



LAST ONE STANDING

THE BATTLE ROYALE BOARD GAME

RULEBOOK

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In the year 2025, a new reality television event has seized international attention called, Last One Standing. Participants from around the world compete for the title of world champion in this ultimate life or death battle. The competitors are parachuted onto an island where they will explore, loot, fight and kill for their own survival. Anyone can play, but in the end, only one can remain. Will you be the last one standing?

In Last One Standing: The Battle Royale Board Game, up to 8 players find themselves on an ever-shrinking map where they must fight to be the last one standing.

GAME COMPONENTS



23 Land Tiles



1 Center Tile



8 Health Markers, 8 Dice
& 8 Weight Tokens



8 Character Mats



8 Character Punch Outs



1 Double-Sided Game Mat



26 "2" Loot Tokens
& 26 "3" Loot Tokens



6 Supply
Crate
Tokens



136 Loot Cards (57 Weapons,
54 Single Use and 25 Equipment)

2 Island
Explosion
Markers



1 Round and
Phase Token



12 Island Explosion Cards

OVERVIEW

HOW TO PLAY - AT A GLANCE

Last One Standing is a game of survival. Your goal is to be the only one left alive. Each game lasts for multiple rounds and each round is made up of 5 phases.

ROUND PHASES



In the island event phase there will either be an island explosion, causing a section of the board to be removed, a supply drop of a new loot crate, or both!

The two action phases are where the majority of gameplay takes place. During each action phase players will be able to perform one of three actions: move, shoot or use an item. Order of play is determined by the amount of weight being carried by each player (lowest amount of weight goes first). Perform Action #2 (phase 3) of this round in the same turn order.

Last One Standing is all about the loot. If you land on a loot crate at the end of your movement, pick up the number of items indicated on the other side of the token. Weapons picked up are classified by their rarity, compare them at a glance by their color and how many stars they have.



During the Reload & Rearrange phase, players are allowed to unequip items on their character and to replace them with equipment from their hand. Have you been wanting to equip that shotgun and SMG you just drew to be a close-combat warrior, or that epic sniper rifle you've had in your hand to pick up enemies off at long range? This is your chance.

The Weigh In phase is how player order will be determined for each subsequent round. All weapons and equipment placed on your character have a designated weight. More powerful equipment tends to be heavier - remember that the lighter you are the sooner your turn in the next round will be.

