

END OF LINE

IN **END OF LINE** YOU HAVE ONE SINGLE GOAL: CUT YOUR OPONENT **LINE** BEFORE THEY CUT YOURS.

COMPONENTS: 54 CARDS



2 ENERGY
CARDS



50 LINE
CARDS



2 START
CARDS

ABOUT THIS RULEBOOK

END OF LINE is a game for 1 - 2 players*

We will now describe 2 players **VERSUS** mode rules.

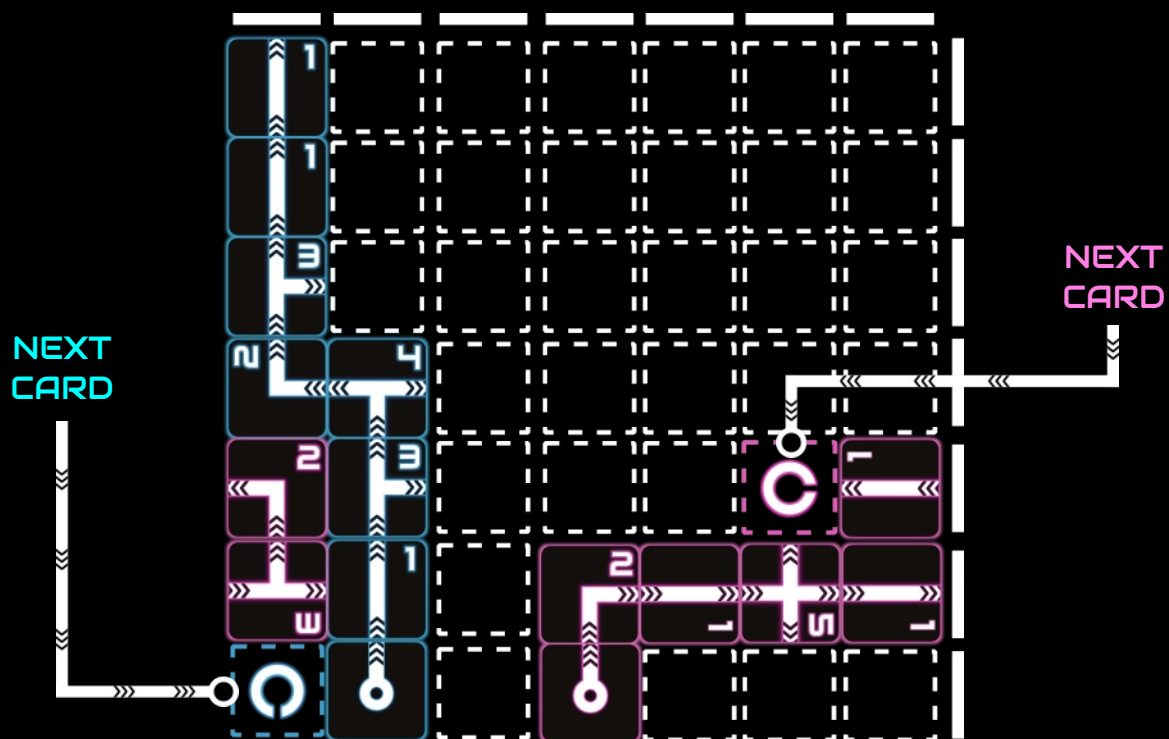
If you already know how to play, go straight to the **ANNEX** where the different game modes and more players-game setup are described.

Each **EOL box contains cards for 2 players. **EOL** offers game modes to a maximum of 8 players, with more than a copy of the game.*

GAME AREA

In a 2 players **VERSUS** game, the game area is limited by a 7x7 **LINE CARDS** square, with its limits orthogonally connected.

EOL lacks of a former board; instead of this, players will determine the board as the game develops by placing their **LINE CARDS**, without exceding this 7x7 limits, as follow:



LÍMITES LATERALES

Lateral Limits are orthogonally connected (Top-Down & Left-Right). These limits are determined with each players **LINE CARD** placement.

CARDS

START CARDS

This card represents the beginning of your **LINE**. Place it on the game area as shown in the game setup.

ENERGY CARD

This card represents your **Energy**, and its orientation determine how much energy you have left. You start the game with **3 Energy** points..

LINE CARDS

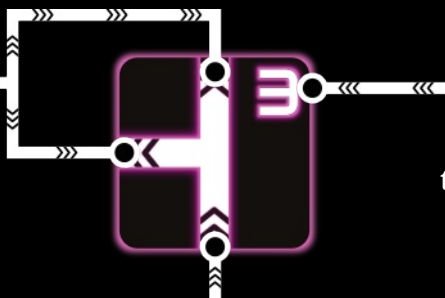
This cards will form your **LINE** path. There are **8** types of **LINE CARDS**.



