



LAST LAP

LEAD OR LOSE

Game Play

Last Lap is a fast-paced card game in which players compete to score as many points as possible over a series of races. Before the game begins, agree on the number of races to be played. The number of races should be equal to the number of players, ensuring everyone gets an equal chance to start a race.

Each race consists of 5 laps. At the end of the fifth lap, players add up the points of the cards remaining in their hand. This is their score for that race.

After the agreed number of races has been completed, add together each player's scores from every race. The player with the highest total score is the winner.

Setup

Shuffle the deck and deal four cards to each player. Players keep their cards hidden from their opponents throughout the game. If a player receives the Race Leader card, it must immediately be placed face up in front of them, while the remaining three cards stay in their hand.

Place the rest of the deck face down to form the draw pile. Before the first race begins, choose the starting player. Throughout the game, every player should have an equal opportunity to start a race. The starting player is also responsible for managing the Lap Cards during the race.

2-Player Game

For the best gameplay experience with 2 players, we recommend using the reduced deck. Cards that should be removed are clearly marked with "2 Players: Remove" before shuffling the deck.

Using the reduced deck keeps the game balanced and ensures a more competitive race.

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How to Play a race

During your turn, choose one of the following actions:

Play a Special Card

If you have a Special Card (any card other than a Position Card), you may play it and resolve its effect. After completing the action, draw one card from the draw pile so that you finish your turn with 4 cards in your hand.

Draw a Card

Draw one card from the draw pile, then choose one card from your hand to discard. You must always end your turn with 4 cards.

Take the Top Discard

If the top card of the discard pile is a Position Card, you may take it instead of drawing from the deck. Then discard one card from your hand, leaving you with 4 cards.

After every player has completed 5 laps, the race ends. Each player totals the points of the cards remaining in their hand and records their score on the score sheet. Shuffle all cards together to form a new deck, then begin the next race.

End of the game

The game ends once the agreed number of races has been completed. Add together each player's score from every race to determine the final standings. The player with the highest total score is crowned the winner of Last Lap: Lead or Lose. In racing, there is no reward for finishing second. There is only one winner—the first to cross the finish line.

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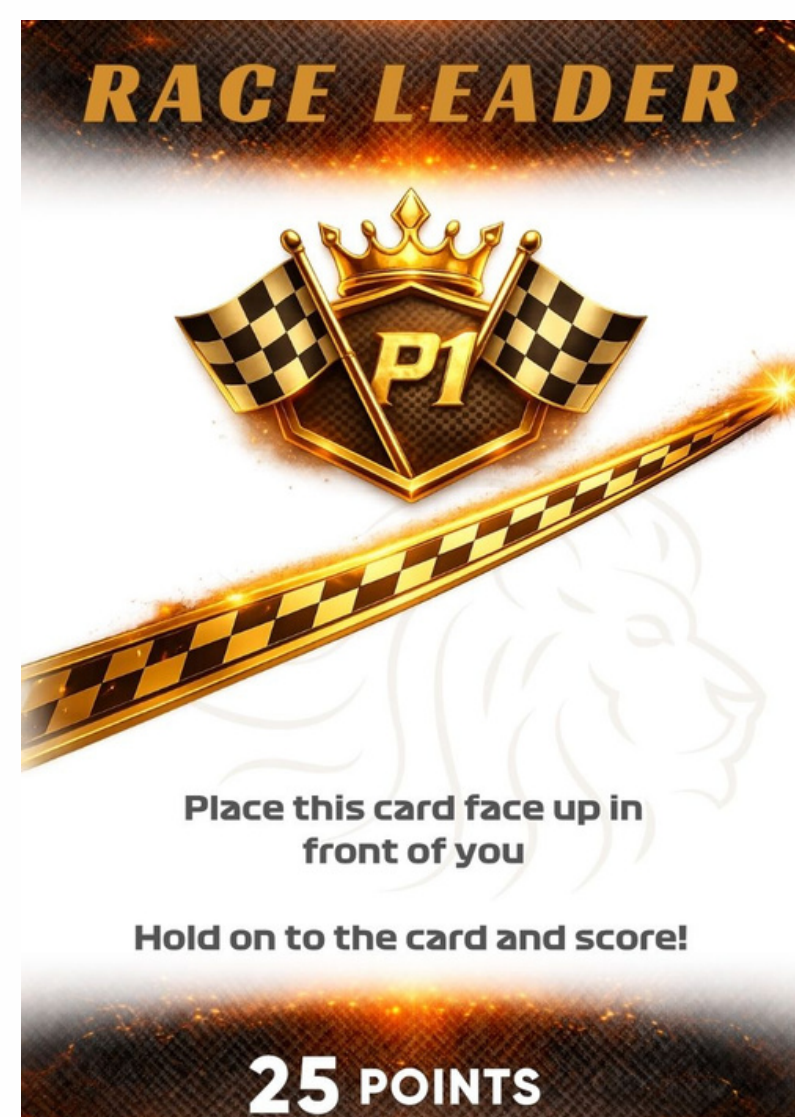
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All Cards



