

O ÚLTIMO GRANDE CAMPEÃO

by Renato Sasdelli



Enough with girly games, playing war campaigns, building your own farm on the internet or rolling dices to find if you are going to jail or not.

In this game your goal is to WRECK your opponent!

Here, you play the role of MMA fighter, who will fight to the end to become the greatest MMA champion of all times e be part of the Hall of Fame.

Challenge your friends in this battle for fame, glory and the honor to become the LAST GREAT CHAMPION!

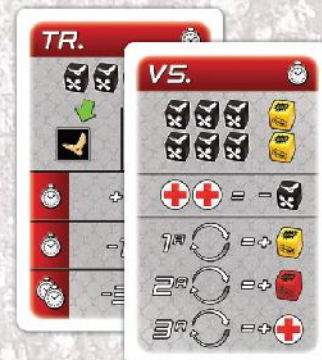
COMPONENTS



6 fighter's cards;



27 playing cards;



4 player-aid cards;



6 fighting/training dices;



3 yellow injury dices;



1 red injury dice;



45 skill tokens;
(soco, chute e imobilização)



45 injury tokens;



58 fame points (victory) tokens;



1 Champion Belt;



4 Special tokens
(Ring Girl, Punch Bag, Master and Crutch).

SET UP

Set apart the injury, skill and fame tokens and place them at the center of the table, where all players can reach it.

Each player must choose 1 fighter to represent. The remaining fighters (if any) should be returned to the game box.

Place the player-aid cards at the center of table, so all players can have access and consult it during the game.

Shuffle the playing cards and deal 2 cards to each player. With the remaining cards, build a draw pile at the center of the table.

To find out who is the starting player, we offer you two options:

a) A widespread and epic fight between all players. The last one to still stand receives the champion belt. The player on his left will start the game.

b) If you and your friends prefer not to fight, just choose a player to receive the belt by any silly conventional method and the player on his left should be the starter player.

ATTENTION – We recommend that option (a) should be only used by professional fighters !



GAME GOAL

The game goal is to gather fame (victory) points to reach the status and be recognized as the Last Great Champion, and have your place at the Hall of Fame.

The most usual way to get fame points is taking part in fights.

And the best way to win fights (and thus winning more fame points) is training and using your playing cards with cleverness.

In a game with 3 or 4 players, the fighter that first reaches 8 fame points AND maintain possession of the champion belt after a fight, is considered the Last Great Champion.

When playing in 5 or 6, game ends when a fighter reaches 10 fame points, under the same conditions.

Obs.: If you wish a longer game, just adapt the quantity of fame points necessary to reach victory and end the game.



TURN

In your turn, each player may perform 2 of the actions described bellow, in any sequence:

VS.	Challenge the champion;	-1 	Rest (discarding 1 injury token);
TR.	Train a specific skill;	+1 	Draw 1 playing card;

BE AWARE! A fighter cannot perform the same action during his turn. However, he may choose to just pass his turn (using his 2 actions) to recover more efficiently and remove 3 injury tokens he has accumulated.

The fighter that holds the champion belt is the current champion (but still not the Ultimate Great Champion). In his turn, the current champion is only entitled to perform 1 action, once he may be around, distributing autographs, doing talk-show interviews or starring TV cereal ads. So many commercial appointments absorb his agenda and the champion is left with less time.

Ex: In his turn, the champion may perform only one action, thus he may rest and recover just 1 injury token.



FIGHT

When a fighter decides to challenge the champion, a fight starts. The player turn ends right after the fight, winning or losing it.

2.1 - STRICKING THE OPPONENT

All fighters involved in the combat may play up to 6 fighting dices. The challenger is the first to play. After dices are played, the fighter may re-roll (up to 3 times) as many dices as desired. When all re-rolls are over, or the fighter does not wish to re-roll dices again, he must compare his dices results and his abilities.

Calculation is easy: just add up the number of symbols of skills in front of you (considering the ones your fighter originally holds AND the skill tokens you may have earned during the game) with the number of dices of that specific skill. This is the total of damage you have stricken against your opponent.

Obs.: If you haven't got any dice related to a specific skill of your fighter, you haven't activated that skill, thus, it does not provides you strike points.

Ex: Rudolf controls a fighter that holds 2 symbols of skills: 1 kick and 1 submission. He rolls the fighting dices and gets 2 kicks, 2 punches e 2 "nothing". At this moment he is striking his opponent with 3 damage points (2+1 kicks). He still hasn't activated the submission skill.

Rufolf decides then re-roll 4 dices, saving the 2 kick faces he already has.

