



# An uproarious race to have the final say!

## Instructions

**NUMBER OF PLAYERS:** 2-8

### CONTENTS:

Start-to-Finish Game Board, Card Stacking Board, 250 Subject Cards, 56 Letter Cards, 8 Colored Game Pawns, 8 Colored Trade-In Pieces, Electronic Random Interval Timer

### AIM:

To be the first Player to advance to the Finish square by creatively connecting Subjects and Letters, while racing a Random-Interval Timer and the other Players!

### START:

Position the Game Board and the Card Stacking Board so they are equally accessible to all players. Distribute a Colored Pawn and a Trade-In Piece to each Player. Shuffle the Letter Cards and Subject Cards and place them face-down on the Card Stacking Board in the spaces provided. Switch the Random Interval Timer to the "On" position (switch found on the underside of the unit) and place next to the Card Stacking Board, within easy reach of all Players. Set the Pawns on the Start space of the Game Board.



### GAME PLAY:

- Each Player draws one Subject Card from the top of the deck, looks at it and holds it in his or her hand, hidden from the other Players. Any Player turns over the top Letter Card, reads it aloud and places it face-up on the space provided, **and the race is on!**
- All Players now try to come up with a word that starts with that letter and also fits the category of the Subject Card they're holding.

holds "THINGS AT A CASINO" but can't decide if "Cards" or "Chips" would be better. Player three has "THINGS ASSOCIATED WITH AUSTRALIA" but can't remember how to spell Kangaroo.



- The first Player who sets his or her Subject Card face up on the Stacking Board, reads the Subject aloud and then says a word that fits that category, starts the round. That Player then *immediately* starts the Timer by pressing the button.

(Scenario) Player one slaps down his Subject Card face-up calling out, "MEN'S NAMES...CARL." He then immediately hits the button on the Random Interval Timer. The race to have the Last Word is on!



- Any Player (including the starting Player) now says another word starting with that letter and **fitting into the same category**. Players continue saying words starting with that letter and in the same category until time runs out.

(Scenario) Player two shouts out "CALVIN" with Player one countering with "CORY." Player two jumps in with "CASPER," Player five blurts out "CODY" followed by Player one's "CARMINE." Out of nowhere, Player four comes up with "CHICO" and **BZZZZT!** the Timer sounds.

- The last player to say a correct word before the Timer sounds wins that round and advances one space on the Game Board.
- The Player who played his or her Subject Card replaces it with a new card from the top of the deck. A new Letter Card is drawn and read aloud, and the next round begins.

### JUMP START:

Any Player may do a Jump Start which challenges the other players to come up with answer choices quickly on a given letter. To start a round, a Player says "JUMP START" and starts the timer **without playing a subject card**. All the other Players must now race to think of one word for their Subject Cards starting with the current letter. The Player starting the Jump Start may not participate. The first Player to do so advances one space on the Game Board. If no player is successful, the Player who started the Jump Start advances **two spaces**. A good time to pull a Jump Start is when everybody seems to be stuck on a letter.

### TRADE-INS:

Sometimes a Player will have a Subject Card he or she just can't connect with. (The President of Buffalo Games apparently doesn't know the name of a single kitchen utensil). Each Player is awarded a Trade-In Piece at the beginning of each game which can be used to discard his or her Subject Card and replace it with the next one in the deck *one time per game*.



### CHALLENGES:

Invariably some wise-acre will try to pull a fast one and slip in a completely bogus word. (They're *your* friends). In our game scenario, for example, suppose Player three pipes up with "CATFISH" just as time runs out. Any answer choice can be challenged by the group, and majority rules. No ganging up! If the goofy answer was the Last Word, the last *legitimate* answer choice will advance.

### STRATEGY & THE RANDOM-INTERVAL TIMER:

There isn't any. If you knew how much time you had, you could cook up a decent strategy by holding one or two really good answer choices until the end, hoping to cut off the competition. The LAST WORD Timer has variable intervals, so just keep the answers coming and hope for the best!

### TIME'S UP?:

Time is up when the Timer tone begins; a player must have finished speaking before the Timer sounds to score the Last Word. Make this very clear now to avoid squabbling (Remember, they're *your* friends).



### TEAM PLAY:

Last Word is just as fun as a team competition. Divide the players into equal (or nearly equal if you have an odd number) teams. Each Team chooses a Pawn and each Player is given a Trade-In Piece. Play proceeds as above, with each Player holding a Subject card, but the Player with the Last Word scores for the team!

(Scenario) Player one is holding the Subject Card "MEN'S NAMES," and the Letter Card in play is "C." Player one can think of "Carl, Chris, Carmine, Colin, etc." Player two

