

THE LAST ONE





This game was made during the Game Chef 2012 la Pummarola Ediscion (<http://gamechef.wordpress.com/2012/04/03/la-pummarola-ediscion/>). There were a lot of other games created during that event and you should read and play them too.

The Last One
Alberto Tronchi
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Questo gioco è frutto di fantasia. Ogni riferimento a fatti e persone reali è del tutto casuale.

THE LAST ONE

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THE WORLD IS IN RUINS (AND YOU ARE TOO)

The Last One is a game about fear, the hope to save what you care for, the regret of what has been lost, consumed by the end of the world. This is a game for two players: One will be called YOU and will play the Last One, who tries to save himself. The other player will be the OTHER, controlling the world that is trying to fuck YOU. Together you will share an interesting tale.

USEFUL (TORTURE) TOOLS TO PLAY!

You need some Post-It notes, a few pencils and two decks of poker cards (without the jokers). While not indispensable, it would be useful to also have three red gems to keep track of the accomplished CHOICES.



HAVE CLEAR IDEAS (ON HOW TO GET HURT)

First of all we'll explain some of the terms often used in the game:

FEARS: created by YOU and used by the OTHER to characterize the mood and the scenes. they are the centre of the setting.

HOPE: created by YOU, is what the Last One wants to save and the last bond to what the world was before the end.

PIECES OF LIFE: are the moments of the game that define the rhythm of the game (mark the time of the game).

They can be set before, during or after the event that caused the end of all.

CHOICES: are the parts of the game where the OTHER forces YOU to oppose to what's happening. During a CHOICE you will play the cards to see what happens.

TRACKS: are suggestions that the OTHER draws randomly to characterize the PIECES OF LIFE.

SAFE PLACE: where the Last One will end his journey.

BEFORE: defines all the part of the past life of the Last One.

AFTER: defines all the part of the Last One's present.

WHEN ALL FELL: This is a particular part of the story that explains why the Last One is trying to save his HOPE.

THE END OF THE JOURNEY: This is the last chapter of the story, when the fate of the protagonist is defined.

These terms will be written differently from the rest of the text to underline their importance and to help you to understand all the game references.

GUESS WHO'S HERE FOR DINNER? (AND LIKES RAW MEAT?)

Everyone will have some duty to follow: keep them in mind while you read the text to better understand it. These duties are the basis of the game.

YOU's duties:

You must choose some FEARS.

Think to what makes you uneasy, troubles you or what you wouldn't want to face.

Obviously, you are the only one that can decide what is too much or what thrills you.

Remember that the OTHER, if he is doing his job, will hit it very hard.

Remember that the FEARS you choose don't need to be the Last One's. The game is based on your fears to create different situations you will face as the Last One.

Play the game to experience the situation and identify yourself with your protagonist, the Last One. Put in the game what you care for and try to face whatever he will meet, to save his HOPE. If you fail, he loses everything. If you don't think of the consequences, he will pay the price. When you decide how to act, ask yourself: "How would I face this situation in order to save what I love?"

Choose a HOPE you truly care for.

This should be something you empathize with. Like your FEARS, this should matter to you. If you don't give a fuck, you won't fight to defend it nor worry about its destruction.

OTHER's duties:

Press on the situations created, mix FEARS, HOPE and TRACKS to create hard PIECES OF LIFE, with CHOICES that are true punches in the stomach. Make every decision count!

Your duty is to complicate YOU's life through the situations that you will create during the narration. Use every possible catch to trouble YOU. Take the TRACKS and the events to the excess to force the Last One to make the difficult CHOICES.

Remember that is always YOU to decide when to make a CHOICE, but you, the OTHER, are the one who sets the triggering events.

When you ask questions during the BEFORE, pick interesting subjects that you know better than the Last One.

In this game, the OTHER creates the background of the session based on the chosen FEARS. The term FEARS is comprehensive of everything that makes uneasy, that disturbs or really scares YOU. Don't be afraid to terrify or bother yourself during the game. While that probably would rarely happen, try to choose carefully the FEARS that would tell a believable and interesting story.

LET US BEGIN (... THE SLAUGHTERING)

The world has gone to hell. Something happened and everything you knew of the world has collapsed. Nothing is certain anymore. Your convictions are unclear. Do you remember the last post-apocalypse horror movie you saw? This is even worse than that. They all stressed that the end of the world was coming... talking about the Mayan Calendar and of zombie apocalypses, and it looks like they were right.

