

VERY
DRAMATIC

INSTRUCTIONS

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The ancient Romans already knew: All roads lead to a cliff. All lemmings are drawn to the cliff. Everyone wants to be right at the front—just don't fall off!

In this **trick-taking card game**, if you play your cards right, you can give your competition a little push. Careful, though: win too many tricks and your lemming may be the next to fall off the cliff.

AIM OF THE GAME

Last Lemming is a drama in four acts. You play eight tricks in each act. The tricks determine how close to the cliff your lemmings get. At the end of each act, you receive points according to where your lemming places. You want to be as far ahead as possible, but not fall off the cliff. The player with the most points after the four acts wins.



How do trick-taking card games work?

A **trick** is a round in which each player plays one card from their hand. The first card played determines the **trick color**. All subsequent players must **follow suit**, meaning that they must play a card in the same color if they have one. If they don't, then they can play any card.

Once you've each played a card, check who has **won the trick**: Usually, it is whoever played the highest number in the trick color. This player then goes first in the next round. Repeat this procedure until you've all played all the cards in your hand.

GAME CONTENTS

- ① 1 double-sided playing board (in four parts)
- ② 1 score board (in two parts)
- ③ 22 numbered rule cards
- ④ 72 playing cards (in 4 colors, each with the values: -5, -3, -1, 1-12, and 12 times X)
- ⑤ 24 point chips (six in each number: 1, 2, 3, and 5)
- ⑥ 6 character cards
- ⑦ 6 corresponding playing figures



GAME SETUP



1. Assemble the **playing board** ① by placing the four parts next to each other in the middle of the table in ascending order. It doesn't yet matter whether 🐾 sides or 🐾 sides are visible.
2. Place the **score board** ② below the playing board. The side corresponding to the number of players must be visible (3/4 or 5/6).
3. Choose **four rule cards** ③ at random and attach them **face down** to the score board, one below each act. You won't need the remaining rule cards in this game.

Is this your first time playing a trick-taking card game?

Then we recommend that you use rule cards #1 to #4. Arrange them in ascending order for the four acts (card #1 for act #1, card #2 for act #2, etc.).

If you are adept with trick-taking games but are playing Last Lemming for the first time, use rule cards #5 to #8 instead, also in ascending order.

Note: The rule cards are numbered according to the level of difficulty. The higher the number, the greater the tactical challenge.

HOW TO PLAY EACH ACT

- Shuffle the 72 playing cards (4) and form a face down pile.
- Lay the point tiles (5) ready as a general supply pile. **At the start, you each receive three point chips.** *Note: You are allowed to keep your points secret during the game, e.g. by stacking them.*
- Each choose a character and place the corresponding character card (6) in front of you. Form a line with all chosen playing figures (7) **next to the board**, in front of space 1. Whoever calls out a Latin proverb first takes the lead, placing their figurine at the front of the line. They will play first in Act 1. The rest of you line up behind them in clockwise order.

At the start of each act, flip the rule card for the act face-up. Turn each part of the playing board to the side indicated at the top of the rule card.



Then deal each player **twelve cards** from the face-down pile. You must now secretly choose which **eight cards** you want to use for the eight tricks. Return the remaining four cards to the pile.

Tip: Keep the rule card for the act in mind when you select your cards!

After everyone has decided on their eight hand cards, the trick-taking game can begin. Whoever is at the front of the line starts. Take turns clockwise each playing one card from your hand. You **must play the trick color** if you can.



Exception: You can play an X at any time, even if you have the trick color in your hand. Remember: An X counts for nothing—it has no number, no color, and no value. So you can never win a trick if you play an X. This gives you the chance to play strategically and essentially “skip” a trick. Note that some rule cards mention the X cards and extend their function.



Once you've all played one card each, score the trick: move your lemmings according to the instructions on the rule card.

Always start with the player who won the trick. Unless instructed otherwise, this is the player who played the highest number in the trick color. Then, everyone else follows **in a clockwise direction**.

Lay the cards you've played aside afterwards. Whoever won the trick now plays first in the next trick. Play eight tricks in this way, one after the other. The act then ends and the points are awarded.



Important: Do not place the cards you've played in the middle of the table. Keep them in front of you instead. This makes it easier to manage the movement of your lemmings afterwards.