Each **LINE CARD** is divided in **3** sections:

WAY OUT(S)

These arrows show **which** directions your line **can** take.



INITIATIVE

This **number** is used to determine the turn order each round.

WAY IN

These arrows show the **connection point** to the **Way out(s)**.

NOTE: Every time you place your **LINE CARDS**, make sure that the **Way in** arrow direction matches the previous card **Way out**. Each **LINE CARD** has only **1 Way in** but can have more than **1 Way out**.

GAME SETUP

Each player picks a color and all its cards. Shuffle your **LINE CARDS** and place the deck facing down nearby. Place your **ENERGY CARD** next to it, rotated to have number **3** on top. At last, place your **START OF LINE** card as follows:

LINE
CARDS
DECK



ENERGY
CARDS



START OF
LINE CARDS

LINE
CARDS
DECK



ENERGY
CARDS

GAME START

To determine the turn order for the first round, each player reveal a card from their deck and **Initiative** values are compared. The player with **the lowest Initiative** play first this round. In case of a tie, repeat this process until is solved. At last, all players return the revealed card(s) to their decks, shuffle it and draw **5** cards to get their initial hand.

NOTE: If your not happy with your initial hand, **you can change it once:** put your **5** cards bck to your deck, shuffle ti and draw **5** new cards. **You must** play the round with this new cards.

GAME ROUND

Each round has 3 PHASES, that are solved as follow:

- + TURN ORDER phase
- + DRAW phase
- + ACTION phase

TURN ORDER

During the GAME SETUP DE LA PARTIDA you have already determined the first round order. In the next rounds, to determine turn order, compare the Initiative from each player last LINE CARD placed. The player with the lowest Initiative play first. In case of a tie, compare the previous LINE CARD placed, until the tie is broken. If you reach the START LINE CARD, the first round's turn order will be applied.

DRAW PHASE

Each player draw cards to a total of 5 cards.

ACTION PHASE

During this phase, place your LINE CARDS in the game area, following the turn order determined for this round. The cards placed must continue your LINE, matching their Way in to any of the available Way outs on the last LINE CARD placed by the player.

In the first round, each player will only place 1 LINE CARD following their START OF LINE CARD.

In the following rounds, players must place 2 cards in order to continue their LINES.

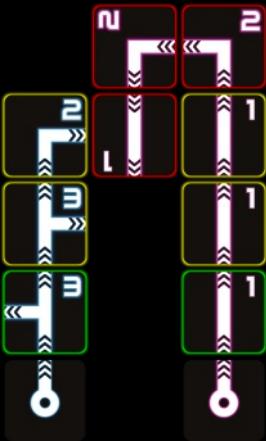
After both players have placed their LINE CARDS, the round ends and the next round begins.

ENERGY CONSUMPTION

Each game, players have 3 Energy points, represented by the ENERGY CARD. This points can be consumed starting from the 3rd round (1 point/round max). During their turn, players can consumed 1 Energy point to trigger one of the following effects during the ACTION PHASE:

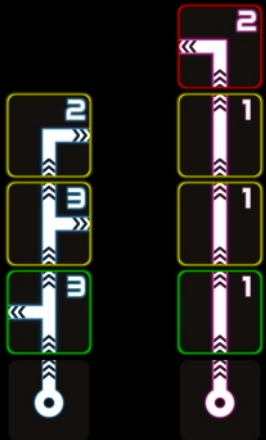
BOOST

Consume 1 Energy point to place 3 LINE CARDS (instead of 2).



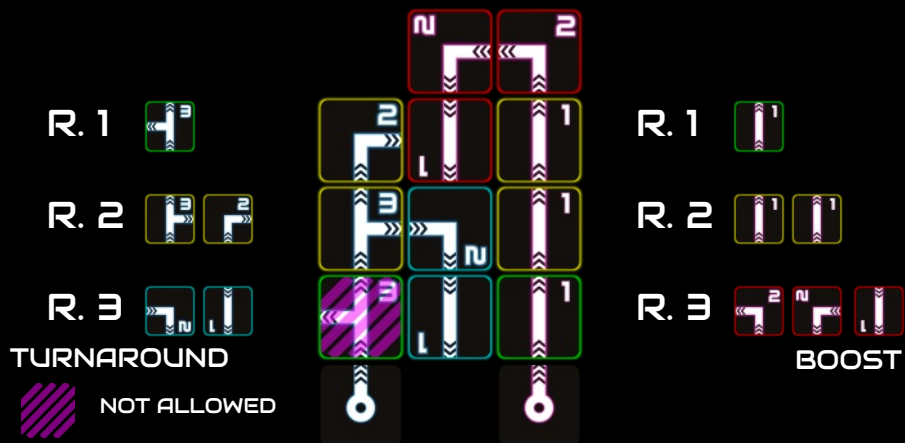
BREAK

Consume 1 Energy point to placed 1 LINE CARD (instead of 2).