Where were you when it all fell apart? Well, you had a lot of things to do; a job, maybe a family, a lot of little hobbies. But now, out there, everything is a horrible mess. People are dying all over the world. Untold numbers are suffering. And there are even things best left unsaid. But there is still hope. Like a light in the darkness... A safe house... You gather the few remaining things that you still possess and take to the road, seeking your last chance at survival. And you are not alone. Someone you care for... something that matters to you the most... is out there. And only you can save it no matter what the cost.

Look yourselves into the eyes and decide who is YOU and who is the OTHER.

YOU: Choose who you were, what you did before everything fell apart and describe your appearance. You may even base the physical description on yourself if you want, that will work too. Write it all on a Post-It note and place it on the table in front of you. This is BEFORE. And the person you have described is the Last One, your character in the story. Now, write down at least three FEARS on another Post-It note. Think very well. They must be three things that scare you and make you feel uneasy. These are things the Last One will have to face. Your emotions are the Last One's emotions. When you feel scared, he will be too. In this game, when you face some FEARS, try to make them really personal. Favor FEARS about places, about physical dangers, and of things that can easily be used by the OTHER. Why? Because this game is a sharp and quick game. Think of FEARS that can easily be connected to stressful situations.

When you are done, take five minutes to explain to the OTHER what these FEARS mean to you and why you chose them. Put the Post-It note in front of the OTHER.



YOU: Choose now what you are fighting for and decide what it is. This may be a person or a thing. This one and only thing is your HOPE. Be sure to choose something that you truly care for and you will give to the Last One the task of protecting it and saving it from all the destruction happening in the world. The HOPE must be vital to the Last One. The OTHER will place this HOPE at risk. If you want, you can base your HOPE on a real person you care about, to generate more tension and empathy. Make it count.

The OTHER must listen very carefully as YOU explain your HOPE. The OTHER must place it danger and hit very hard to create powerful and interesting painful CHOICES.

Now, choose a **SAFE PLACE**. This is the sanctuary, the light in the darkness that will guide your steps to salvation. The place where-in lies your last chance.

OTHER: Take the **FEARS** Post-It note and read it. Briefly narrate how the world fell apart and be sure to generate the story using **YOU's** three **FEARS**. Push your brain to come up with ideas on how to make the world go through a really bad situation based on them. For example, don't be content with just a virus making people crazy. Create a story how the virus drove people insane, with people all over dying and their blood painting the streets. Talk about how the few remaining survivors spend their lives in isolated locations, leaving abandoned cities where the mad ones hunt down those who have not been infected.

YOU gave you suggestions when he wrote the **FEARS**. Use them to create a believable terrible world. Avoid using comical or funny things. If **YOU** finds zombies funny, don't put zombies in your game or **YOU** will just end up laughing. Feature the **FEARS** in the background so they feel oppressively present all through the game. This is the **AFTER**.

Now, take the two decks of cards (no jokers) and shuffle them together. Put the deck in the middle of the table.

Example **FEARS**
Rampaging violence
Abandoned and haunted places
Blood
Needles
Torture
Grave illness
Starvation

HOW DOES IT WORK? (PUT THEM INSIDE A MIXER AND GUESS WHAT COMES OUT)

The Last One is a role-playing game. It is of two people having a conversation where they tell an imaginary tale and build a story filled with horror and regret. It is like the horror movies you love, only here **YOU** plays the protagonist and the **OTHER** has the part of the director. This may sound complicated, but it isn't. You'll understand soon how.

For a better clue of how games with The Last One should feel, check out the list of movies at the appendix. They are useful references to draw inspiration from to get ideas on what to throw into your game.

The game is divided in seven moments called the **PIECES OF LIFE**. These can be set **BEFORE**, when everything was still fine and normal, which can be used to humanize and better give character to the Last One. While other scenes can be set **AFTER**, with everything messed up and the priority of most is merely to survive. There is one moment set to **WHEN ALL FELL** which shall be used to characterize the **HOPE** of the Last One. And finally one last moment which will be **THE END OF THE JOURNEY** where we will discover who survives.

THE JOURNEY (AND THE ATTACHED MESS)

Now you are ready to play. The last one will journey through a mad and twisted world, facing FEARS and trying to save his HOPE. The journey splits in PIECES OF LIFE, which are scenes set BEFORE or AFTER. Some of the scenes will lead to a CHOICE. And all of these CHOICES will gather at the END OF THE JOURNEY.

