

LAST ONE ALIVE™

Last One Alive is a fast and fun dice game for 2 to 5 players. The Zombie Apocalypse has begun, will you be able to survive? Arm and barricade yourself, use that chainsaw, perform heroic feats... But most of all, try to get the zombies to kill the others before they kill you! Everything is allowed in order to be... the last one alive!

GAME COMPONENTS

10 zombie dice	1 token bag
3 shot dice	18 item/barricade tokens
3 item dice	3 Zombie Apocalypse tokens
3 barricade dice	5 hero tokens
5 character cards	1 day token (optional)
5 reference cards	1 night token (optional)
	15 life markers (optional)

SETUP

Place all the **item/barricade tokens** in the token bag, together with the **3 Zombie Apocalypse tokens**.

Each player selects a **character card** and a **reference card**. Then they each draw 1 item/barricade token, and immediately decide to either use it as an item (face up) or as a barricade (face down), placing the token on the appropriate space of their character card.

All of the dice are kept in a single pool. Each turn the players will choose from it the ones they want to roll.

Use the lid of the box as a tray on which to roll the dice, so as not to mix them with the others.

GAME TURN

The player who has most recently seen a zombie (not necessarily in the flesh...) is the first to play. They place a zombie die in front of them, with the "1 zombie" face up (this die is not rolled).

The game is played in turns, proceeding clockwise. Each player, during their turn, will have to try and eliminate the zombies in front of them, by killing them or by driving them towards the other players using the barricades. If at the end of their turn there still are one or more zombies in front of the player, they are overpowered by the zombies and are out of the game.

During their turn, each player:

- ▶ Takes from the pool a number of zombie dice equal to the current Zombie Apocalypse level (at the beginning of the game, one die), then they pick four other dice of their choice (including, if they want, more zombie dice), and roll all of the dice in the appropriate tray;
- ▶ Applies the results, following the order explained in the *Resolving the Dice* section on the next page;
- ▶ Passes the turn to the player on their left.

DICE

10 Zombie dice



Zombie Dice make zombies appear, attacking your opponents, or ambushing you.

3 Shot dice



Shot Dice allow you to shoot zombies from a safe distance.

3 Item dice



Item Dice allow you to find precious items, but beware zombie ambushes!

3 Barricade dice



Barricade Dice let you build up your defense, but zombies can ambush you while you do!

RESOLVING THE DICE

First, all dice (of any type) with either a “zombie ambush” or “zombie” result are assigned.

The “zombie ambush” results are placed in front of the current player, while the “zombie” results are placed in front of the player to their left.

The other dice are then resolved by the player, following this order:

1) Item dice: For each “item” result, the player may draw an item/barricade token and place it on their character card, so that it shows the “item” face.

2) Shot dice: For each “bang” symbol on a “bang” result obtained (including rerolls, see below), the player can eliminate either a “zombie ambush” or a “zombie” symbol on the dice in front of them. If all symbols on a die are eliminated, the die is put back into the common pool (partially eliminated dice remain in front of the player). For example, to eliminate a die that shows 2 “zombie” symbols, 2 “bang” symbols are needed, either both on the same die or one on each of two different dice.

- ▶ All shot dice results showing a “+” symbol can be rolled again, adding the number of “bang” symbols of the new roll to their total, repeating this process until no “+” symbols are rolled.
- ▶ If at least three “bang” symbols are used to eliminate “zombies” and/or “zombie ambushes”, the player receives a hero token (unless they either already have one or have used a hero token during this turn).

3) Barricade dice: With a “barricade” result, the player can give the player to their left one of the zombie dice (but not one showing a “zombie ambush”!) that they currently have in front of them.

- ▶ At the end of the turn, if there are no more zombies in front of the player, for each unused “barricade” result the player may draw an item/barricade token and place it on their character card, face down, so that it shows the “barricade” side.

At the appropriate times during their turn (as shown in the *Using the Tokens* on the facing page), the special

ICONS



Ambush

1 Zombie

2 Zombie



1 Bang

2 Bang

1 Bang +



Ambush

Item



Ambush

Barricade

power of a token (hero, item, or barricade) can be used to modify the results of the dice (and consequently the performed actions), discarding the token. It is possible to use an item in the same turn in which it was drawn, if its effect is applied after the dice roll. Multiple tokens may be used in each turn.