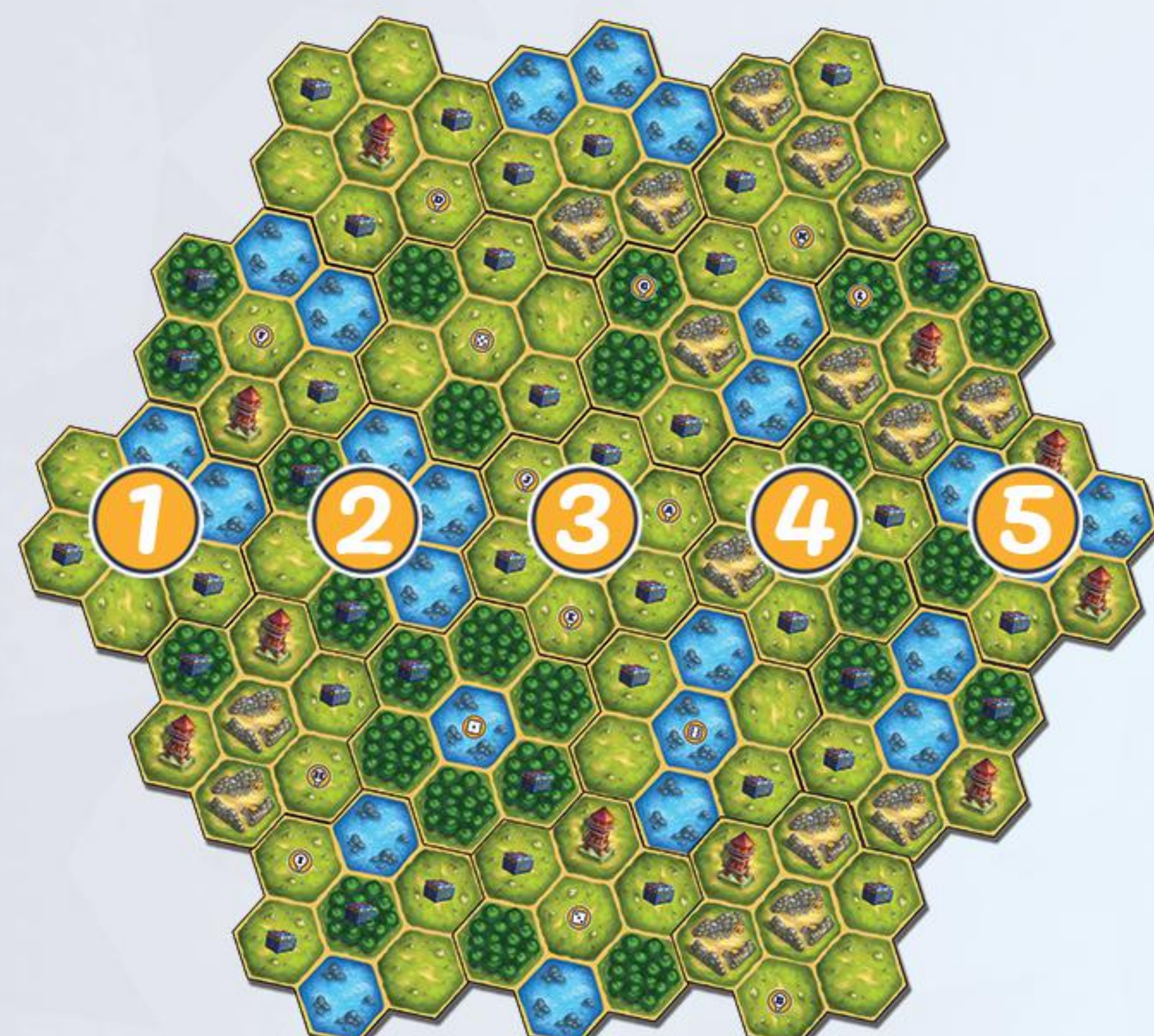
The game proceeds until all players are eliminated except for one. This player will be crowned the champion of Last One Standing: The Battle Royale Board Game!



SETUP

1 BUILD THE ISLAND

- Shuffle the land tiles and randomly build the map beginning with the center tile in the middle. 
- For **2-5 players**, place 4 tiles across the middle and 2 rows on either side. Include the "Must Use" tiles.
- For **6-8 players**, place 5 tiles across the middle and 2 rows on either side.



6-8 Player Map



2 PLACE LOOT TOKENS

- Place the loot crate tokens face down. Randomly place on all of the loot crate icons on the game board.