1°PIECE OF LIFE: WELCOME TO HELL (TICKET NOT REFUNDABLE)

OTHER: Set the scene AFTER, when everything fell into madness. In this part of the story, introduce the starting situation which the Last One must escape to continue his journey. Draw 3 cards from the deck, without showing them to YOU, and go to the TRACKS section of the book to see what the cards mean. Use those suggestions as much as possible as you describe the scene. This is the starting point of the game, so describe what you feel is best. Inset new characters if you must. Define the location, the time, and be sure to create a vivid initial scene.

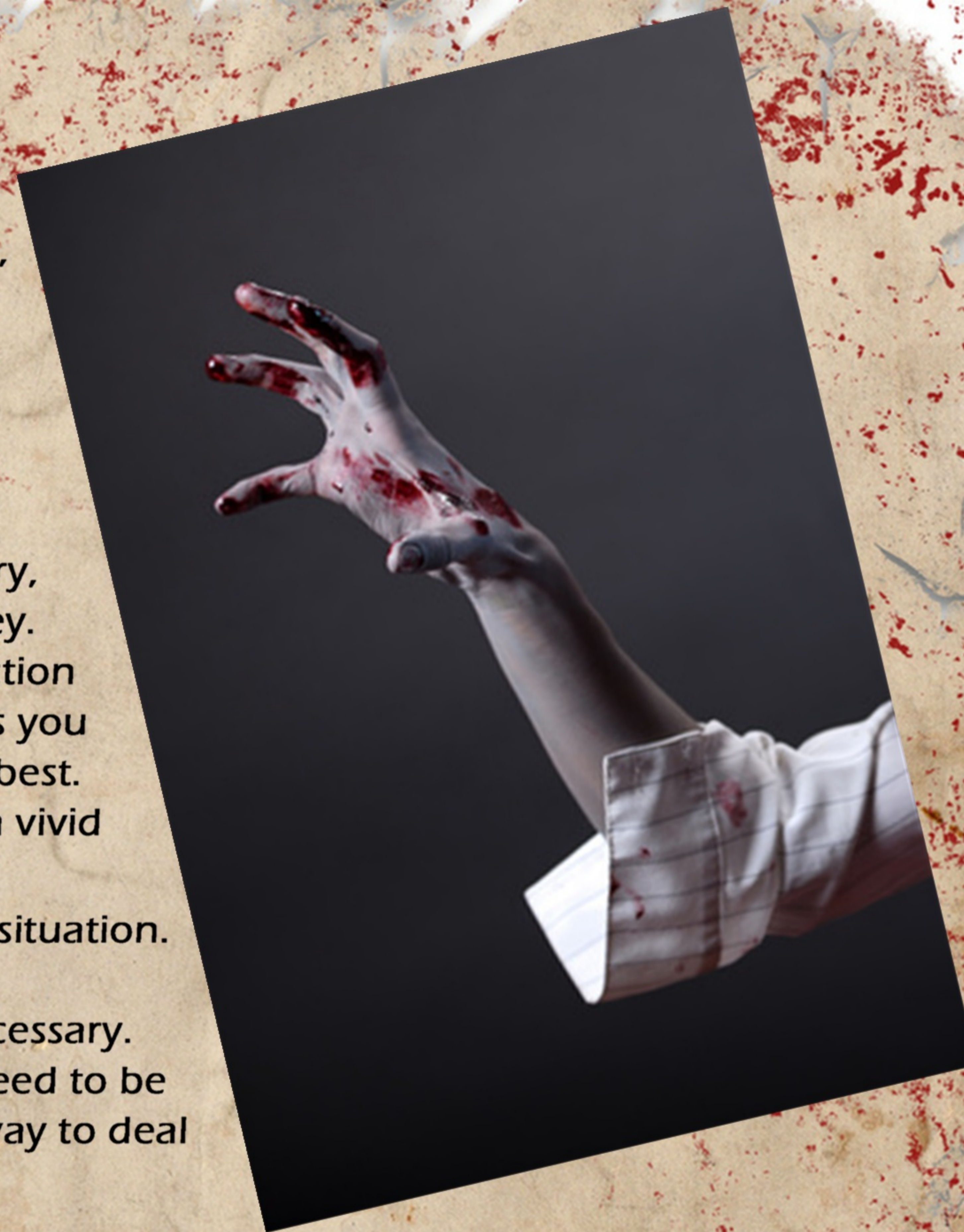
YOU: Listen carefully and ask questions when you need help to better understand the situation. You cannot change the details the OTHER makes.