TURNAROUND

Consume 1 Energy point to continue your LINE from an available Way out in the LINE CARD which is previous to your last LINE CARD placed (instead of the last one).



GAS EXTRA

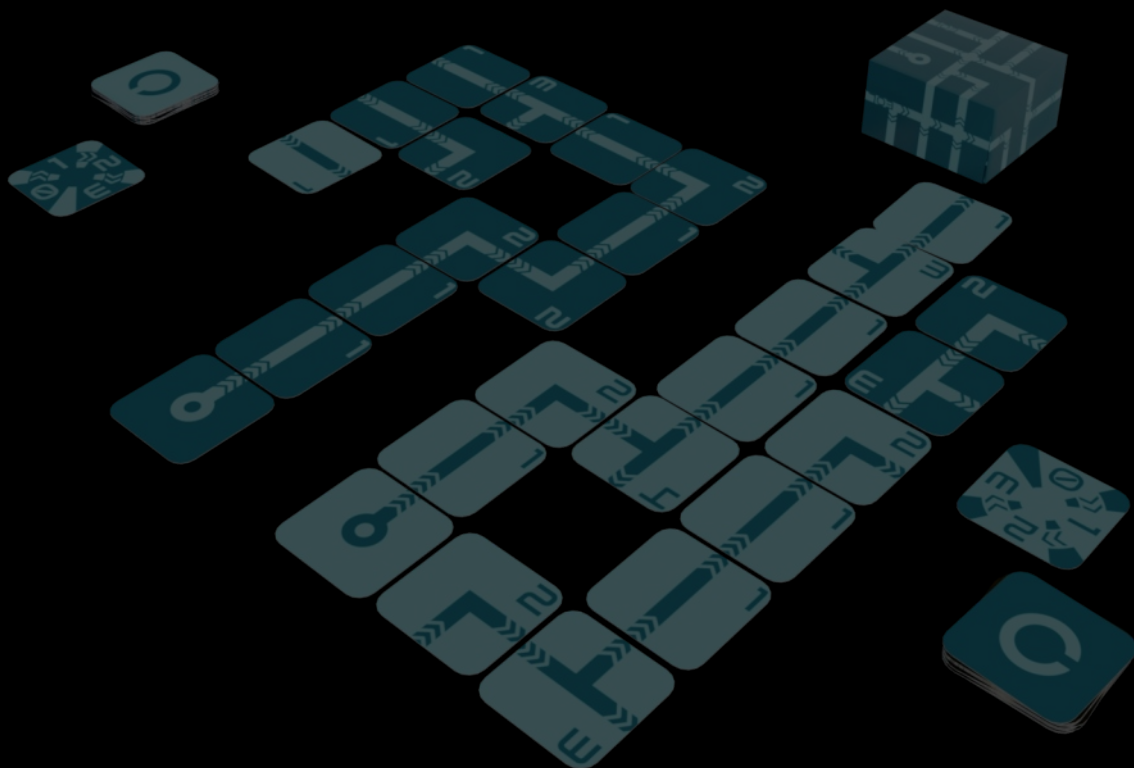
Consume 1 Energy point to draw one extra LINE CARD.

In order to activate any of these effects, turn your ENERGY CARD 90° to the right to reflect the energy consumption. Administer your Energy wisely, it is not unlimited!



END OF THE GAME

If a player, during his/her ACTION FASE, cannot placed one of his/her LINE CARDS, his/her LINE ends and lose the game. His/her opponent becomes END OF LINE winner.



A game of:



Thanks to: Carla, Ludo, Sergio,
Ramón, Bernardo, Mark, Sito...

Rules Edition:



GAME MODES

END OF LINE has different game modes. Some of them need more than one copy of the game to ply them:

VERSUS / BATTLE ROYALE (2-8 players)

This is the basic game mode and the one described until now in this rulebook. The goal in this game mode is to cut the other players' **LINE** before they cut yours. The game area will vary depending on the number of players (see **ANNEX**).

We will determine the first player as described in **GAME SETUP**. The first round turn order will be executed in **sentido horario**. In next rounds, players will compare **Initiatives** to determine the game order. If you reach the **START LINE CARD**, the first round's turn order will be applied.

SOLO PUZZLE

The goal in this game mode is to **fill a whole 5x5 game area**, respecting the **LINE CARDS** placement rules of the **VERSUS** game mode. Your score will be determined by: the sum of your remaining cards **Initiative** (cuanto más alta mejor) + [...] el número de puntos de **Energía** que no hayas consumido.