In the first dice re-roll, he gets 1 kick, 1 submission and 2 "nothing". At this moment he is striking his opponent with 6 damage points (3+1 kicks and 1+1 submission)

2.2 - AFTER THE ATTACK, THE INJURIES

After rolling and re-rolling dices, the fighter must roll the injuries dices, according to his effort during combat:

Entering the combat = roll 2 yellow injury dices

1 fighting dices re-roll = +1 yellow injury dices

2 fighting dices re-roll = +1 red injury dices

3 fighting dices re-roll = +1 injury token

The red injury dices are more dangerous than the yellow ones and may result in an injury more frequently. For every rolled injury dice that indicates the injury symbol ("POW!" or "BAM!"), the fighter receives 1 injury token.

John finishes his attack in which he decided to re-roll his fighting dices twice. After his attack, he then must roll his injury dices (3 yellow and 1 red injury dices). John rolls his injury dices and gets 2 injuries (from the 4 rolled injury dices, 2 show an injury face – "POW!" or "BAM!", and 2 show nothing). Thus, he receives 2 injury tokens for his effort during the fight.

2.3 - END OF FIGHT

After the challenger rolls his fighting (black) dices and his injury (yellow and red) dices, it is time for the current Champion to play, following the same instructions.

The one who causes more damage to his opponent is considered the fight winner!

The winner receives 2 fame points and the loser receives only 1 fame point. (*see Knock-out)

If the challenger is defeated, he also receives 1 playing card and the Champion keeps his Champion belt. If the Champion is defeated, he must pass his Champion belt to the challenger, who is now the new Champion.

2.4 - TIE

If the fight ends tied (both fighters deliver the same number of damage to his opponent), wins the fight the player that holds less injury tokens after the fight (after both players have stricken their opponents and played their injury dices). If a tie persists, the winner is the current Champion (the challenged fighter).

2.5 - FIGHTING INJURED

It is possible to start a fight even if you have injury tokens in front of you. However, fighters will play 1 less fighting dice for every 2 injury tokens he holds.

Ex.: Phillip is the current Champion, holds 3 injury tokens and was challenged by Joshua.

In his striking turn, Phillip will be able to play only 5 fighting dices.

Regardless of the number of injuries a fighter holds and the effect of his playing cards, a fighter will always play a minimum of 3 and a maximum of 6 fighting dices!

Ex.: Rudolf is the current Champion but is wasted! He holds 9 injury tokens!!

However, even if calculation suggests that he should play only 2 fighting dices (4 less than usual), Rudolf will play 3 fighting dices (minimum).

2.6 - KNOCK OUT (K.O.)

If, during his striking phase, a fighter gets 5 fighting dices of the same kind, he performs a K.O.! Victory is immediate.

K.O. may happen even if the fighter does not have the fighting skill repeated on dices (punch, kick or submission).

If the player who gets the K.O. is the first striking, the next player doesn't even plays his fighting dices. He must play only 2 injury dices for entering the combat.

The fighter that loses by K.O. does not receive any fame points. Shame on you !

Ex.: Joshua rolls his fighting dices and gets 4 punches straight away. Joshua does not master the punch skill (neither his fighter has this original skill nor he holds this skill token kind), yet he decides to take the risk. He saves his 4 punches and re-rolls the other 2 fighting dices. Awesome! Joshua gets 1 more punch dice face! That makes 5 punches in total, what means a K.O.

Joshua now rolls his 3 yellow injury dices and receives the respective fame points.



TRAINING

Training is essential to become a Champion! Training helps the fighter in increasing his skills and therefore his chances to win combats!

If the fighter chooses to train, he must state, clear and loud, ONE skill is willing to train (punch, kick or submission). He must then roll his 4 training/fighting dices (blacks). To succeed in training, he must obtain at least 1 dice face of the same kind he just stated.

If training is successful, fighter receives 1 skill token correspondent to the skill he stated before training. He is now stronger to challenge and fight his opponents.

If training is NOT successful, fighter draws 2 extra playing cards.



RESTING

If you a fighter decides to rest, he may discard 1 injury token.

You can choose to rest in both of your 2 actions, and by doing that you can discard up to three injury tokens.



CARDS

When you choose to draw a playing card, you draw 1 card from the pile. Each player may have up to 5 cards in hand. When the draw pile is over, shuffle the used cards and build a new draw pile. All playing cards and their effects are described below.

Cards do not count as actions, and can be used at any momment during the described phase.



May only be played during your turn and affects only yourself. Your affair with the Ring Girl provides you 1 fame point instantaneously.