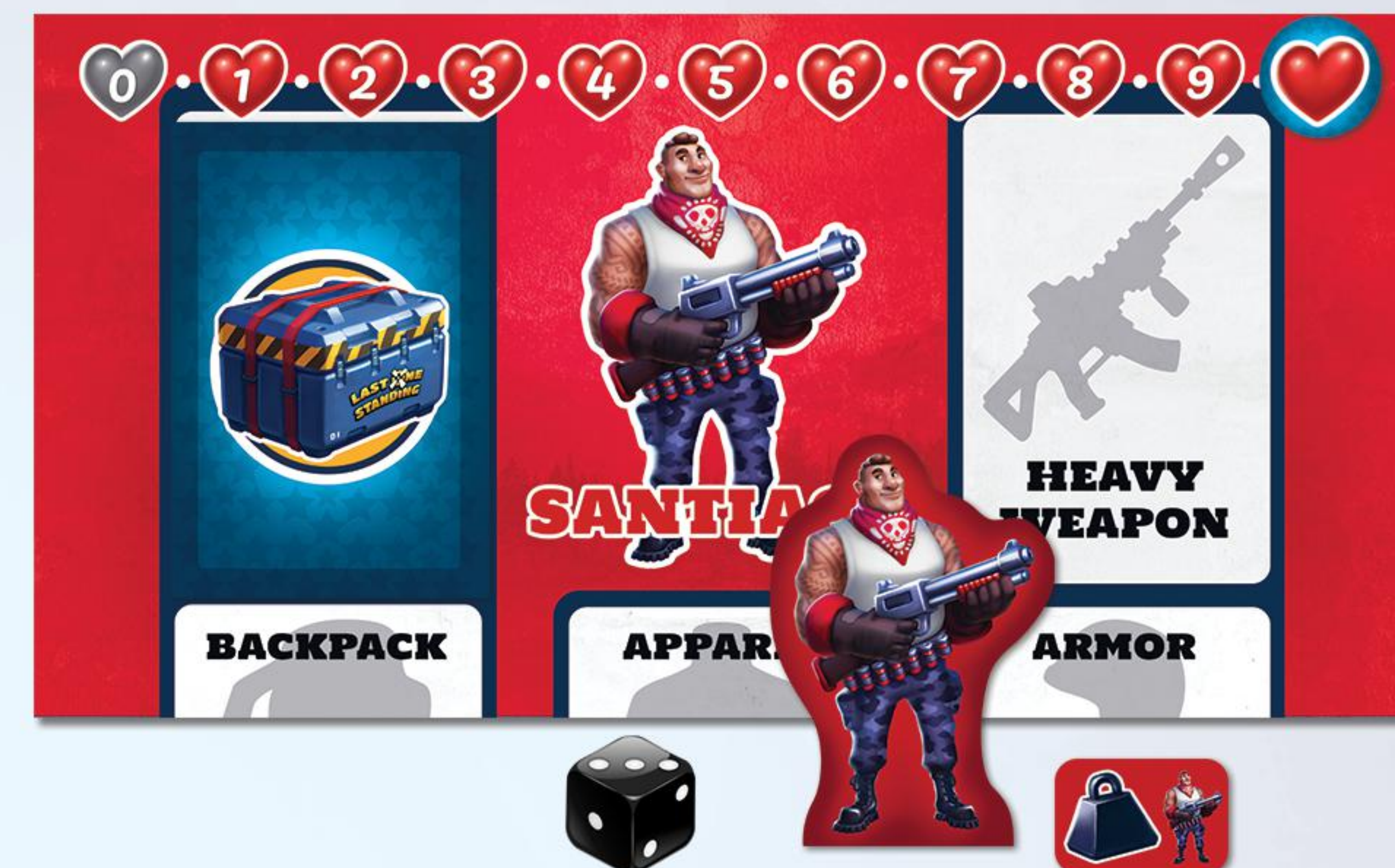


Center Tile



3 PLAYER SETUP

- Each player receives a character mat, character pawn, health marker (place on 10 ❤️), a crowbar (place face-down on the light weapon slot), a die and weight icon.



4 GAME MAT

- Place the game mat on the side for the indicated number of players. (Top-right)
- Place the round order marker on round 1 and phase marker on island event.
- Shuffle the loot (remove AED cards), supply drop, and island explosion decks and then place them on the game mat.

- Set the island explosion markers and supply crate tokens next to the game mat.



HOW TO PLAY

DROP IN

- Before starting the first round, each player must "Drop-In." Roll to see who will drop-in first (highest number starts) and then proceed in order going clockwise. This will also determine the player order during Round 1.
- Each player in turn order will draw a card from the supply drop deck and place their character on any of the viable hexagons on the indicated tile. *You cannot drop-in on a loot crate, walls, water or towers.*
- After everyone has dropped in, flip over the first Island Explosion card and place the Island Explosion markers on the side of the map indicated on the card. Use the  icon on the center tile to determine where to place the markers.
- While the shape of the board may not always be a hexagon, use the closest indicated side.



