets and lone hero sets are completed at the same time, the team hero sets activate first.

- Take the effect on those cards.
- Discard the cards in the set.
 - Multiple sets may be created during the same reveal phase; regard them as activating simultaneously.
- Check to see if activating a set caused any new sets to be created. If so, those sets activate and are discarded.
- Once all sets that were created have been activated, return to drafting

Pass

All players pass their remaining hands to the player next to them (left or right, depending on which direction they are passing this round).

You may not look at other players’ hands or ask another player to pass you a particular card.

Continue

Repeat the process of selecting, revealing, and passing as described above until all players only have 2 cards left in their hands.

Then players select 1 card to keep, placing it face-down in front of them and simultaneously revealing. Players discard the card they did not choose.

Tip: Keep an eye on which cards your friends are placing in front of them to see what they’re trying to collect and what you might want to pass them.

Note on attacks

Players can choose to deal damage to a villain’s minions or villain’s tracker, reducing it by the attack amount. The villain’s minions are stronger or weaker, depending on the value on the tracker.

Note on character abilities

Each character has a special ability they may use once per round, as described on their cards.

Back into the fray!

- Keep any cards you have in front of you.
- Start the next round by returning to the villain phase.
- If a deck runs out, shuffle its discard pile to replenish.

THE ANATOMY OF A CARD



ICON REFERENCE

- Deal n damage
- Restore n health
- Prevent n damage until the end of the villain turn
- Apply effect to n targets
- You need n cards for a complete set

EXPLAINING SETS

Players collect a certain number (a set) of action cards to use them. Cards do not have effects until they are part of a set.

Once a set is created, the effect on it must be activated. Sets are discarded after they are activated.

TYPES OF CARD

TEAM HERO



Team hero cards are orange and display the word “team” at the top. All other hero cards are lone heroes. To activate a team hero card’s effect, multiple players must collect 1 or more copies of that card, depending on the specific team hero card.

Team hero cards do not combo.

When activating a set of team hero cards, players must strike a pose.

LONE HERO



To use a lone hero card, a player must collect 3 copies of that card (1 set).

Once a player has a set of lone hero cards, the standard effect is activated.

If multiple lone hero cards activate at the same time, the **combo** effect described on the card activates instead of the **solo** one. This is a more powerful effect.

CREDITS

Don Mitchell, Head of Eye4Games

Robert Karl, Systems Designer

Jule Pattison-Gordon, Writer & Editor

Chris Baum, Graphic Design & Illustration

SPECIAL THANKS

The Game Makers Guild and the Boston FIGFest community

HERO DECK REFERENCE

TEAM

TEAM
TEAM POSE

requires all players

COST
1

3x PLAYERS

1

TEAM
DUO ATTACK

requires two players

COST
2

6

2

ATTACK

ATTACK
SPINNING KICK

COST
3

SOLO
2 **1** **1** **2**

COMBO
2 **3**

ATTACK
PUNCH

COST
3

SOLO
4 **1**

COMBO
6 **1**

ATTACK
GATTLING JAB

COST
3

SOLO
3 Split across any number of targets

COMBO
5 Split across any number of targets

SUPPORT

SUPPORT
SUPPLY

COST
3

SOLO
Draw 2 cards, and distribute them in front of one or two heroes as if they had drafted them

COMBO
Draw 3 cards, and distribute them in front of one or more hero(es) as if they had drafted them.

SUPPORT
HEAL

COST
3

SOLO
1 **3**

COMBO
3 **2**

DEFEND

DEFEND
GUARD

COST
3

SOLO
2 **1**

COMBO
2 **2**

LONE HERO

HERO REFERENCE

★ **HERO**
ULTRA SCOUT ARGENT
SNAKE OF THE SILVER SNOW



15

Once per round, you may discard 1 card that you have in play to draw 2 cards. Place 1 in front of any hero as if they had drafted it and discard the other.

★ **HERO**
ULTRA SCOUT CRIMSON
TIGER ADEPT OF THE FLAMES



15

Once per round, you may discard your drafted card (instead of playing it) to draw 2 cards from the top of the hero deck and play them as though you had just drafted them.

★ **HERO**
ULTRA SCOUT JASMINE
LIGHTNING MANTIS MASTER



15

Once per round, you may play your drafted cards in front of any other hero.

★ **HERO**
ULTRA SCOUT SAPPHIRE
SAGE OF THE RIVER CRANE



15

Once per round, you may discard 1 card that you have in play to either deal 2♦ 1♣, or to have 1♣ hero gain 2♥.

