

Last Issue

(*Dernier Épisode*)

Rulebook

3-6 players

Age 10 +

45-90 minutes

In a bar downtown, a group of elderly superheroes discuss the “good old days” when they spent their time fighting crime with their loyal sidekicks. As the bar’s patrons gather around them to hear their stories, laughter erupts. The game is on! Who among them will prove their Hero was the bravest and the most powerful of all time?

OBJECT OF THE GAME

In *Last Issue*, each player assumes the role of a superhero (or their sidekick, fan, lover, etc.) and tells his story. Each player recounts the life story of his Hero by describing his origin, his greatest accomplishments and finally his retirement. At the end of the game, the player with the most Hero Points wins the game.

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The game box includes :

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|--------------------|--------------------------------|
| - 20 Origin cards | - 60 <i>Image</i> tokens |
| - 20 Ending cards | - 18 <i>Interaction</i> tokens |
| - 20 Villain cards | - 1 cloth bag |
| - 16 Power cards | |

ABOUT THE PLAYERS

The game is usually played between 3 to 6 players, but if 7 or more want to participate, players may be placed in teams to protect a common Hero's honor. The game is played normally and each team counts as a player.

Note: For the sake of clarity, the masculine gender is used in this rulebook, but your Hero may obviously be a woman. Cards can also be played using both genders.

SET UP

Shuffle all Origin cards and secretly distribute 2 cards to each player, then shuffle all Power cards and secretly give 2 again to all players. Each player must choose a combination made of 1 Origin card and 1 Power card, then discard their remaining cards. Unused Origin and Power cards are taken out of the game.

Each player gets 3 *Interaction* tokens, one of each type : 1 🌀 token, 1 🐼 token and 1 ⭐ token. Unused *Interaction* tokens are taken out of the game. Shuffle all *Image* tokens inside the cloth bag, then place the bag on the table.

Shuffle all Villain cards and place them in a pile face down on the table. In a 3-4-players game, draw and reveal 2 Villain cards, placing them face up on the table. In a 5-6-players game, draw and reveal 3 Villain cards. Shuffle all Ending cards and place them in a pile face down on the table, planning some room for a discard pile nearby. The most talkative player goes first.

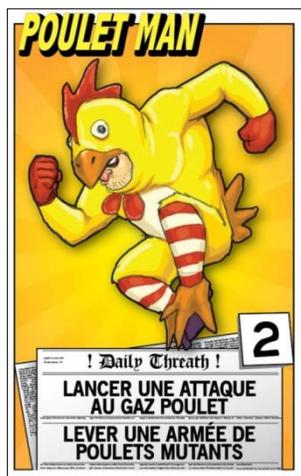
Note: Players should already try to find a name for their Hero, based on the Origin and Power cards they started with. For example, a Hero coming from the future and holding the Power of Telepathy could be called Whisper, while a Hero raised by animals and wielding the Power of Invisibility could be named Methane Man. Humor and heroism are strongly recommended!

HEROES

While Origin, Power and Ending cards set the scene, each Hero's life and achievements will be created from scratch by the players. Each time a player tells a story, he must include the content of his Power card, but this can be done loosely and largely, or some might say subtly. For example, a Hero holding the Power of Air could cause tornadoes and hurricanes but he could also fly, breath underwater, whisper secrets over long distances, etc. Your imagination is the only limit!

VILLAINS

Superheroes need super villains! During the whole game, Villain cards will be revealed and placed face up on the table. These cards show the Villains who fought against the Heroes throughout their long and glorious careers and they will be captured by the players. Each player will have to fight at least 3 Villains and each Villain's strength is shown on its card (white square). The strength value indicates the number of Image tokens revealed when fighting this Villain, as well as his value in Hero Points at the end of the game.



HOW TO PLAY

A game is divided in 3 parts, like a basic story : Origin, Adventures and Ending. Each of these 3 phases is divided in Speaking Rounds.

SPEAKING ROUND

Starting with the first player and going clockwise, each player takes a Speaking Round to tell a story involving his Hero. Other players will be able to challenge and retell a story using *Interaction* tokens. **Each player may only play one *Interaction* token per Speaking Round, and he may only do so during the Adventures phase.** A Speaking Round ends when all interactions are resolved following the original story. Players then vote for the best story of the Round.

SPEAKING RULES

Every time a story is told during the Adventures phase, some Speaking Rules must be followed or the story may be refused by the players. Each Speaking Round, every story told must include, subtly or not:

- the Hero's Power
- all *Image* tokens revealed this Round
- a coherent narrative thread

All these elements must be included in every story within a 2-minutes time limit. If a storyteller forgets to mention his Hero's Power or any *Image* token within the allocated time, his story may automatically be refused. The third rule is a bit more controversial, as every player will perceive narrative coherence very differently. Use this alpha rule to resolve any potential conflict :

Content may be absurd, but the structure must be logical.