EXAMPLE:

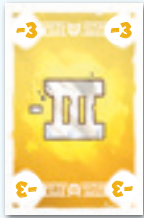


Rule Card #1: The winner of the trick moves by the value of their card. The player who plays the second highest number in the trick color also moves by the value of their card.

Example Trick: Cleopatra played a yellow -3 first, making yellow the trick color. Nero wins the trick, as his yellow 10 is the highest number in the trick color. As per rule card #1, Nero moves according to the value of their card, so ten spaces forward. Caesar, who played the yellow 5 then also moves forward five spaces, as they have the second highest number. No other player moves.

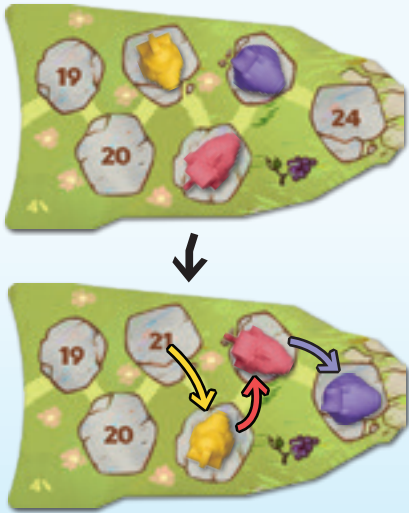
TURN RULES

- Unless instructed otherwise, you must always move the exact amount of spaces. You cannot forfeit part or all of a move.



The lemmings usually move towards the cliff, but backwards movement is possible (for example, by playing a negative number when moving the value of your card). You cannot move backwards from the line.

- **Important: There can only be one playing figure on each board space.** If a lemming lands on an occupied space, push the lemming already there forward exactly one space. If this space is also occupied, a chain reaction occurs: The lemming moved forward pushes the next one forward one space and so on.



- If a playing figure moves or is pushed beyond the last space of the board, **it falls off the cliff!** The lemming then has to return to the start and join the back of the line.



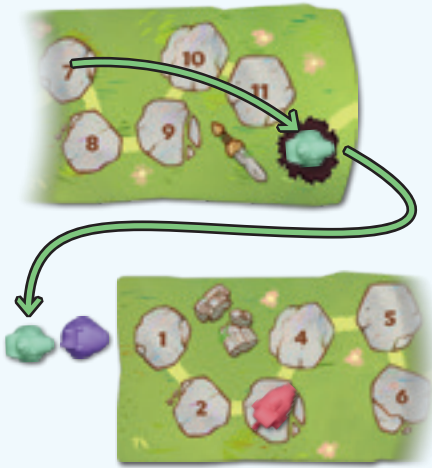
Standing in line:



Any number of lemmings can stand in the line next to the board. There is no pushing there. If a figure standing in the line moves forward, it always starts on the first space on the playing board. If a lemming goes back over the start by moving backwards, the figure is always placed at the back of the line. The same happens if a figure moves backwards within the line.

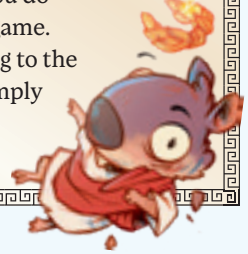


If a playing piece lands exactly on a space with a **hole** (or is pushed onto such a space), it also falls into the depths and returns to the back of the line.



Important: If you fall into a hole or off the cliff, you must immediately return one point chip to the supply pile.

If you don't have any points left when you fall, you do not drop out of the game. Return your lemming to the start as usual and simply do not lose a point. You've lost enough.



Playing board 2-🐱: The path forks here. You can choose which way you want to go—going over the hole is shorter and gets you further faster. If a playing figure on space 7 is pushed forward, the player pushing it chooses which route it takes. The same applies if a playing figure on space 12 is pushed backwards. Pushing your competition into the hole is encouraged.



END OF EACH ACT

Once you've played and scored eight tricks, the act ends. Now, points are distributed according to how your lemmings rank. Take a look at the scoreboard:



Whoever is furthest ahead receives as many points as indicated in the current act for first place. The second playing piece receives the points for second place, and so on.

Lemmings in the line are not disqualified. They can also receive points for their ranking, though only if there are other lemmings in the line behind them, of course. For this reason, make sure the line is in a clear order.