ROUND 1

PHASE 1 - ISLAND EVENT

Refer to the Round Order marker on the game mat to determine whether it is an island explosion or supply drop. There is no island event for the first round.



ISLAND EXPLOSION

- Remove the side of the map that was marked in the previous round and all of the loot tokens on those tiles. Any players remaining on the removed tiles are immediately eliminated.
- Flip over the next Island Explosion card and place the Island Explosion markers on the appropriate side of the game map.
- As the game progresses and the map shrinks, it is possible that the side of the map that the Island Explosion card calls to remove may only be one tile. There must always be one tile on the board.



Player can drop-in on any hex on this tile



SUPPLY DROP

- Flip over the top supply drop card and place a supply crate at random on the indicated tile. If the drawn tile does not have a corresponding marker on the game board, continue drawing cards until the indicated tile is on the game board.



PHASE 2 - ACTION #1

Resolve each action, one at a time and in order, starting with the character who has the lowest weight as indicated on the game mat and moving towards the player carrying the heaviest weight. If there is a tie for weight, roll a die to see who goes first. The turn order for Action #1 will also determine the turn order for Action #2.

On your turn you may perform one of these three actions:
move, shoot, use item.

MOVE

You may move up to 5 spaces in any direction. If you finish your turn on a loot crate, perform the looting action described below. You may move through another player but cannot end an action on the same hex.

LOOTING

- When you finish a move on a tile with a Loot Crate token, flip over the token and draw that many cards from the loot deck.
- After drawing your Loot Cards you may equip drawn weapons, backpacks, armor and apparel to the empty slots on your character mat. *Weapons and armor are equipped facedown.* The cards not equipped on your character mat go into your hand. You cannot rearrange or unequip items from your character when looting. You can only rearrange and unequip during the Reload & Rearrange phase (phase 4).
- If you have more than 5 cards in your hand after equipping to your character (equipped items do not count towards the 5), you must reduce your hand down to 5 cards by discarding before ending your turn. Place them in the discard pile face up.
- If the Loot Card deck is empty, shuffle the discard pile and use as the new Loot Card deck.

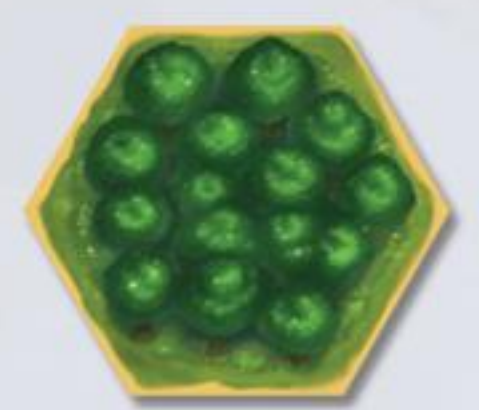
Santiago draws 3 loot cards: a shotgun, a ghillie suit, and a first aid kit. He can equip the shotgun immediately because the heavy weapon slot on his character mat is empty. He cannot equip the ghillie suit because he already has the scuba suit equipped in the apparel slot, so he must wait until the Reload & Rearrange phase (phase 4) to switch them out. Both the first-aid kit and ghillie suit cards will go into his hand.



TERRAIN



Plains: Unrestricted movement.



Forest: Difficult Terrain. Takes 2 movement to enter. While in a forest you are Hard to Hit.



Water: Cannot move through unless equipped with a scuba suit.



Tower: While on a tower you have +1 and can shoot over walls (but, you can also be shot at).



Wall: Cannot move through unless equipped with climbing gear. Blocks line of sight for shooting.

Hard To Hit: When you are “Hard to Hit,” the shooting player must roll a 3 or higher to successfully hit you.

EXAMPLE MOVE

- 1 Player starts their turn in the plains.
- 2 Moves into forest for 2 spaces (3 left).
- 3 Moves into the second forest for 2 spaces (1 left).
- 4 Moves into the plains at the bottom for 1 space (0 spaces left), ending their turn on the Loot Crate, performing the looting action.