Let's say a player must include an *Image* token showing a carrot: he could recount the day he found a genetically-modified carrot gifted with vocal cords. The Hero taught English to the carrot and it became his loyal spy vegetable. The content is absurd, but the structure is logical.

On the contrary, saying the Hero ate a carrot then defeated the Villain is not enough. There's no logical link between these two ideas. If a story seems to be non-logical, other players may refuse it **unanimously**.

ORIGIN PHASE

Each player first chooses a combination of 1 Origin card and 1 Power card (see *Set Up* above) to start the game. During the first phase, each player takes a Speaking Round to introduce his Hero and expose his starting cards. All Heroes should be named in this introductory Speaking Round. *No Image tokens are revealed during the Origin phase and no Interaction tokens can be played.* Following Speaking Rules is not mandatory during the Origin phase.

ADVENTURES PHASE

When all players have introduced their Hero, the Adventures begin! During this part of the game, each Speaking Round will be used to tell an epic conflict between a Hero and a Villain.

On each of his Speaking Round during the Adventures phase, a player first draws a new Villain card and places it face up on the table. The player then chooses one of the available face-up Villains. Each Villain has a Strength value shown in a white square (1, 2 or 3), which represents the number of *Image* tokens that are drawn and revealed when a story involving this particular Villain is told by any player. Strength also represents this Villain card's Point value in the endgame.

After choosing a Villain, the player designates one of his opponent's evil plans (as shown at the bottom of each Villain card). The player draws and reveals the required number of *Image* tokens. He must then recount how his Hero stopped the chosen Villain's evil plan, including his Hero's Power in the story and all *Image* tokens revealed this Round. If his storytelling is successful, the player then captures the corresponding Villain card.

Ex: Speaking Round now goes to Aline, who decides to tell how her Hero, Mega-Mama, stopped Chicken Man from launching a Chicken Gas Attack, one of his evil plans. Chicken Man Villain card shows a Strength of 2, which means Aline must draw 2 Image tokens: she reveals a tractor and a rocket launcher. She must now explain (in less than 2 minutes) how Mega-Mama stopped Chicken Man's evil plan using her Power of Telekinesis, and how a tractor and a rocket launcher are linked to this glorious adventure. If Aline's storytelling is successful, she captures Chicken Man, taking the corresponding Villain card, which is worth 2 Points at the end of the game.

INTERACTION TOKENS

Throughout the Adventures part of the game, players will be able to influence or take over stories using their *Interaction* tokens. **Each player may only play one *Interaction* token per Speaking Round, and he may only do so during the Adventures phase.** *Interaction* tokens are discarded after use. There are 3 different types of *Interaction* tokens and each player starts the game with one token of each type:

- **MINE!**  : this token allows a player to take over an opponent's story and steal the corresponding Villain card if successful. Each time a MINE! token is used, all *Image* tokens already revealed are flipped over and a new version of the story must be told by the interacting player, including his own Hero's Power and all *Image* tokens revealed.
- **NEIN!**  : this token allows a player to take over an opponent's story and recount a new version in which the Villain is victorious over the Hero. Each time a NEIN! token is used, all *Image* tokens already revealed are flipped over and a new version of the story must be told by the interacting player, including the previous Hero's Power and all *Image* tokens revealed, but the Villain should be victorious.
- **+1**  : this token forces a player to draw an additional *Image* token and include it in his current tale. This token may be played during the first minute of any story, forcing the storyteller to improvise on the fly.

Ex: Aline tells a successful story during her Speaking Round but Pedrolito plays a MINE! token, insisting on the fact that Chicken Man was captured by his own Hero: Chill-o, Master of Ice Cubes. Pedrolito flips both Image tokens used by Aline, revealing a pair of handcuffs and an armored metal door. Pedrolito must now tell the audience how Chill-o defeated Chicken Man using his Ice Power, including handcuffs and a metal door in his story.

He succeeds.

Teofetus plays a NEIN! token to take over the story once again. In his version, Chicken Man will be victorious over Chill-o. As both Image tokens involved so far have been used on both sides, Teofetus discards them and replaces them with 2 new tokens. With a smile, Charles-Bert plays a +1 Interaction token, forcing Teofetus to draw and reveal an additional Image. Gisele also plays a +1 token and Teofetus is forced to draw a total of 4 Image tokens, which all need to be included in his story: a rhinoceros, an helicopter, some flowers and a pizza. Pedrolito wishes him good luck and starts the timer.

MULTIPLE STORIES

When MINE! or NEIN! tokens are used, different stories are told in a single Speaking Round. When all stories have been told in a given Round, players must then vote for their favorite. The story with the most votes is considered to be true and the winning player captures the coveted Villain card. If the Villain was victorious (NEIN! token), his corresponding Villain card stays on the table, face up among other available Villains. *In case of a tie, victory goes to the original storyteller of this Speaking Round.*

Ex : Aline, Pedrolito and Teofetus each told a story during this Speaking Round and players must now vote for the winning tale. Obviously, these three clowns vote for their own stories, but Charles-Bert gives his vote to Aline and Gisele falls for Teofetus. Aline and Teofetus are tied with 2 votes each but as it is Aline's Speaking Round, she's declared victorious. She captures Chicken Man's Villain card and all revealed Image tokens are shuffled back in the cloth bag. The Speaking Round now goes to Pedrolito.

