

The Game of High-Stakes Word Building!

LAST WORD
STANDING

OBJECT OF THE GAME

Use letter cards to spell increasingly high-scoring words, while playing action cards to give your word an advantage and have the last word standing. The first player to score 75 points wins!

GAME CONTENTS

100 letter cards



1 First Player card



53 action cards



1 Score Tracker



6 player information cards



6 scoring markers

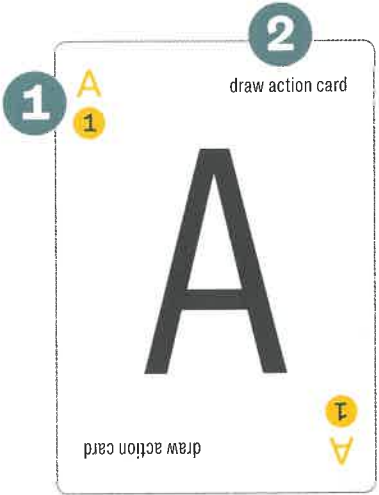


CARDS

There are two main types of cards: letter cards and action cards.

Letter Cards

- 1 Most letter cards feature a single letter along with the letter's point value in the upper left and lower right corners. Some letters have cards with different point values. For example, the letter A has cards with point values of 1, 2, and 3.
- 2 Some letter cards also say *Draw Action Card*. If you ever add one of these cards to your hand, show it to all players and then draw an action card.
- 3 Finally, there are two wild cards. A wild card can be used as any letter when spelling a word. Wild cards have a value of 0.





Action Cards

Action cards let you take either a special action or change the value of a word.

1 Some action cards can only be played at certain points during the game. If an action card doesn't specify when it can be played, it can be played at any time, even during another player's turn.

2 All action cards have two alternative uses. **When they are used in this manner, all other text on the card is ignored.**

Instead of its main use, any action card may be used to preemptively select letter cards during the Card Claim Phase or to copy opponent's played letters during the Word Play Phase.

ALTERNATE USES FOR ACTION CARDS

 **Preemptively Claiming a Card**

During the Card Claim Phase, you may discard an action card (ignoring its primary use) to preemptively claim your letter card before your normal spot in the turn order. Your turn is then skipped.

Each player may only successfully preempt the turn order once per round.

If you use an action card this way, no other player may preempt the turn order until you have claimed your card.

Playing a **Cancel** action card stops the attempt to preemptively claim a card. If your attempt is Canceled, you can discard another action card to try and preemptively claim again. If two players attempt to preemptively claim a card at the same time, ties are resolved in turn order.

 **Copying Opponents' Letters**

When attempting to challenge the current Standing Word (see *Word Play Phase* on page 7), you can discard up to two action cards (ignoring their primary use) to copy letter cards in words that have already been played by other players that round (one letter per action card).

Copied letter cards are treated the same as cards from your hand or from the community cards. Playing a **Cancel** action card stops the attempt to copy a card. If your attempt is Canceled, you can discard another action card to try and copy again.

SETUP

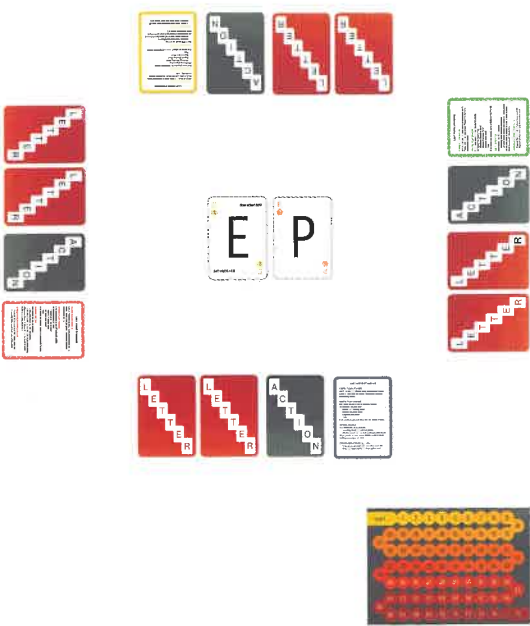
Shuffle the letter and action decks separately and place each of them facedown, leaving room for a discard pile for each deck. Each player picks a scoring marker and places it on the START box of the Score Tracker, then takes the information card that matches their color.