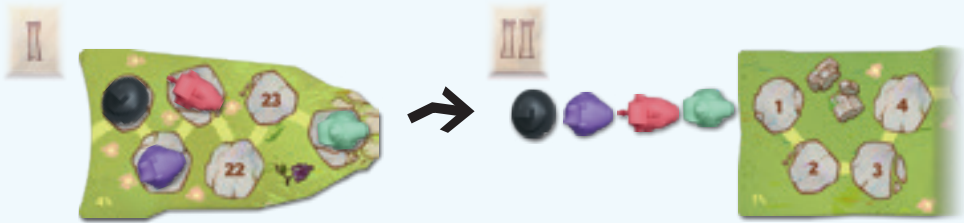
EXAMPLE:



At the end of Act 1, **Cleopatra** is in first place and receives three points. **Nero** receives two points for second place. **Maximus** and **Hymnia** receive one point each for third and fourth place. **Caesar** unfortunately goes empty-handed.

PREPARING FOR THE NEXT ACT

Put all of the playing figures back in the line at the start, **keeping the current order of the figures**. So, place whoever came first in the previous act at the front of the line. They will start the next trick.



Shuffle all of the cards played back into the deck and deal twelve new cards to each player. Finally, flip the rule card from the previous act face-down and reveal the next one. As the curtain falls on the previous act, your lemmings prepare for the drama ahead. Choose again which eight cards to keep and continue as before.

END OF THE GAME

The game ends after the fourth act. **Count your points. The player with the most points wins!** In case of a tie, the player who placed better in the last act wins.



VARIANT FOR 2 TO 3 PLAYERS

With slight modifications, it is possible to play with two players. This variant is also suitable for three-player games, making the game more interactive, as there are more lemmings on the playing field:

At the start of the game, **each player chooses 2 characters**, but only places 1 of them in the line next to the board. Play and score the first act as usual. Afterwards, leave your lemmings in their positions on the board and turn the corresponding character cards sideways. If the next rule card instructs you to turn over game board pieces with lemmings on them, briefly lift the figures and return them to the same position after turning the boards.

You play the second act with your second figure, which you now place in the line (the winner of Act 1 is at the front).

The lemmings on the track continue to participate in the game – you can push them, but not move them otherwise. You only move your active lemmings, unless a rule card explicitly states otherwise.

Important: At the end of the act, you score all 4 or 6 lemmings according to their positions. To do this, refer to the scoring table as if you were playing with four or six players. So, from Act 2 onwards, you will receive victory points for both of your lemmings.

In Acts 3 and 4, you choose which lemming you want to play. The other one stays on the board. Always turn the character cards that are currently taking a break sideways, to remember which figure you are allowed to move this act.



FAQs

1: What is the trick color if the first card played in a trick is an X?

In this case, the next player in clockwise order to play a number determines the trick color with their card.

2: What if everyone plays an X?

Then nobody wins the trick. Whoever played first in this trick then also plays first in the next one.

3: If I don't have the trick color in my hand, do I have to play an X?

No, if you can't play the trick color, you can play any card.

4: Can the playing figures also be pushed backwards?

Yes. If your lemming moves backwards onto an occupied space, you also move the lemming there back one space.

5: Does the line in front of the playing board also count as a "space"? Can I move back there?

No, the line does not count as a space. However, your lemming can certainly leave the playing board again—for example, if it is on the space 1 and has to move backwards as you played a negative number. In such a case (and even if you would move backwards within the line), you always place your playing figure at the very back of the line.

6: What should I do if my lemming is meant to jump to the "next occupied space" forward or backward, but there aren't any occupied spaces in that direction?

Then your lemming doesn't move. Note that the line is not a space (see question 5), so you will never end up back at the start if you are instructed to jump.

7: Can it be that my lemming moves several times during one trick?

Yes. See for example rule card #3: If you win the trick, you move by the value of your card. Afterwards, the lemming in last place moves by the value of their card. If you happen to be in last place still after moving once, you move by the same number again.

8: My lemming went over the cliff with a high number. Can I continue to move the remaining value from the start?

No, if you fall off the cliff, you forfeit the rest of your move. However, if the rule card lets your lemming move again (see question 7), that second move is performed as usual.

9: We have come across an unsolvable special scenario. What should we do?

Do as the ancient Romans did and vote democratically! If you still cannot agree, then you could duel in the arena, instead.



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