SHOOT

- Use one of your loaded weapons (a loaded weapon must be facedown on your character mat) to attack a targeted enemy within the range.
- To use a weapon, flip over the weapon card face-up, choose the target and decide whether you are using the Primary Fire or a Secondary Attack.
- You cannot use a weapon more than once per round unless otherwise indicated.
 - If a secondary ability lets you move, you are not allowed to also loot.



Melee attacks always only have 1 range. Melee attacks always ignore hard to hit.

LINE OF SIGHT

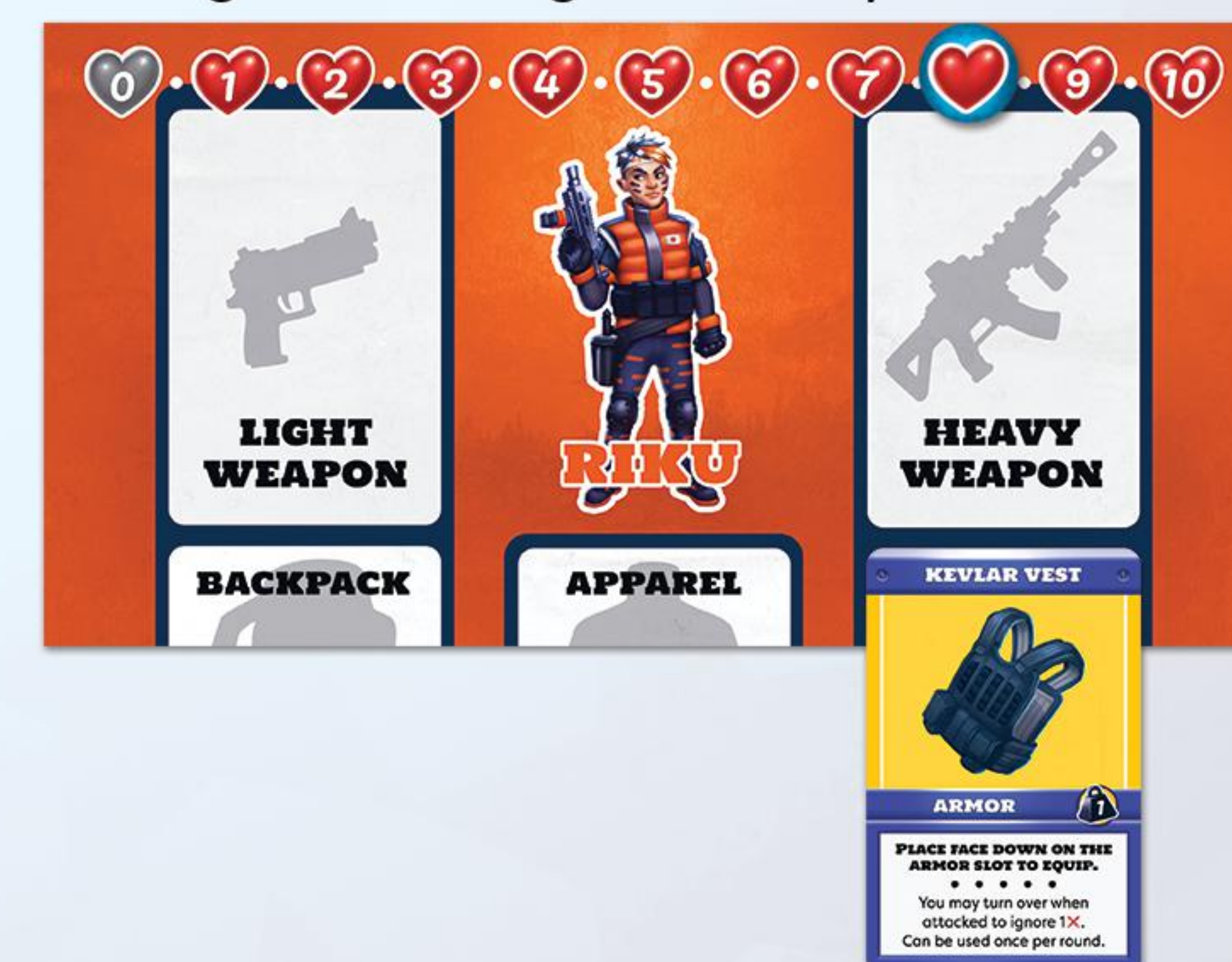
The target enemy must be within line of sight. To determine line of sight, draw a straight line from the centre of your tile to the target's tile. If half or more of the tile is “visible” that target is within your line of sight.