★ **HERO**
ULTRA SCOUT VERDANT
ACE OF THE FOREST MONKEY



15

Once per round, you may deal yourself 1♦ to change a set that requires 3 cards to activate to require only 2 cards instead.

VILLAIN DECK REFERENCE

ACTION

ACTION
GET A HEAD



If there are no zombies in play, play 1 card from the Zombie Deck.
The Zombie with the highest health gains 5♥ and deals +1♦.

ACTION
MY CREATIONS



Play 2 cards from the Zombie Deck.

ACTION
THE ARMORY



Play 1 card from the Zombie Deck.
Dr. Killbetter gains +6 Zombie Control.

ACTION
LEG DAY



Play 1 card from the Zombie Deck.
That zombie activates twice this turn.

ACTION
STITCH



If there are no zombies in play, play 1 card from the Zombie Deck.
All zombies gain 3♥ (even if this puts them above their starting health).

ACTION
I SAW WHAT YOU DID



Dr. Killbetter deals 5♦ to the hero with the most health.
Dr. Killbetter gains +4 Zombie Control.

THE VILLAIN

VILLAIN
DR. KILLBETTER
THE PATCHWORK PHYSICIAN

30



SETUP

1. Play Zombie S.
2. Play 1 card from the Zombie Deck.

TURN

1. Play 1 card from the Action Deck.
2. Each player discards 1 card or takes 2♦.

EFFECT

Every 4 Zombie Control: all zombies deal +1♦.

STARTING ZOMBIE CONTROL 0

ZOMBIE DECK REFERENCE

ZOMBIE

ZOMBIE MINION
ZOMBIE 01

Zombie 01 deals 5♦ to hero with the highest health.

ZOMBIE MINION
ZOMBIE 02

Zombie 02 takes -1♦.
Zombie 02 deals 2♦ to every hero.

ZOMBIE MINION
ZOMBIE 03

Zombie 03 deals 4♦ to the hero with the highest health.
Zombie 03 deals 3♦ to the hero with the second highest health.

ZOMBIE MINION
ZOMBIE 04

All zombies take -1♦.
Zombie 04 deals 2♦ to the hero with the lowest health.

ZOMBIE MINION
ZOMBIE 05

Zombie 05 deals 1♦ to the heroes with the highest and second highest health.
At the end of the villain turn, Dr. Killbetter gains +4 Zombie Control.

ZOMBIE MINION
ZOMBIE S

Zombie S deals 3♦ to the hero with the highest health.
At the end of the villain turn, Dr. Killbetter gains +5 Zombie Control.

ZOMBIE CONTROL

VILLAIN POWER
KILLBETTER'S ZOMBIE CONTROL
A MYSTERIOUS DEVICE

00	01	02	03	04 ⁺¹
	⁺² 08	07	06	05
	09	10	11	12 ⁺³

BACKSTORY

The heroic Defense Force ULTRA battles otherworldly threats in secret, sheltering the citizens of Phoenix Bluff — nay, all of Earth! — from knowledge of the terrifying dangers from which they are narrowly rescued every week.

The brave scouts of Defense Force ULTRA were once ordinary high school students. But that all changed one fateful day... That afternoon, three teens joined the Phoenix Bluff High community service club, as punishment for fighting, swelling the club's members to five. It was a sunny day as they tumbled into their idyllic yellow school bus and set out to pick up trash on the highway.

But soon, the sky darkened. A shadow fell across the bus. Out of the sky soared a huge, fearsome monstrosity. A creature of scales and beaks, baying howls and many burning eyes, and of enormous size. It plunged right toward the bus. The students were — in a word — doomed!

To their rescue — a caped figure swept in, and valiantly struck the dreadful behemoth. She fought with ferocity and amazing skill. But it was clear it was too much for her. The beast struck one more time and — she fell like a comet.

The brave community service club rushed to her assistance, trash-pickers brandished like swords. The mysterious warrior rallied and together they defeated their foe.

When the dust had settled, the caped hero revealed herself as an alien who had been solitarily protecting Earth. But the task was becoming too large and it was time for the world to defend itself. Impressed by the students' bravery, she tore her mystic cape into five scarves, one for each student, and named them the planet's new guardians: The Defense Force Ultra Squad. When worn knotted, the scarves allow each teen to summon colorful armor of extraordinary power.

The community service club advisor was too frightened by the dastardly battle, and quickly retired. Under a human name, the alien took his place, allowing her to serve as Ultra Squad scouts' mentor. Now, while other high school students worry about prom dates and history homework, the scouts sneak out under the guise of community service trips to punch villains and learn about the power of friendship and brute force!





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