OTHER: Reply to all the questions and then adjust the situation only if you think it's necessary. Remember, you do not have to help him deal with the situation. You only need to be sure YOU understands the situation clearly so he can come up with a way to deal with it.

Example (Based on the movie, "The Dawn of the Dead"): The OTHER draws 3 cards: 8 of spades (a wrong idea), 7 of diamonds (a disgusting thing) and King of spades (a bad wound).

YOU listed one of the FEARS was zombies. The OTHER describes a place besieged by the walking dead. Badly built barricades are collapsing. The air is filled with the smell of the rotting dead (a disgusting thing). There are five other survivors with the Last One and his HOPE. One of the survivors suggests that they cover themselves up with bits and pieces of dead bodies (a bad idea) because he recalls seeing it in a movie and it worked. While the survivors discuss what to do, the roof begins to tremble. Something above that is big and heavy is about to cause it to collapse! Could it be the helicopter that crashed on the roof a day ago?

YOU: Talk and declare the actions of the Last One.



OTHER: The actions and dialogue of everyone else in the world, including the HOPE, will be declared by you. You are not forced to use the hints drawn from the cards. You can even keep the hints draw to use later and tell your own story for now. The point is, you know which cards can be discarded, so you will have a better idea on how to play them than YOU does at the end of the game.

Let's continue:

YOU: Act for the Last One. Describe his actions and wait for the OTHER to tell you how the world reacts. When in doubt on any details, ask the OTHER and he will give you the answers.

OTHER: Be in control of the scene and react to the Last One's actions. Be sure to create problems and complications. Do not worry about hitting too hard. Your duty is to put YOU under pressure. If you need them, you can even introduce new events and characters or twist the scene with surprise attacks, people vanishing, and anything else you may need to create a dangerous situation. Keep in mind to act and guide the HOPE.

CHOICES happens only AFTER, so the cards are used only during these moments. Every PIECE OF LIFE set AFTER has three CHOICES that must be played.

When a CHOICE is called for, both players draw seven cards. They will keep these cards until the end of the PIECE OF LIFE. Some effects may allow you to draw additional cards, but usually you have to deal with all CHOICES with your starting hand.

YOU: When you arrive at a point where you don't like what is happening, like when you want to evade something or kill someone, that point outlines a CHOICE. It is time to use the cards.

OTHER: Take some breaks during the narration of the scene. When you see a potential CHOICE be sure to give YOU time to think and react. If a car, for example, is going to crash where the Last One is standing, stop and give him the time to decide what he wants to do in response. If someone pulls a gun out, describe to YOU who the man is threatening and give YOU time to consider a response. When a monster, for example, attacks HOPE, be sure to give YOU a clear picture of the danger and some time to decide on what to do.

YOU: Call for a CHOICE when you feel it is the only way to save the Last One's life, more so to save the Last One's HOPE. Call for the CHOICE to tell the OTHER he can stop for now and it is time to draw out cards. If you don't call for a CHOICE, the OTHER can simply say the gun fires and HOPE now has a third bloody eye socket.

OTHER: Each threat and twist must be added to create momentum in the narrative. Don't be predictable or make the characters act like idiots (unless they really are). Exaggerate too much and the game loses its mood. The fundamental rule will be this: if YOU does not like something in the narrative, he can use cards to modify it. So feel free to describe the zombie leaping at HOPE to devour her, because YOU can then call for a CHOICE to use the cards to stop it!

Each player has 7 cards (they should not show them to the other player). Each chooses one to two cards and places them face down on the table. Then, they reveal them at the same time. Whoever has the higher value wins.

Keep in mind the following:

- The value of any Aces is 1. If YOU loses, the OTHER draws a reserve card for free. It does not matter who played the Ace.
- The Jack will always have the same value of the weakest card on the table. If the player who played it loses the choice, the card can be returned to his hand.
- The Queen has a value of 5. But any cards played with the Queen increase their value by 1.
- The King has a value of 10. But the other player draws a card.

If any player is unhappy with the results, both players can add another card face-down on the table, starting with the losing player. Then the cards are revealed and the new sum is calculated. Whoever has the higher value is the winner. In the case of a draw, the Last One still wins.

It is part of the game's system to fake a rise using only a low card. This can make the other player believe you are winning and waste a higher valued card. It's a bad world, remember?