Give the First Player card to the player who last looked up a word in the dictionary (or the youngest player, if preferred).

Deal two letter cards and one action card to each player—they may look at their cards but should keep them secret. This is the start of their hand.

Draw the top two cards from the letter deck and place them faceup in the center of the play area so everyone can see them. These are the community cards.

Players should agree on an official dictionary (either physical or online) to check any disputed words. Players should also agree on additional valid and invalid words in advance, such as proper nouns.



GAMEPLAY

Each round consists of the following phases:

- 1. Card Claim Phase
- 2. Word Play Phase
- 3. Score Phase
- 4. Exchange Phase

Play in each phase always begins with the First Player and proceeds clockwise. At the end of a round (after the Exchange Phase), the First Player card passes to the left.

Card Claim Phase

The First Player draws a number of cards from the letter deck equal to the number of players plus one and adds them to the community cards already on the table.

Each player, in turn order, chooses a letter card from the community cards and adds it to their hand. You may discard an action card to preemptively claim a

card ahead of your turn (see *Preemptively Claiming a Card* on page 5).

If you claim a card with *Draw Action Card* on it, you must also draw the top card from the action deck.

Note: The hand limit is 12 letter cards. If, at any time, adding a card or cards causes you to have more than 12 letter cards, you must immediately discard letter cards to bring the total down to 12.

Word Play Phase

Starting with the First Player, you can choose to play a word or pass.

Playable words must be at least three letters long and must be spelled using at least one letter card from your hand. Words may also use any number of community cards and up to two letter cards copied from other players' words with action cards.

For the first word played in a Word Play Phase, lay down the letter cards that spell the word and indicate

if any community cards are needed to complete it. You may also play action cards that modify the word’s value. The value of the word is then determined, and this word becomes the **Standing Word**.

Play then continues in turn order—you can play a word to challenge the current Standing Word (even if you passed your previous turn in the same phase), upgrade your existing word, or pass. However, any subsequent word played **must** have a higher value than the current Standing Word (see *Challenging the Standing Word* on page 9). Any words that have been successfully challenged can be upgraded when that player’s turn comes around again (see *Upgrading an Existing Word* on page 9).

Once the turn order gets back to the player with the current Standing Word, the Word Play Phase ends.

If no words are played during the Word Play Phase, skip immediately to the Exchange Phase.

DETERMINING WORD VALUE

Determine the value of a word as follows:

Add up the point values of the individual letters (including community and copied letters) used to spell the word.

Add or subtract modifiers from action cards played on the word.

Add a bonus based on the length of the word:

Letters	Bonus
3	+0
4	+1
5	+2
6	+5
7	+9
8	+14
9 or more	+20

Note: The Qu card counts as two letters.

CHALLENGING THE STANDING WORD

If you choose to challenge the current Standing Word with a higher-value word, you must play the letter cards that spell the word, indicating any community cards needed to complete it. **This can include community cards that other players have used to spell their words.** You may also play up to two action cards to copy letters in a word or words that have already been played (see *Copying Opponents’ Letters* on page 5) and use action cards to modify the value of any played word.

The highest-scoring word becomes the new Standing Word, and both players leave their words in play. The loser of the challenge will have a chance to avenge their fallen word!

Note: Any player can play action cards at any time to change the value of a played word. Therefore, the challenging word may not remain the highest-scoring word once played. If the use of action cards results in a tie for Standing Word at the end of the Word Play Phase, no word is considered the Standing Word, and all tied players receive half the point value of the last word they played (see *Score Phase* on page 10).

UPGRADING AN EXISTING WORD

If your word is successfully challenged by another player, you may (when your spot in the turn order comes around again) upgrade your word to challenge the current Standing Word.

To upgrade your word, you must use all the letter cards used to spell your original word. You can also add cards from your hand, from the community cards, or by copying opponents’ cards. For example, T-I-N-Y may be upgraded to S-Qu-I-N-T-Y, or S-U-R-F may be upgraded to F-R-U-I-T-S. Action cards played on the original word remain in effect on the upgraded word.