EXAMPLE SHOT

- 1 It's Red's turn and Red has a 3-star assault rifle with 4 range for Primary Fire. Red cannot target Green because a wall is blocking the line of sight. Instead, Red declares Orange as his target who is 3 spaces away.



- 2 Orange is inside a forest which makes the player “Hard to Hit.” Red must roll a 3 or higher to hit. Red rolls a 3. HIT!
- 3 Before Orange takes the 3 damage from Red, the player can choose to use body armor if it is equipped to the character. In this case, Orange has a kevlar vest and flips it face-up to use, reducing the damage taken by 1.
- 4 Orange was at 10 health before being attacked and takes 2 damage leaving the player at 8 health.
- 5 Red flips their weapon face-up, unable to use it for the remainder of the round. The action is now finished.



USE ITEM

Using an item allows players to use one single-use item from their hand. After using a single-use item, place the card in the Loot Discard pile.

PHASE 3 - ACTION #2

Repeat the process for Action #1 (phase 2) in the same turn order.

PHASE 4 - RELOAD & REARRANGE

- Reload all of your used weapons and armor. You do this by turning all weapons and armor facedown to show the items as loaded and ready to be used in the next round.
- During this phase, players are able to both equip and unequip items from your character and hand.
- After determining which cards you want to equip on your character, place them face down in a pile next to your hand (keep your equipped cards a secret). When everyone is ready, place the cards from your equipped pile onto your character in their respective slots.
- At the end of this phase players can hold a maximum of 5 cards in their hand unless equipped with a backpack.



EXAMPLE

- 1 Santiago has a first-aid kit, a 4-star shotgun, a ghillie suit, a scuba suit, and a 2-star pistol.
- 2 He wants to move first next turn and so he plans to unequip everything except his ghillie suit. This will leave him unable to attack but only carrying 3 weight.
- 3 He places the cards he is equipping facedown, hidden with his hand cards.
- 4 After everyone has their chosen cards, they equip their items. Santiago equips his ghillie suit and keeps the remainder of his cards in his hand. He is still under the cardhand limit of 5 and does not need to discard.

PHASE 5 - WEIGH IN

- Calculate the total weight of the cards equipped on your character and move your character's weight marker accordingly on the game mat.
- Weight is indicated by the weight icon on each card.
- You do not count the weight of cards in your hand.
- Roll to determine tie-breaks.



PLAYER ELIMINATION

If at anytime a player reaches 0 ❤️ they are eliminated. Lay their character piece on its side and gather all of their items into one facedown pile. This character now acts as a loot crate. If you end your move on the eliminated character's final space, you can loot all their items.

END OF GAME

Last One Standing ends when there is only one player left. If at anytime during the game you are the only person to not be eliminated, you win!

AFTER ROUND 10

If in the unlikely event that the match lasts more than 10 rounds, repeat each round with an island explosion event until there is only one tile left.

DUOS MODE

If you are playing with an even number of players (4, 6, or 8) we suggest playing as duos. Duos mode is the same game except you now have a partner. You will win as a team if either (or both) of you are the Last One(s) Standing.

ADDITIONAL RULES

- Each player starts with an AED card in their hand. AED cards allow players to revive an eliminated teammate. If your teammate has been looted you can no longer revive them.
- Trading: If you end the round's actions adjacent to your teammate, you may trade with them during the Reload & Rearrange phase (phase 4).
- Table talk is allowed. You may sit next to your partner or not; either way, the gameplay won't be affected.