During PIECE OF LIFE, YOU must face 3 CHOICES before being able to proceed to the next scene. All the CHOICES must be accomplished using the cards in his hand. Bluffing is part of making the game more fun!

If YOU wins, the OTHER briefly narrates how the Last One resolves the situation. The game then continues.

If the OTHER wins, YOU narrates how the situation goes to hell in spite of the Last One's best efforts. The game then continues.

Notice the exchange of narrative duties? Keep in mind that with a CHOICE, you can't kill the Last One or destroy his HOPE before the END OF THE JOURNEY. There are many ways for either to get injured without killing them. (Is she infected? Was he badly disfigured? Are they both now in a lot of pain?)



Once all 3 CHOICES are done, the OTHER closes the PIECE OF LIFE by describing the consequences of what happened overall. At this point, note who won more of the CHOICES.

If the winner is the OTHER, the OTHER may draw a card and put it in a place you designate as your Reserve. When you draw a hand of cards during a PIECE OF LIFE, you may replace any number of cards you want with those in your Reserve. Remember: at the END OF THE JOURNEY, if the last CHOICE is failed this can lead to the HOPE's destruction. The tension gathered during the scenes should heighten the climax of the ending. Try to save the cards in your Reserve for the perfect moment! If the winner is YOU: YOU may draw a card and put it in a place you designate as your Reserve. When you draw a hand of cards during a PIECE OF LIFE, you may replace any number of cards you want with those in your Reserve. Remember: At the END OF THE JOURNEY, if the last CHOICE is failed this can lead to the HOPE's destruction. Be sure you use your cards wisely!



2° PIECE OF LIFE - MEMORIES OF A PAST TIME (WHEN YOUR NEIGHBOURS DIDN'T TRY TO EAT YOU WHILE YOU SHOT THEM)

The scene is set BEFORE, back when the world still had meaning and the Last One lived through small and big problems. All the scenes set during BEFORE are memories or flashbacks. Use them to characterize the Last One and to empathize with him.

YOU: Choose a hint to set the memory. It should be melancholic such as an unsolved situation or a regret for something you could do and didn't. You can choose a regret that somewhat touches you. Start telling the past of the Last One and an event that includes the chosen hint. Examples may include: The last holiday with your beloved. A job interview you refused to take. A fight with your brother that you never settled.

OTHER: Sit back and enjoy the show. There aren't cards to play or CHOICES to win in a BEFORE session. You only have to listen and ask up to three simple questions. Ask when you want to, when you think that it can unsettle YOU or make him feel greater the regret and melancholy. Search for inconvenient questions but avoid any ridiculous ones. Emphasize past moments, such as the little problems that make it a bad memory even when compared to the AFTER. You can also ask for the reasons behind some decisions or why some relationships weren't important enough to become the Last One's HOPE.

YOU: Pay attention at the OTHER's questions and answer them. Think of him as your conscience, asking if what you are telling is also what you really think and if you are sure that things went that way.

After YOU gives the answer to the third question, the PIECE OF LIFE ends. Now we know something more about the Last One.

3° PIECE OF LIFE: THE JOURNEY GOES ON (ISN'T SOMEONE MISSING?)

OTHER: The story should be once again set in the AFTER. Draw 3 TRACKS and follow the rules as per the first PIECE OF LIFE, but tie them in to the previous events to give a sense of continuity and to create new problems and troubles for the Last One to face.

When you draw your hands, the player that lost more CHOICES during the previous PIECE OF LIFE can draw up to 9 cards and must keep only 7 of them.

4° PIECE OF LIFE: WHEN ALL FELL (IT COULD BE WORSE, MAYBE)

YOU: Set another scene at BEFORE. Like earlier, follow the rules for the second PIECE OF LIFE. Focus on the tale of how the Last One faced the dawn of the end. You have to describe the moment when all fell apart and the apocalypse began from the Last One's point of view. Where was he? Who was he with? What were the circumstances of that day? How did it make him feel?

OTHER: Again, you are allowed to ask your three questions. Try to underline everything the Last One could have saved, but didn't.

5° PIECE OF LIFE: STILL TRAVELLING (IT'S ALWAYS THE BES WHO GOES FIRST! ARE YOU STILL HERE?)

OTHER: The scene should be set in AFTER. Draw 3 TRACKS and follow the rules of the first PIECE OF LIFE. Use the memories of BEFORE and the events AFTER to create a good background and to come up with new details and troubles. Start talking about the SAFE PLACE and give some hints or signs of where this is.