Note: If you’re having difficulty remembering the value of the current Standing Word to beat in the Word Play Phase, add an unused token on the Score Tracker to represent the current Standing Word value.

DISPUTING A WORD

One or more players may dispute the validity of the current Standing Word. You cannot dispute your own word.

Consult the official dictionary. If the disputed word appears there, each disputer loses 5 points (scores cannot go below 0) and the disputed word remains the Standing Word.

If the word does not appear, each disputer scores 5 points. The player of the disputed word scores no points, and the letter cards from their hand used to spell the word (not including community or copied cards) are immediately discarded.

Points won or lost in a dispute are scored immediately on the tracker, the highest point-value word still on the table is the current Standing Word, and play continues.

SCORE PHASE

Each player moves their scoring marker along the Score Tracker based on how many points they earned:

- The player of the Standing Word scores the **full point value** of that word.
- All other players score **half the point value** of the last word they played (rounded down).

If any player has reached 75 points, the game is over. (See *Winning the Game* on page 11.)

Discard all letter cards played during the Word Play Phase. This includes any community cards used to spell a word.

Each player with fewer than two remaining letter cards in their hand draws from the letter deck until they have two. If there are fewer than two community cards on the table, draw letter cards until there are two for the next round.

EXCHANGE PHASE

Any player, in turn order, may do **one** of the following:

- Discard one letter card from your hand and draw the top card of the letter deck.
- Discard two letter cards and draw the top card of the action deck.

Pass the First Player card to the left and begin a new round.

WINNING THE GAME

The first player to score 75 or more points wins the game. If more than one player reaches 75 points in the same turn, the player with the highest score wins. If there is a tie for the highest score, all tied players share the win.

ADDITIONAL NOTES

Wild Cards

When using a wild card from the community cards, copying an opponent’s wild card, or upgrading your own word that used a wild card, each use can be a different letter.

Players’ Hands

Players’ hands are private. When you draw a card from the letter or action decks, or receive a card from another player, that card is added unrevealed to your hand. However, when you draw a card from the letter deck with *Draw Action Card* on it, you must reveal that card to get the action card.

Running Out of Cards

When either the action deck or the letter deck runs out of cards, shuffle the deck’s discard pile to reform the deck.

Letter Distribution

The table on the right shows the number of cards for each letter in the letter deck, their point values, and the number of cards that have *Draw Action Card* on them. For example, there are seven cards for the letter A: Four have a point value of 1, two have a point value of 2, and one has a point value of 3. Also, three A cards have *Draw Action Card*.

GAME DESIGN AND DEVELOPMENT by Rod Currie.

GRAPHIC DESIGN by Benjamin Shaykin.

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10 9 8 7 6 5 4 3 2 1

Letter	Quantity	Point Values	Draw Action
A	7	4 × 1, 2 × 2, 1 × 3	3
B	2	2 × 5	0
C	4	3 × 2, 1 × 3	0
D	3	2 × 3, 1 × 4	0
E	9	5 × 1, 3 × 2, 1 × 3	4
F	2	2 × 5	0
G	2	2 × 5	0
H	4	3 × 2, 1 × 3	0
I	7	4 × 1, 2 × 2, 1 × 3	3
J	1	1 × 7	0
K	1	1 × 6	0
L	5	3 × 1, 2 × 2	2
M	3	2 × 3, 1 × 4	0
N	7	4 × 1, 2 × 2, 1 × 3	3
O	6	3 × 1, 2 × 2, 1 × 3	2
P	3	2 × 3, 1 × 4	0
Qu	1	1 × 8	0
R	6	3 × 1, 2 × 2, 1 × 3	2
S	6	3 × 1, 2 × 2, 1 × 3	2
T	7	4 × 1, 2 × 2, 1 × 3	3
U	4	3 × 2, 1 × 3	0
V	2	2 × 5	0
W	2	2 × 5	0
X	1	1 × 7	0
Y	2	2 × 5	0
Z	1	1 × 8	0
wild	2	2 × 0	0