When the resolution of dice and the use of tokens is completed, the player’s turn is over:

- ▶ At the end of their turn, the player can’t keep more than three item/barricade tokens, and no more than one hero token. The excess tokens are discarded from the game.
- ▶ The rolled dice (with the exception of the “zombies” that were placed in front of another player) are put back into the pool, to be used by the following player.
- ▶ If the player still has either “zombies” or “zombie ambushes” in front of them, their card is turned to the “zombified” side: they are overpowered by the zombie horde and they are out of the game. All their item/barricade tokens are discarded from the game, and the dice in front of them are put back into the common pool.

USING THE TOKENS

Items and Barricades

Each token (item or barricade) can be used only once, and then it is discarded from the game (not put back with the others that are still to be drawn).

Each token can be used at a specific time, as illustrated in its description (see *Tokens* on the right column).



Hero Tokens

You can discard a hero token, after rolling the dice, to reroll

any or all dice of your choice, replacing the original results. You can't have more than one hero token at a time, and you can't receive one in the same turn that you use one.



THE ZOMBIE APOCALYPSE

With the passing of time, the zombie menace grows stronger and stronger.

- ▶ At the start of the game, the Apocalypse Level is one: one zombie die must be rolled, together with 4 dice of the player's choice.
- ▶ Each time a token is drawn, if a Zombie Apocalypse token is drawn, the Apocalypse Level increases by one. The drawn token is put aside, to mark the Apocalypse Level (another token is not drawn).

Note: *It is possible the Apocalypse level increases during the Setup, when drawing tokens.*

- ▶ The number of zombie dice that must be rolled at the beginning of each turn is equal to the current Apocalypse Level, with a maximum of 4 dice (in addition to the player's four dice of choice). If there are not enough zombie dice in the pool, just roll the available ones.

END OF THE GAME

The game ends when one player is left. The last player alive is the winner.

TOKENS



Axe

Before rolling the dice – double the “barricade” results; after rolling the dice – roll a barricade die again, replacing the original result.



Chainsaw

Before rolling the dice – ignore all “zombie ambush” results; after rolling the dice – discard a “zombie ambush” result.



Flare

Before rolling the dice – give half of your zombie dice showing “zombie” (but not “zombie ambush”) results (rounded up) of your choice to the player to your left.



Gun

Before rolling the dice – double the “bang” symbols obtained on the shot dice; after rolling the dice – roll a shot die again, replacing the original result.



Medikit

When you're about to be overpowered – roll 1 shot die: if you get at least one “bang”, you're not eliminated (discard the “zombies” and the “zombie ambushes” left in front of you).



Radio

Before rolling the dice – roll two additional dice.



Barricade

Before or after rolling the dice – give a zombie die to the player to your left. Cannot be used on a die showing a “zombie ambush.”

VARIANTS

Day and Night

Mix the night token with the others at the beginning of the game. When it is drawn, put it aside (with the previously drawn Zombie Apocalypse tokens, if any), temporarily increasing the Apocalypse Level by one, and mix the day token with the others. When the day token is drawn, the night token is discarded from the game and its effect is cancelled.



The Survivors

This variant is suggested for two or three players. At the beginning of the game, the players have three lives each. Place two life markers on the two “zombie face” spaces of their character cards. When a player is overpowered by the zombies, discard one life marker from their character card (their item/barricade tokens and zombie dice are still discarded). A successful use of the Medikit item prevents them from losing one life.



When a player loses a life, their hate for the zombies burns even stronger: the player receives a hero token, if they don't already have one. However, if the player doesn't have any more life markers to discard (the third time they lose a life), their card is turned to the “zombified” side and the player is eliminated.

The game ends as soon as the third Zombie Apocalypse token is drawn, or when there's only one player left alive.

Each surviving player calculates their score:

- ▶ Each life on their character card counts as 2 points.
- ▶ Each item or barricade on their character card counts as 1 point.

In case of a tie, whoever has a hero token wins. If more than one player has a hero token, the players share the victory.

Zombies, Zombies Everywhere!

When a player is eliminated, immediately increase the Apocalypse level by one (to a maximum of 4). For added fun, let that player roll one of the Zombie dice on their turn, to represent the actions of his zombified character (ignore “zombie ambush” results).

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