When you draw your hands, the player that lost more CHOICES during the previous PIECE OF LIFE can draw 9 cards and decide to keep 7 of them.

6° PIECE OF LIFE: HOPE (IT'S THE LAST TO DIE, RIGHT AFTER YOU)

YOU: This is the last scene set in BEFORE. Follow the rules of the second PIECE OF LIFE, but focus your story on the bond between the Last One and his HOPE. Talk about his feelings and the reasons that make the HOPE so important, and its meaning.

OTHER: Ask your usual 3 questions. But this time, focus on what makes HOPE beautiful and a source of happiness. The questions should warn the Last One that he could lose HOPE so close to the end.

7° PIECE OF LIFE: THE END OF THE JOURNEY (CLEAN THE BLOOD BEFORE YOU GO)

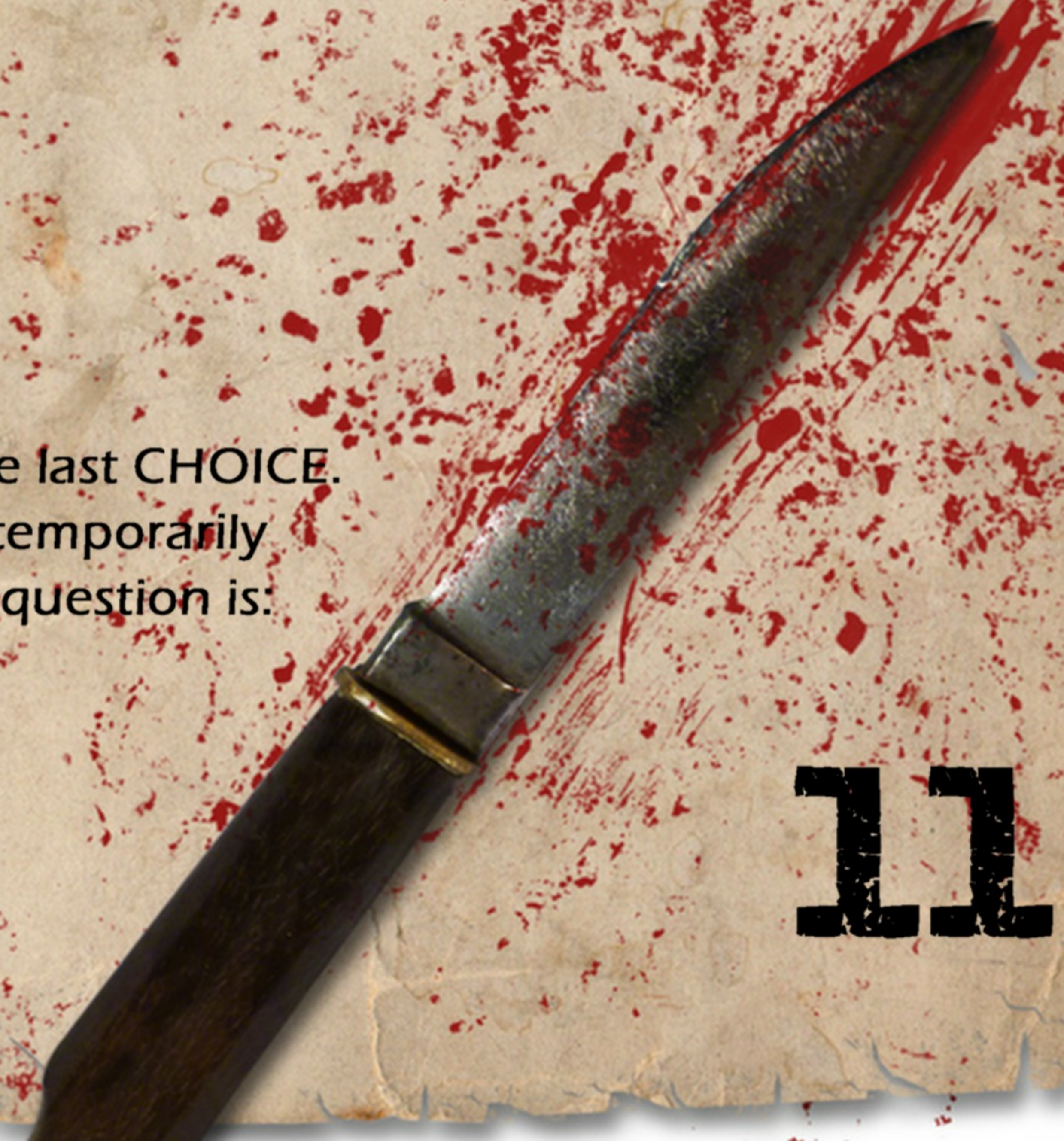
OTHER: We are near the end. This is the last run. The SAFE PLACE is near and awaits for the Last One and his HOPE. At this point, you can attempt to kill them. Follow the rules for the first PIECE OF LIFE, but remember: during the last CHOICE the HOPE can be destroyed.