IMAGE TOKENS

All 60 *Image* tokens are shuffled in the cloth bag and drawn randomly during each Speaking Round. Each and every time a story is told by a player, all *Image* tokens revealed this Round must be included in the narrative, as stated by the Speaking Rules. When a Speaking Round ends, all revealed *Image* tokens are shuffled back in the cloth bag.

When a player draws and reveals an *Image* token previously used during the game, he flips the token to reveal its other side. If both sides of an *Image* token have already been used, the token is taken out of the game and a new one is drawn instead. This rule also applies when MINE! or NEIN! tokens are used and a number of *Image* tokens are flipped, revealing new images. If any of these new images have previously been used in a story, these tokens are taken out of the game and new ones are drawn to replace them.

ENDING PHASE

As soon as a player captures 3 Villain cards (2 Villain cards in a 6-players game), his next Speaking Rounds may be used to initiate the Ending phase of the game. On any following Speaking Round, this player may choose to capture an additional Villain **OR initiate the Ending phase.**

If he goes for an Ending, the player draws 3 Ending cards, chooses one and discards the others. He places his Ending card face up in front of him, then chooses a last Villain card and draws the appropriate number of *Image* tokens. The player then recounts his Hero's last battle following the usual Speaking Rules, including his Power, the chosen Villain, all visible *Image* tokens **AND his Ending card.**

Any remaining *Interaction* tokens may be played normally during the Ending phase. If another player or a Villain is victorious at the end of the Speaking Round, usual effect is applied to the Villain card, but the Ending card remain where it is, concluding the Hero's (maybe not so) glorious career. As soon as an Ending card is played for a Hero, the Ending phase is initiated and all other players get a last Speaking Round to draw 3 Ending card and play 1, linked to a last Villain card. All players must play an Ending card during this phase, closing their Hero's tale.

ENDGAME

When all players have played an Ending card to close their tale, the game ends and Hero Points are distributed to each player. The player with the most Hero Points wins the game. In case of a tie, only an Honorary Victory is attributed.

At the end of each game, an Honorary Victory is attributed to the best storyteller among the players. Players and their audience (if any) vote together. In case of a tie, all players receive an Honorary Victory.

HERO POINTS

- A player wins 1, 2 or 3 Hero Points for each captured Villain card (based on its Strength value)
- A player loses 1 Hero Point for each unused *Interaction* token

VARIATIONS

Last Issue is designed to encourage creativity and may be modified at will! Feel free to try these variations on the core rules or even invent your own twists!

Nemesis : When a player captures two cards of the same Villain, he wins +1 Point for each of these cards.

Infinity and Beyond: Each player may create his Hero's Power. Use pen and paper instead of Power cards.

Reality Show: Players AND audience vote for each Speaking Round's best story.

Destiny: Each player receives only 1 Origin card and 1 Power card at the beginning of the game.

Free Will: Starting with the first player, each player chooses his 2 starting cards from all Origin and Power cards revealed face up on the table.

Child Kings: All *Interaction* tokens are used as MEIN! token.

Make way!: As soon as a player captures his 3rd Villain card (2nd in a 6-players game), he *must* use his next Speaking Round to draw 3 Ending cards and initiate the Ending phase.

Winners Don't Use Drugs, Only Tokens: *Interaction* tokens are not discarded after use and may be played again later. Each player may still play only one *Interaction* token per Speaking Round. Beware: games played with this rule may be much longer!

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Antoine Joie.....Author

Frank Castel & Jipi Perreault.....Artists

Nicolas Rochette, Maxime Mongrain, François Lalonde,
Jean-Philippe Perreault, Franck Formantin, Caroline Lamoureux,
Jérôme Décarie, Nicolas Gagnon, Sandra Barthelemy,
Anne-Marie Gariépy, Carminda Mac Lorin, Kevin Gravier,
Élisabeth Duchaine-Baillargeon, David Duperret, David Capon,
Andreea Cruceru, Justin Bazoge, Jean St-Pierre, Simon Ouimet,
Frédéric Rondeau, Marie-Claude St-Pierre, Philippe Tremblay,
Aurore Alessandra, Jean-Michel Clavel, Rachel Clavel,
Benjamin Guay, Antony Pelletier, Alexandre Fournelle, Olivier Lasonde,
Jean-Charles Duhamel, Alexandre Gagné, Guillaume Beauchamp,
Amielle Beauchamp, Marcela Molinié, Marianne Tremblay-Gosselin.....Playtesters