

# NO ESCAPE LAST OFF

**No Escape Last Off requires the base game, No Escape.**

This is a living document. For the most up-to-date rules and free downloads please visit [oommgames.com](http://oommgames.com)

## OBJECTIVE

In Last Off you are trying to be the last remaining player on the station. Each player trails a path behind themselves and are off the board if they pass their own path. Once you are off the board you continue adding tiles to the board and playing actions on your turn, until only one player remains on the board.

## SETUP

Use standard setup rules.  
Each player takes the 10 trail markers that match their colour.

## GAMEPLAY

While you are on the starting board, leave a trail marker at each corner you come to. When you leave any tile, leave a trail marker on that tile. When you run out of trail markers, pickup and use the marker at the furthest end of your trail to continue marking your trail.

If you would ever move onto a tile with your own marker, or a corner on the start board with your own marker, you are off the board. If you leave the game board, you have left the board.

Once you leave the board remove all your markers from the board. You are not out of the game. On your turn you still play action and maze tiles as per normal game rules. Only roll the dice if you are also playing with the Alien expansion.