



## **All Your Base: Last Of Last™ The Game – Official Rules**

Winner must declare "All Your Base Are Belong To Us!" upon capturing the required number of bases:

- 6 Players=6 BASE
- 5 Players=7 BASE
- 4 Players=8 BASE
- 3 Players=9 BASE
- 2 Players=12 BASE

You can make and break alliances as you wish; however, no card trading is allowed unless directed by RED ALERT cards.

Deal seven cards to each player. A player must have seven cards in their hand at the beginning and end of each turn. If you notice you are short, wait till your turn. If you run out of cards, buy another deck; just kidding - reshuffle the deck. Each player turn has four phases as follows:

### **1. RED ALERT PHASE**

Draw a card from the deck. If you have a RED ALERT card, you can either hold it or play it. If you play it, read the entire card out loud. Act it out! Do not draw a replacement card until the end of your turn if you play a RED ALERT.



## **2. DEFENSE PHASE - Do only *one* of the following:**

**2A.** Play a BASE card. All played cards are face up.

**2B.** Play a SHIP card (Zig, Destroyer, BattleCruiser, Dreadnought, Zero Wing) on an existing BASE. A BASE can hold any number of cards. Ships must be placed on an existing BASE, they cannot "float in space" by themselves.

**2C.** Play a CREW or "CATS" card on an existing BASE. The CREW/CATS cards have zero defense points; therefore, only play the card when you are ready to attack (or have no other move.)

**2D.** Discard. If no cards can be played, discard one card. BASE and RED ALERT cards can never be discarded!

## **3. ATTACK PHASE** (optional, you do not have to attack)

**3A.** All existing ships and crew on all of your bases (not in your hand) can be used in one attack against one enemy BASE. Your BASE cannot be used in an attack. Attacker needs at least one more attack point than the defender's defense points to capture the defender's BASE.

**3B.** Attack! All defending ships on the BASE and all attacking ships are discarded, and the BASE goes to the attacker. Once a BASE is captured, it is immediately placed in front of the attacker. If the attacker has more points than necessary to attack a BASE, the attacker can get "change" from the discard pile.

## **4. REGROUP PHASE**

**4A.** Re-arrange all of your cards in play across all of your bases at the end of your turn. Always regroup All Your BASE defenses because some RED ALERT cards wipe out heavily fortified bases. NOTE: You cannot breakdown perfectly good ships to cover defenseless bases!

**4B.** If you have less than seven cards in your hand, draw more until you have seven!



	SCENE	RED ALERT cards
1	In AD 2101, war was beginning.	Surprise Attack! Take two turns in a row! Sneer at everyone!
2	What Happen?	Your enemy hits the dinner bell instead of the Red Alert button. All crew abandon their position for chipped beef night. Your enemy loses all ships/crew on one base.
3	Somebody setup us the bomb!	Upon hearing "Bomb", Captain panics and hits the self-destruct button. Throw away your entire hand and draw all new cards.
4	We get signal.	Pick two cards from the deck and play immediately.
5	What!	Play your entire hand at once.
6	Main screen turn on.	Take a look at an enemy's whole hand. Steal a good card. Give a card in your hand you don't want. No nagging!
7	It's you!	You lose your turn by giving this card to any other player and it becomes their turn. Think! Use wisely.
8	How are You gentlemen?	Steal all ships from one base and put it on yours. Make sure you smile.
9	Yeah, right.	All players choose a card from their hand and give it to the player on the right.
10	All your base are belong to us!	Steal two bases total, from one (or two) players. They get to move their ships to their other bases, anyone else's bases or discard pile.
11	You are on the way to destruction!	Destroy one ship on one base of each player; not yours, of course.
12	What you say?	Captain is a bit dense... Shuffle the discard pile and draw one random card and play immediately.
13	You have no chance to survive, make your time! Ha, ha ha. Ha!	Destroy an enemy's base with everything on it into the discard pile while saying:" Ha, ha, ha. Ha!"
14	Captain!	Take a random card from each player's hand (not yours) and play them immediately. All players draw a replacement card.
15	Target coordinates 83 by 9 by 12.	Counterattack! Defender can play this card when attacked. Attacker loses all ships. Defender loses all ships but keeps base. Defender draws another card to replace this one.
16	Take Off Every Zig! You know what you doing. Move Zig!	Imprecise Orders! Every player moves one ship from their base and places it on any other player's base.