The scoring for the 101 puzzle goes from 0 to 8 points. You can try the different challenge for this mode in: littlehouseboardgames.com/endoffline

CLASSIC SOLITAIRE

The goal in this game mode, as in the **SOLO PUZZLE** mode, is to **fill a whole 5x5 game area**, but this time without the **DRAW PHASE**. Instead of it, **you start the game without cards in your hand** and you draw them one by one, deciding to place it following your **LINE** or to discard it facing up in a discard pile, next to your **LINE CARDS** deck.

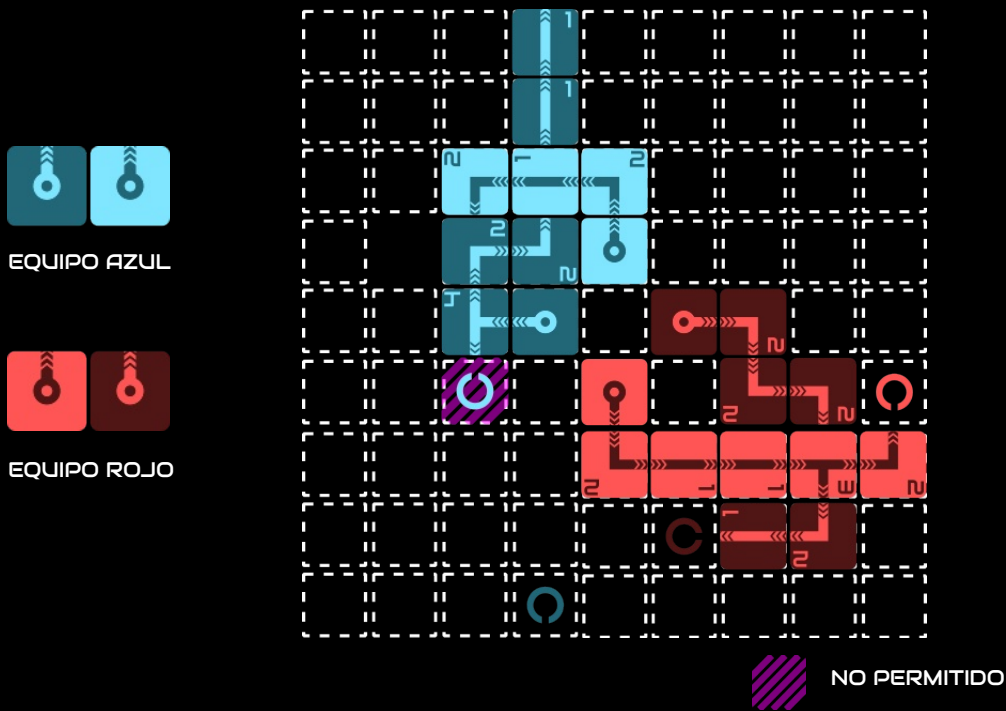
Before drawing the next card, you can decide to continue your **LINE** by placing the top card of your discard pile. The scoring is determined as in the **SOLO PUZZLE** game mode.

COOP PUZZLE

The goal in this **2 or more** players game mode, as in the **SOLO PUZZLE** mode, is to **fill the whole game area**. The size of this area depends on the number of players (see **ANNEX**). The scoring is determined as in the **SOLO PUZZLE** game mode. But this time, you need to be as one to get it!

TEAM BATTLE

This game mode takes the challenge of **END OF LINE** to the next level. The game rules are the same of **VERSUS / BATTLE ROYALE** game mode, but players will be playing in teams and they could cross their teammates **LINEs** (1 **LINE CARD** only) by consuming **1 Energy** point. Players cannot follow their teammates line in any case.



ANNEX

Here you will find the different setups for each GAME MODE, based on the number of players.

2 PLAYERS

GAME AREA: 7x7



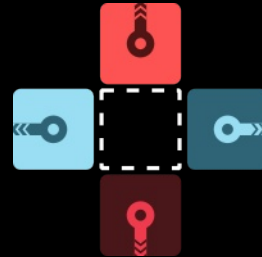
3 PLAYERS

GAME AREA: 7x7



4 PLAYERS

GAME AREA: 9x9



5 PLAYERS

GAME AREA: 9x9



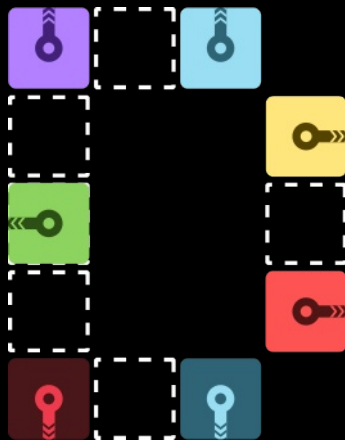
6 PLAYERS

GAME AREA: 11x11



7 PLAYERS

GAME AREA: 11x11



8 PLAYERS

GAME AREA: 13x13