YOU: If you lose the last CHOICE you still have one last chance to save HOPE. The Last One can be sacrificed to save his HOPE.

When you know the winner of the last CHOICE, start the epilogue.

FINAL CREDITS (SEARCH FOR YOUR NAME!)

The story has now ended. Take a few minutes to narrate how the tale finishes, starting with the last CHOICE. Did the Last One and his HOPE survive? Is it a new beginning for the world? Or is the end just temporarily delayed? Will they spend their lives happily or will they still eventually die? The most important question is: what changed forever in the Last One?



HOW TO MAKE (DESTROY) PIECES OF LIFE

Here are some hints on how to create good PIECES OF LIFE. The appendix also has two summarizing sheets.

OTHER: How can you lead the Last One to a CHOICE? For YOU into scenes where he has to disagree. Here are some examples:

“The three men jump on you with knives and attack!”

“The guy starts shooting blindly at the zombies, but your daughter is in the firing line!”

“You take the car, but you realize too late that the truck in front of you is out of control and the two of you are about to collide!”











In all of these examples, the common thread is they all are scenarios YOU will be against. You don't have to always make them too hard, though. A car that stops in the middle of nowhere, a falling skyscraper, losing a backpack during a run, are also good CHOICES you can offer to the Last One.

YOU: How do you arrive at a CHOICE? At its simplest, you call it. Mind what the OTHER is sending against you and listen carefully. Things can go very bad. When you are finally guiding the Last One to the SAFE PLACE with his HOPE, remember the only thing that stops the OTHER from telling a really bad ending is a CHOICE. Keep this in mind! Given the examples above, if you don't do anything to evade the truck, it will crush you. If you don't stop the guys with the knives, they will cut your throat. So call for a CHOICE so you can say “I want to stop him and I push him down the stairs”. If you win, you do what you wanted. If you lose, you can decide how much you suffer from the danger and that's better than dying.














OTHER: You need to calibrate the tension during the game. It's not that difficult, to be honest. The whole story is just a run to the end, where things can go really bad. What happens before must be used to prepare the big finish. Follow this scheme: use two bad situations and a lighter one, change the order of them during the different PIECES OF LIFE and watch what happens. Think of new problems based on the Last One actions and remember that you can always make that threat jump out of the shadows.

TRACKS





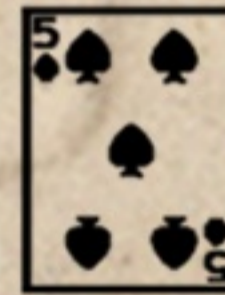








DIAMONDS

-  Escape
-  Trial
-  Set up a defense
-  Decide a matter of life or death
-  Lack of supplies
-  Natural calamity
-  A disgusting thing
-  A dangerous place
-  Sacrifice
-  Accident
-  Unexpected twist
-  Wrongful accusations
-  Separation

CLUBS

-  Underestimate a danger
-  Trauma
-  Violence
-  Nightmares
-  Persecution
-  Theft
-  A wrong idea
-  Lying
-  Fire
-  Invasion
-  Suicide
-  Addiction
-  Madness

SPADES

-  Mutilation
-  Pain
-  Illness
-  Sensorial damage
-  Horrifying situations
-  Massacre
-  Lack of food
-  Lack of sleep
-  Lack of water
-  Segregation
-  Kidnapping
-  Stress
-  Bad injuries

HEARTS

-  Apathy
-  Delusions
-  Emotional trauma
-  Compassion
-  Hate
-  Fear
-  Vengeance
-  Threats
-  Ignored feelings
-  Violence upon defenseless people
-  Abuse
-  Loneliness
-  Death



GOOD NIGHT STORIES (FOR NAUGHTY CHILDREN)

The Last One tries to reproduce the typical style of horror apocalyptic stories. One could write a lot of pages to try to put you in the mood, but if you enjoyed any of these works, you will quickly understand what this game is supposed to be like.