Affects only yourself. You recover immediately 2 injuries, discarding the correspondent tokens.



May only be used during a training session and affects only yourself. It allows you to re-roll as many training dices as you wish.



May only be used during a combat and affects only yourself. You play 1 extra fighting dice (maximum of 6).



May only be used during a combat and affects only yourself. It is possible to get a K.O. with 4 fighting dices faces of the same kind.



May only be played during your turn and affects any other fighter. You challenge that fighter (not the current Champion) under the regular combat rules, but the winner won't get the Champion Belt.



May only be played during your turn and affects all other fighters but you. All fighters must play a yellow injury dice.



May only be used during a training session and affects only yourself. You play 2 extra training dices (total of 6).



May only be used during a combat and affects only your opponent. Your opponent will play 1 less fighting dice.



May be used any time, and affects yourself or any other fighter. You have to re-roll how many yellow or red injury dices as you wish.



May be used any time and affect any other fighter. That fighter must play 3 yellow injury dices immediately.

I'M THE CHAMPION

When a player STARTS his turn and holds the Champion Belt, his fame increases automatically and he receives 1 fame point immediately. All those TV ads, autographs and crazy fans take our time but bring a reward !



VARIANTS

The game has 4 variation tokens. Galapagos elaborated rules for two of them but we left other two free for you and your friends, to create your own rules.

We recommend that you play the first games without any variants. When players became more experienced, you may play with one or even more variations together.

The variants tokens should be placed on the center of the table and will be seized by the fighter during the game.

THE MASTER

Life is tough for some fighters. You can't always easily reach fame, money and woman. But do you remember Daniel Sam?? What did he? He found a master to help him out!

To get the master to help you out, you have to be the worst fighter ever! It's right: the WORST! You must be the worst fighter in fame points counting (or tied) and must discard 2 fame points to get his help.

Once you get the master help, he will be with you till the end of the game. Also, immediately receive 1 skill token (free choice) that must be placed over the master card. You now also master and are unbeatable in that skill.

Now, during combats, damage caused by that skill by other fighters won't affect you.

For striking effects, the skill token placed over the master card is considered as a regular token.



Ex.: Phillip holds 1 kick and 1 punch token skill and is trained by the master in kicking. Rudolf (that holds 2 kicks and 2 punches tokens) challenges Phillip, and in his first fighting dice roll gets: 2 kicks, 1 punch, 2 submissions and 1 "nothing". Till now, he is only striking Phillip 3 points damage (=2+1 punches), once his kicks do not have any effect over Phillip.

THE RING GIRL

The Ring Girl turns the big boys on ! If a fighter is dating the Ring Girl, his fame will certainly increase.

To hit the Ring Girl's heart, you have just to spend one of you available actions during our turn and perform this new action "Get the Ring Girl", and thus receive the Ring Girl card from the the table or from other's players control.

Newever you start a turn escorted by the Ring Girl, you receive 1 fame point automatically.



SUPER EXAMPLE THAT CONTAINS ALMOST EVERYTHING

We are almost at the end of the game. Phillip holds the Champion Belt. Players, following clockwise, and their respective fame points are: RUDOLF (7), JOSHUA (6), ADRIAN (5) and PHILLIP (9).



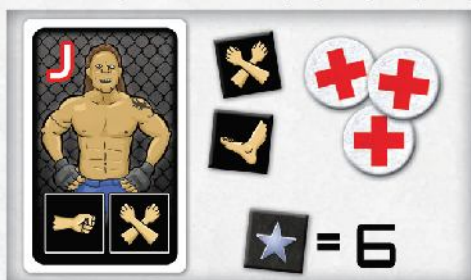
It is Rudolf turn. He is wasted (holds 6 injury tokens) and knows that beating Phillip this way is going to be very hard, once he will be able to play only 3 fighting dices. He decides to rest during his 2 actions and thus discard 3 injury tokens.



Now it is Joshua's turn. He has 3 injury tokens in front of him. As his first action, he prefers to train the 'kick' skill. He plays his 4 training dices (black) but can't get any 'kick' face! Joshua decides then to use his 'MEGA MASS' playing card and is able to play the dices. Great! Now he gets 2 'kick' faces and thus receives the 'kick' token skill.



As his second action, he decides to challenge Phillip, the current Champion. It is a risky fight! If Phillip wins he will reach 11 fame points and will have control of the Champion belt, what will put him on the Hall of Fame. Joshua strikes first and will play 5 fighting dices (his 3 injuries make him lose 1 fighting dice) while Phillip will be able to play only 4 fighting dices (his 4 injuries make him lose 2 fighting dices).

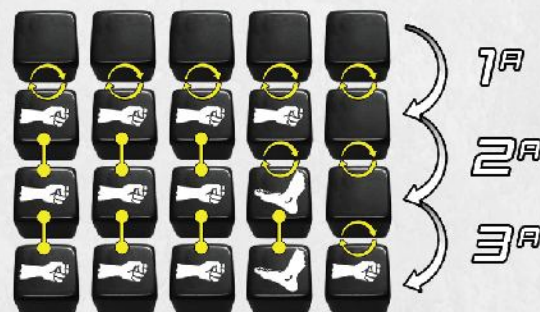


Joshua rolls the fighting dices and gets 2 'punches', 1 'kick' and 2 'nothings'. He is thus striking 5 damage points to Phillip. He decided to re-roll the 2 'nothing' dices and now gets 1 'submission' and 1 'nothing', what brings his total to 2 'punches', 1 'kick', 1 'submission' and 1 'nothing'. He re-rolls again his 'nothing' dice and reaches a total of 3 'punches', 1 'kick' and 1 'submission'. That means 9 damage points! Joshua decides to stop and must now play the injury dices.



He plays 2 yellows and 1 red injury dice. Not a good day! Dices show him 2 injuries ('POW!' or 'BAM!' faces) and he receives 2 injury tokens, and has now 5 in total.

It is Phillip's striking turn and must exceed Joshua's damage points. Phillip holds 4 injury tokens thus will be able to play with only 4 fighting dices. But he surprises everybody and plays an 'ISOTONIC' card! He now can play again with one extra fighting dice, totalizing 5.



He rolls his fighting dices and gets 5 'nothing'. It seems luck has left him ... He re-rolls all dices and now gets 4 'punches' and 1 'nothing'. What a comeback! Phillip may now try the K.O. (5 strikes of the same kind) if he tries to re-roll this last 'nothing' dice left. It's risky! To win the combat must deliver 10 damage points or 9 damage points and resolve the tie. Phillips decides to try to reach 10 damage points, saves 3 'punches' and re-rolls the other 2 dices. He gets 1 'kick and 1 'nothing'. Almost there! He now delivers 8 damage points. He must re-roll the last dice again: if he gets a 'submission' he wins the combat, if he gets a 'punch' we have a tie, and any other option he loses the combat. He re-rolls it and gets 1 'punch'. It's a tie and we must resolve it. But before, Phillip must play his injuries dices.

He will play 2 yellow and 1 red injury dices and should receive immediately 1 injury token (related to the 3rd re-roll). He now has 5 injury tokens, tied with Joshua. To win Phillip should play all his injury dices and not get a single injury.

And ow God! He did it! No injuries 'faces' in all his injury dices and he is ready to celebrate!!



"Excuse me" says Joshua, while playing the 'DOCTOR' playing card, and forcing Phillip to roll again all his injury dices! Phillip re-rolls all his injury dices and now gets 2 injuries! Maybe next time!

Combat ends. Phillips receives 1 and Joshua receives 2 fame points and is now the Champion Belt holder. Joshua has now 8 fame points e one more victory may give him an entrance pass to the Hall of Fame.

Now it is Adrian's turn. As his first action, he decides to train 'kick' and rolls his 4 training dices. As he doesn't get any 'kick', he receives only 2 playing cards.



His second action is to challenge the current Champion, Joshua. Adrian holds 2 injury tokens and thus will play only 5 fighting dices.



He plays it and gets 4 'submissions' and 1 'nothing'.

He also plays one of his playing cards - 'K.O. with 4 dices'. And the combat is over!

It is a K.O. Joshua does not even has a chance to react. Each fighter still must play 2 yellow injury dices.

Adrian receives 2 fame points and the Championship Belt.

Joshua comes back home ashamed and do not receive any fame point for this combat.

Game continues and it's Rudolf turn now.

Fame points counting now is: **RUDOLF** (7), **JOSHUA** (8), **ADRIAN** (7) and **PHILLIP** (10).

ATTENTION!

Galápagos is against all kinds of violence. MMA fighters are responsible professionals (even possibly having a loose screw) and should not be imitated. The Last Great Champion is only a game and its only purpose is to entertain.



Designed and Illustrated by: Renato Sasdelli
Publishing and Distribution: Galápagos Jogos

Special thanks to all playtesters and supporters of the game!

Any doubt, sugestion or critic, send us an e-mail:

jogos@galapagosjogos.com.br

Check our website for other boardgames! Have a great time!

www.galapagosjogos.com.br