

Ultimate Palace

RULES

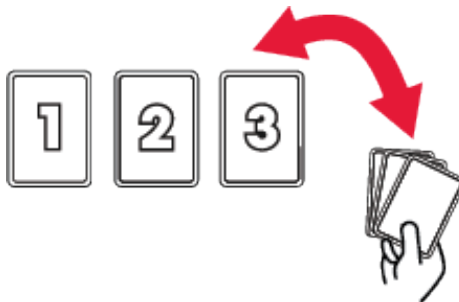
How to Set Up

- Players: 2–5 (Add a deck for more!)
- Deal: 3 face-down, 3 face-up, 3 in hand. Each players should look like this example:



- Swap: Before your turn. You have the option to swap any of your cards with the face up cards. Once you swap your cards, you can NOT touch them again until your hand and draw pile are gone.

TIP: I like to keep the highest or special cards in the face up position can it will help me later in the game.



Taking Your Turn

- Dealer goes first. Then play moves left

- Play a card that matches or beats the top card. Multiples of the same number or cards are okay to play.

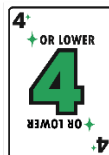


- Can't play? Pick up the pile. Your turn ends after you pick up. Next player goes.
- **Must always have at least 3 cards in hand.** When you play your cards, draw from the draw pile until you have 3 cards, only if draw pile isn't empty.
- Do you have more than 3 cards? No need to draw.

Special Cards

- There are 5 special cards in the game — each with its own twist.
- Three of them can beat any card in play, no matter the number.
- The other two have unique effects but follow normal beating rules.

Must Beat the Pile:

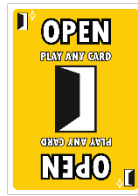


- Only the next player must play a **4 or lower**. This is only for the next card



- **Skip** the next player. More 6s = more skips.
- If Window card is played on top of this card, skip the next player.

Play Anytime:



- **Resets** the pile. Next player can play anything.



- This card is a **transparent** card
- You must beat the card under it. Blocks stacks! (Check Stacks section below)



- Burn the pile **out of the game** and **go again** placing any card

End Game Phase

- Play your hand first (after the draw pile is all gone)
- Then play your face-up cards (They stay on the table so everyone can see)

Note: If your face-up cards can't beat the pile, take one of the cards into your hand with the pile.

- Then your face-down cards (played blind - no peaking!)



- Can't beat the pile? Pick it up and end your turn. Next player goes.
- First out: Wins the round. Play until there is a last person out.
- Last out: Shuffles and deals the next game

Stacks

- Stacks are the completion of **4 of the same card** and can be played out of turn. Once completed, **burn the pile** out of the game and **go again** as your reward for completing a stack.
- You can play out of turn to complete a stack. Example:
Player 1 plays three 8s. It's Player 2's turn. Player 3 can play their 8 out of turn before Player 2 plays their card(s) to complete the stack.
- When playing a Stack – A verbal “STACK!” helps other players know you've played one.
 - *For the non-verbal – two knocks of the table helps too.
- *A Window card can **block** a Stack from being completed. Example shown below:

