

# END OF LINE

END OF LINE is an abstract card game where players have a sole objective:

**CUT YOUR OPPONENTS LINE BEFORE THEY CUT YOURS.**

END OF LINE is recommended for ages 7+, and it has many different game modes from 1 to 8 players, with an average duration of about 3 to 5 minutes per player.

**COMPONENTES: 54 CARDS**

## ABOUT THIS RULEBOOK

END OF LINE is a game for 1-8 players\*

We will now describe a “versus” game of 2 players to show the general game rules. If you already know the rules, check the ANNEX where all different setups for each game mode and number of players are displayed.

*\*Each EOL game box contains cards for 2 players, but there are game modes for up to 8 lines.*

## THE CARDS

**LINE CARDS:** these cards represent the different paths your line will take during the game. There are 5 different types of line cards.

### WAY OUT

These arrows show WHICH directions your line CAN take.

### INITIATIVE

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

### START OF LINE

This card represents the beginning of your line. Place it on the game area, along with the other players', in their corresponding locations according to the ANNEX.

### ENERGY POOL

This card represents your energy, and its orientation determine how much energy you have left.

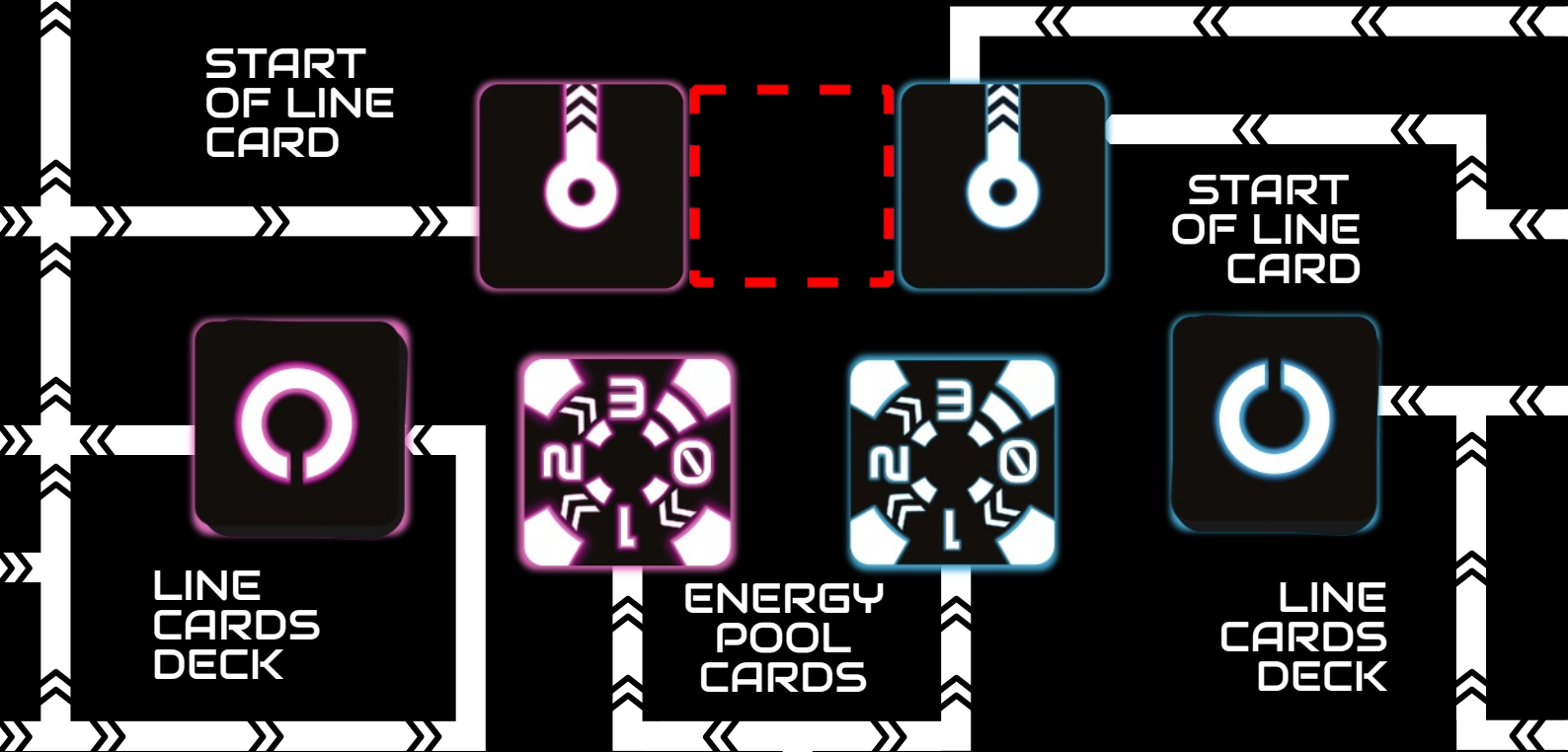
### WAY IN

These arrows show FROM which direction you will continue your line.



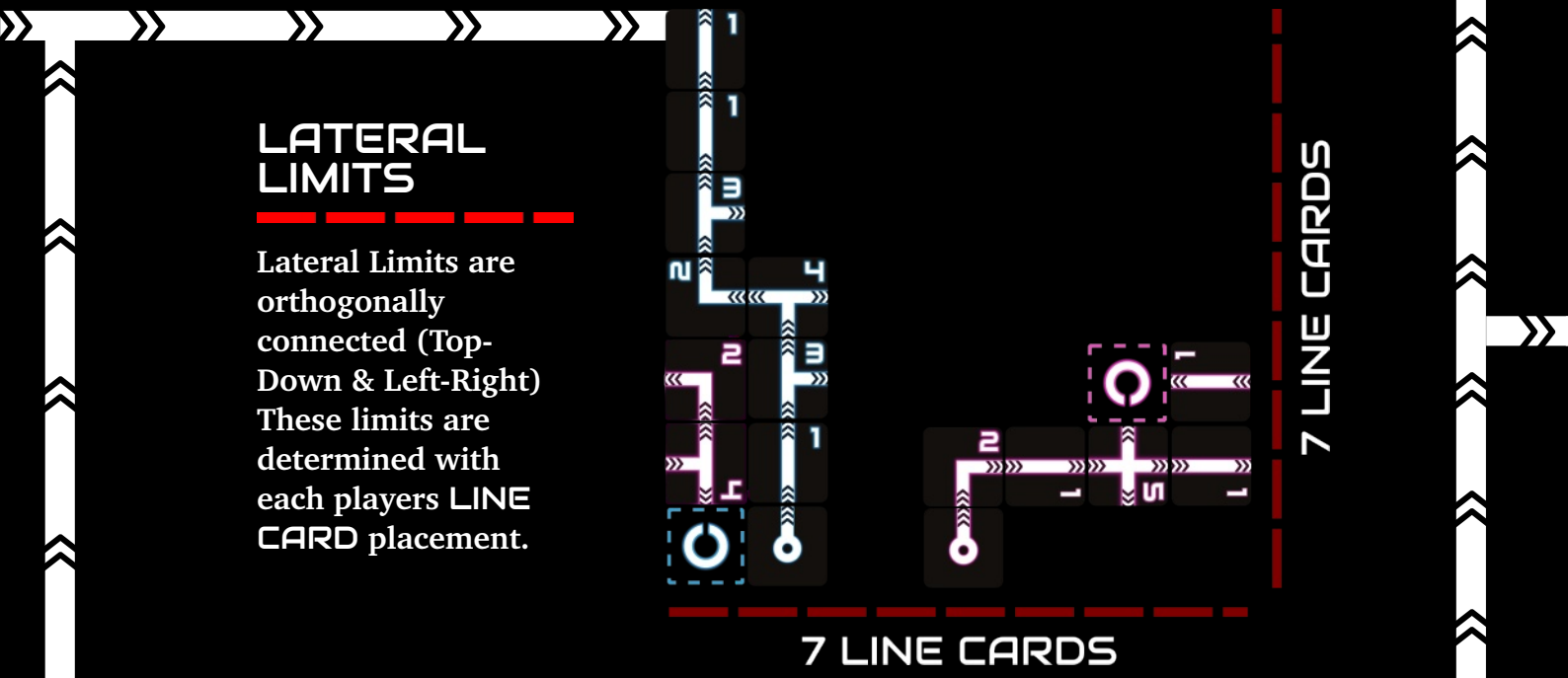
# GAME SETUP

Each player picks a color and all its cards. Place ENERGY POOL and START OF LINE cards aside, and makes a deck with the remaining line cards. Place the deck facing down nearby and the Energy Pool card next to it, rotated to have number 3 on top. At last, place the Start of Line card as follows:



## THE GAME AREA

In the 2-players "VERSUS" mode, the game area is limited by a 7x7 LINE CARDS grid, which borders are orthogonally connected. END OF LINE lacks of a former board; instead of this, players will determine the board as the game develops by placing their line cards, without exceeding this 7x7 limits, as follow.



### LATERAL LIMITS

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

As you may see in the previous image, the yellow line player has already placed 7 line cards vertically, making the two lateral limits (top and bottom) connected when the yellow player places his next line card. The pink player has placed 5 cards horizontally, added to the yellow column and the space between the two start of line cards, the board is also limited horizontally as the distance of 7 (left to right) has also been reached.

## GAME SETUP

To determine the turn order for the first round, each player reveal a card from their deck and initiative values on these cards are compared. The player with the lowest initiative play first this round. In case of a tie, repeat this process until it is solved.

## THE ROUND

Each round have 3 PHASES:

- + Determine the **TURN ORDER**
- + **DRAW** phase
- + **ACTION** phase

### TURN ORDER

During the game setup, the turn order for the first round has been decided. In the next rounds, do as follows: check the initiative from each player last **LINE CARD** placed, the lowest initiative go first. In case of a tie, check the next card in place on each player's line until the tie is broken. If you reach the **START OF LINE CARDS**, the first round's turn order will be applied.

### DRAW PHASE

Each player draws to a total hand of 5 cards.

### ACTION PHASE

During this phase, players place **LINE CARDS** in the board from their hand, following the turn order determined for this round. **LINE CARD(S)** must be placed by matching its **WAY IN** to any of the available **WAY OUTS** on the last **LINE CARDS** placed by the player.

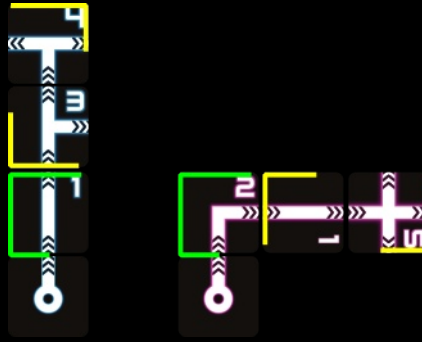
In the first round, each player will only place 1 **LINE CARDS** following their **START OF LINE CARD**.

In the following rounds, players must place 2 **LINE CARDS** following their respective lines.

ROUND 1



ROUND 2



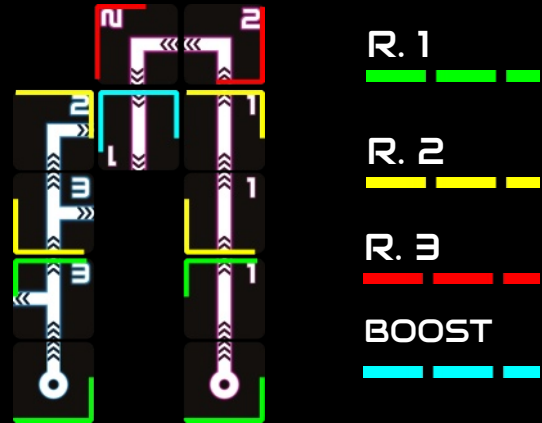
After each player has placed their **LINE CARDS**, the round ends and the next round begins.

## ENERGY CONSUMPTION

Each game, players have 3 energy points, represented by the **ENERGY POOL CARD**. Only 1 energy can be consumed per player and round, starting from the 3rd round of game. This energy consumption will trigger an additional effect during the **ACTION PHASE**:

### BOOST

Consume 1 energy point to place 3 **LINE CARDS** (instead of 2) during this **ACTION PHASE**.



R. 1



R. 2



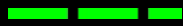
R. 3



BOOST



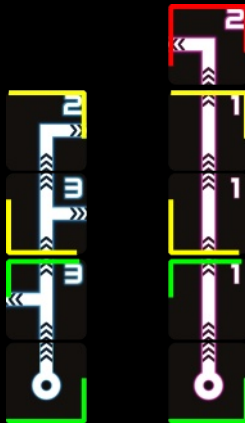
R. 1



R. 2



BRAKE



### BREAK

Consume 1 energy point to place only 1 **LINE CARD** (instead of 2) during this **ACTION PHASE**.

R. 1



R. 2



R. 3



R.3 ROUNDAB.



NOT ALLOWED



### TURNAROUND

Consume 1 energy point to continue your line through one of the available **WAY OUTS** in the **LINE CARD** which is previous to your last **LINE CARD** placed during this **ACTION PHASE**.



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



## END OF GAME

When a player, at the end of the **ACTION PHASE**, ends in a space without available **WAYS OUTS**, the line ends and this player loses the game. Last player who can follow the line, will be the winner of **END OF LINE**.

## GAME MODES

**END OF LINE** has different game modes:

### COMPETITIVE VERSUS / BATTLE ROYALE (2-8 players)

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

### SOLO / PUZZLE

The goal in this game mode is to fill a **5x5** game area, respecting the **LINE CARD** placement rules of **EOL VERSUS**. The sum of your remaining initiative plus any spent energy points and empty spots in the **5x5** grid will determine your score.

The optimal score for this first basic puzzle is **0** points.

### COOPERATIVE / COOSOLITAIRE

The goal in this **2** players mode is the same as in the **SOLO** mode, but this time we fill up a **7x7** grid, with the same scoring rules as the **SOLO / PUZZLE** mode. Although, now you must coordinate to make it!

The optimal score for this basic puzzle is **2** points.

### TEAM COMPETITIVE

This game mode takes the challenge of **END OF LINE** to the next level. The game rules are the same, but players from the same team can cross each other's lines. But only cross, they cannot follow their partners line. The game area is **9x9** for **4** players.

# ANNEX

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

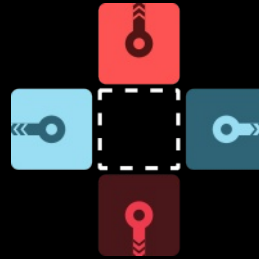
**2 PLAYERS**  
GAME AREA: 7X7

VERSUS 

**3 PLAYERS**  
GAME AREA: 7X7



**4 PLAYERS**  
GAME AREA: 9X9



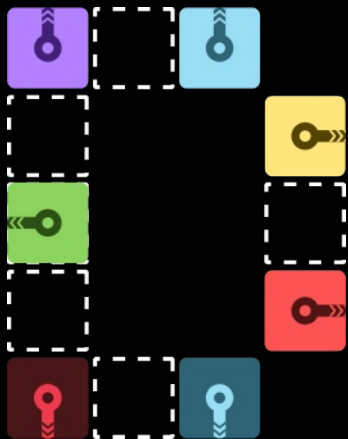
**5 PLAYERS**  
GAME AREA: 9X9



**6 PLAYERS**  
GAME AREA: 11X11



**7 PLAYERS**  
GAME AREA: 11X11



**8 PLAYERS**  
GAME AREA: 13X13

