



PABLO JIMÉNEZ / MIGUEL BUSTILLO

THE LAST ONE

  **MARÍA EIRIZ**
Translation: Buscalume



15'



2-6



+8

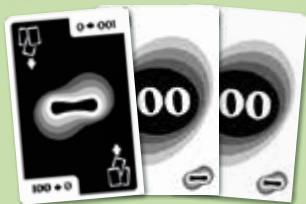
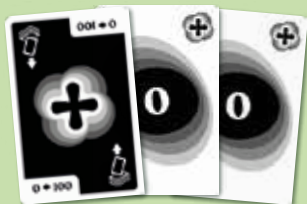


COMPONENTS

99 number cards (58 x 88 mm)



6 playing area cards (58 x 88 mm)



GOAL

Hold out while your opponents fall around you.
Outlast until the end and you will win the game.

SETUP

Place the card with the plus sign (+) in the center of the table. Form a row next to it with the two cards with the number 0. The cards in this row will be placed in ascending order.

Below, place the card with the minus sign (-) and form a row next to it with the two cards with the number 100. The cards in this row will be placed in ascending order.

+ Row



- Row



Draw pile



Shuffle the deck and deal 10 cards to each player. Form the draw pile by placing the remaining cards face down.

Decide who goes first and the direction of play.

HOW TO PLAY

On your turn, play one of your cards face up on one of the 4 number piles, keeping the following in mind:

If you place it in a space in the row with the + sign, the number on the card you place must be higher than the one on the last visible card in that space.

If you place it in a space in the row with the - sign, the number on the card you place must be lower than the one on the one on the last visible card in that space.

ROW EFFECTS

If, when you place your card, you manage to make the two visible cards in that row the same color, you activate an effect.



A) + Row effect:



Draw the top card from the draw pile.

If the card underneath has the same symbol on the back as the one you just drew, draw another card.

You can keep on drawing cards until you draw a back with a different symbol.

B) – Row effect:



Ask the next person in turn for their highest or lowest card, your choice.

This person can avoid giving you their card by playing a card of the same color in the – Row.

If they cannot (or do not want to) do this, they will have to give you the card you asked for; if they do it, however, the effect will pass to the next person in turn.

This person then will also have to either avoid the effect or give the previous person the card they asked for, whether it is the highest or the lowest.

The chain effect will continue until someone cannot (or does not want to) protect themselves and gives one of their cards to the previous person.

Lastly, after handing over the card, they must play their turn.

END OF THE GAME

The title is centered in a dark red pill-shaped box. There are five red-outlined stars of various sizes scattered around the box: two on the left and three on the right.

If you cannot play any cards at the start of your turn, you are out of the game. Place your cards face down on the table to indicate that you cannot keep playing.

You will also be out of the game if you play your last card on your turn and have no cards left in your hand.

When everyone has been eliminated and only one person has cards left in their hand, that person wins the game.

Want some more? Then play another game! One thing is for sure: you won't be able to play just the one.

ACKNOWLEDGMENTS

The authors would like to express our gratitude to the students of IES Antonio Gaudí (Victor, Bruno, Nerea, Paula, Agueda, Ivan, Claudia, Andres, Adri, Jimena, Cecilia...).

To the Caballeros Templados association, Círculo de Isengard, Místicos de Arkat and LUDO.

To Iván López, Charly, Helena, Borja, Nerea, Lena and Gato en el tablero. To Raquel and Miguel, to Sebas and Meme.

To our families. To Raquel, Lucas, Marina, Carlos and Alba.



HI THERE!

We are Buscalume, a tiny board game publisher founded in Ourense, Spain, in 2021. We make fun, cute, family-oriented board games.

Follow us on our socials to find out what we're up to. We sometimes do giveaways and hand out freebies!

+INFO



www.buscalume.com



@buscalume



/Buscalume



@Buscalume