

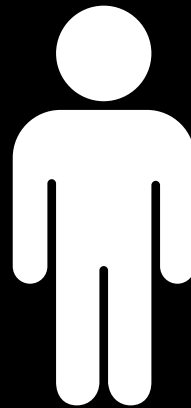
## CARD TYPES:

*basic  
weapons*

*rare  
weapons*

*defense  
weapons*

# LAST ONE STANDING



A strategic game where your goal is to kill the competition and be the last one standing!

3-5 Players

About 15-20 Minutes

Ages 7+

Created by Afra, Noah, Yasmin,  
and Yunho

## Rules:

- The game is a fight game that consists of a board with six rooms and a D6 that controls movement.
- The goal of the game is to kill every player and be the last one standing.
- The game starts with each player having 10 lives that is tracked using a D12. There is no limit on the amount of life you can have.
- At the beginning of the game, each player rolls a D6 and whoever has the highest number goes first. Turn order will be clockwise from the starting player.
- Each turn, players roll a D6 and go to the room with the same number as the result.
- Every turn, a player takes a card from the deck after entering a room. The cards can be offensive or defensive weapons, or events that give you health back or move you to other rooms. A player may have as many cards as they want. Try your best to conceal your cards from other players!

- If you roll and arrive in the same room or move to another room via a card, you do not draw a card.
- Room #6 is a special room. If a player arrives there, they gain one life point. If players engage in a fight there, they will gain the life before the fight begins.

## Fighting:

- Combat will trigger when a player enters a room that another player is in.
- Players will draw a card before a fight begins.
- Each player may choose up to two cards in their hand to fight with. Once the cards have been chosen by each player, they reveal their chosen cards.
- Players will lose life equal to the amount of damage dealt to them by the other player's revealed weapons, subtracted by the amount of defense on their weapons.
- At the end of the fight, players discard the cards they used.

- If more than two players are in the same room, the last person to enter chooses the player they wish to fight.
- Players may also use their move cards to avoid a fight, though this must be done before cards are chosen.
- If there are no cards left in the deck, shuffle the discard pile and that now becomes the card pile.

