

An uproarious race to have the final say!

Instructions

NUMBER OF PLAYERS

2-8. Ages 8 & up.

CONTENTS

Start-to-Finish Game Board, Card Stacking Board, 250 Subject Cards, 50 Letter Cards, 8 Coloured Game Pawns, 8 Coloured Trade-In Pieces, Electronic Random Interval Timer

ATA

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 Coloured 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



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 PLAYS

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.

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



Boys' Names

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 that round. That Player then immediately starts the Timer by pressing the button.

(Scenario) Player one slaps down his Subject Card face-up calling out, "BOYS' 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 UNTIL TIME RUNS OUT.

(Scenario) Player two shouts out "CALVIN" with Player one countering with "CHRIS." Player two jumps in with "CASPAR." player five blurts out "CLAUDE" followed by Player one's "CHARLIE." Out of nowhere, Player four comes up with "CEDRIC" and BZZZZZZZT! The Timer sounds.

and advances one space on the Game Board. That player replaces the Subject Card in his hand from the top of the deck. A new Letter Card is drawn and read aloud, and the next round begins.

JUMP STARTS

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 TWO SPACES. A good time to pull a Jump Start is when everybody seems to be stuck on a letter.

TORADE-INS

Sometimes a Player will have a Subject Card he or she just can't connect with. (The Sales Director of Paul Lamond Games apparently doesn't know the name of a single thing that can be found in a gym or health club). 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 the 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!

TIMES 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 PLAYS

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 with Enjoy

the Last Word scores for the team! This method is excellent for groups of varying ages and skill levels.



REPLACING BATTERIES

This game requires 3xAAA Batteries type. Removal and replacement of batteries should be carried out by an adult or under adult supervision:

- 1. Unscrew the battery cover from the back of the game.
- Replace the batteries, ensure the batteries are inserted with the correct polarity.
- 3. Screw back the battery cover

CAUTION

- Take special care to ensure batteries are inserted correctly, observing (+) and (-) marks on battery and product.
- Removal and replacement of batteries should be carried out by an adult or under adult supervision.
- · Do not attempt to recharge non-rechargeable batteries.
- Rechargeable batteries must be removed from game before recharging.
- Removal and recharging of rechargeable batteries should be carried out by an adult or under adult supervision.
- Avoid short circuiting the contacts in the battery compartment or the battery terminals.
- Remove exhausted batteries from product.
- Do not mix old (used) and new batteries or batteries of different types eg. Rechargeable and alkaline.
- Do not attempt to power battery products by the introduction of mains supply or separate power supplies, and do not attempt to plug any part of this product into the mains supply.
- Dispose of exhausted batteries safely, and never dispose of batteries in a fire.
- Remove batteries from product after use or if storing for llong periods.

- Periodically examine product for signs of damage to electrical parts and do not play with until damage has been properly examined.
- Only use batteries of the same or equivalent type to those recommended.
- Please retain the above information for future reference.

USE OF RECHARGEABLE BATTERIES IS NOT RECOMMENDED FOR THIS PRODUCT

The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment.

Some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.

The crossed out wheelie-bin symbol on this product is to remind you that Waste electrical and electronic products should not be disposed of with household waste. If you are

unable to re-use or recycle your product it should be disposed of at a civic amenity site. Alternatively you may take your old product (of similar function) back to the store where you purchased your new product within 15 days of purchase. You must take proof of purchase of your new product when returning your old product to the store.