28 DAYS AFTER (2002 DANNY BOYLE)

An artificial virus, a stronger and virulent version of the rabies, infects all the UK and changes people into feral and ferocious killers. Jim awakes after an accident 28 days after the beginning of the disaster and needs to find a way to survive.

Last One: Jim

Fears: To be chased, Rampaging violence, Fall of society.

Hope: Selena or Hannah

Safe Place: An isolated village in the north of the UK.

THE ROAD (2009 JOHN HILLCOAT)

After a worldwide disaster the landscape is gray and desert-like. A man and a child are crossing the USA with the hope to reach the south, where the climate is better. They must face a desperate and corrupted humanity.

Last One: The man

Fears: Cannibalism, Lack of resources, Desolated places.

Hope: The child

Safe Place: Southern coasts.

THE DIVIDE (2011 XAVIER GENS)

A nuclear attack destroys New York and a group of survivors finds shelter in the basement of their former palace. They are blocked in their refuge they face paranoia, fears and the law of the strongest.

Last One: Eva

Fears: Paranoia, Abuse of power and Claustrophobia

Hope: To not lose your humanity

Safe Place: The world out of the basement

I'M LEGEND (2007 FRANCIS LAWRENCE)

The Year is 2012. An outbreak destroys humanity changing people into vampires. Only one man survives and tries to find a cure to save humanity.

Last One: Robert Neville

Fears: Loneliness, Vampires, To be chased.

Hope: To find a vaccine.

Safe Place: A colony in the Vermont.



YOUR DUTIES

Push on the situation, combine the FEARS, the HOPE and the TRACKS to create heavy PIECES OF LIFE, with really hard CHOICES.

Your duty is to complicate YOU's life through the situations you will play. Use every possible thing to put him under pressure and to complicate his life, use the TRACKS to hit him in the hardest way possible and force him to make a CHOICE.

Remember that YOU is the only one that can decide when to make a CHOICE, but you can play with the reasons that trigger it.

When you ask questions during the BEFORE, find interesting topics to get to know better the Last One.



TO PLAY YOUR HAND

Draw 7 cards, or draw 9 cards and discard two of them if you lost the PIECE OF LIFE before this one. During the seventh PIECE OF LIFE you draw 7 cards, even if you lost the PIECE OF LIFE before.

- The value of any Aces is 1. If YOU loses, the OTHER draws a reserve card for free. It does not matter who played the Ace.
- The Jack will always have the same value of the weakest card on the table. If the player who played it loses the choice, the card can be returned to his hand.
- The Queen has a value of 5. But any cards played with the Queen increase their value by 1.
- The King has a value of 10. But the other player draws a card.

OTHER

YOUR DUTIES

You must choose some FEARS. Think of something that unsettles you, makes you shiver or terrorizes you and that you will not like to face. Obviously you are the only one that can decide what is thrilling and what is too much. Remember that the OTHER, if he does his job, will hit very hard.

Remember that the fears you choose aren't the Last One's. The game is based on your fears to create situations you will face with the Last One.

Experience the situations and identify yourself with the main character, the Last One. He will face a lot of bad situations and you have to make him risk what he loves to save his HOPE.

If you fail, the Last One loses everything. If you don't think of the consequences, he will pay the price. When you want to act, ask yourself: "How would I face this to save the one I love?"

Choose a HOPE you really love. If you don't, you won't care nor fight to protect it and it won't hurt you if the HOPE is destroyed. HOPE must be someone that absolutely matters.

TO PLAY YOUR HAND

Draw 7 cards, or draw 9 cards and discard two of them if you lose the PIECE OF LIFE before this one. During the seventh PIECE OF LIFE you draw 7 cards, even if you lose the PIECE OF LIFE before.

- The value of any Aces is 1. If YOU loses, the OTHER draws a reserve card for free. It does not matter who played the Ace.
- The Jack will always have the same value of the weakest card on the table. If the player who played it loses the choice, the card can be returned to his hand.
- The Queen has a value of 5. But any cards played with the Queen increase their value by 1.
- The King has a value of 10. But the other player draws a card.



YOU

THE LAST ONE



The Last One is a game about fears. It is a game about the hope to save what you love. It is about all that has been lost and destroyed by the End. The Last One is a game for two people that tries to reproduce the feeling of a horror movie, building the setting on the player's own fears.

The game requires no preparation and has no character sheet. You only need two decks of cards and an hour to play to live a strange voyage between salvation and death.

LuceOmbra