Race Leader (1 Card – 25 Points)

Place this card face up in front of you as soon as you receive it. Then draw one additional card from the draw pile.

If the Race Leader card is still in front of you at the end of the race, it is worth 25 points.



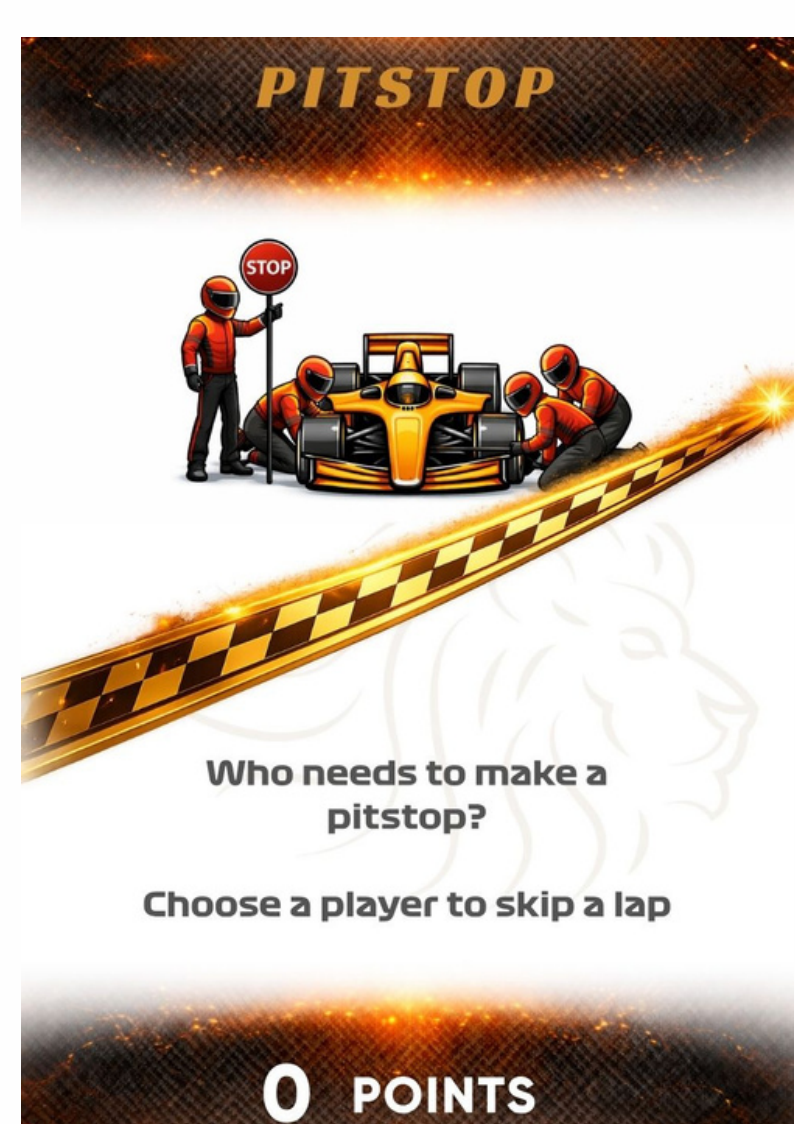
Last Lap Overtake (4 Cards – 5 Points)

(Use 3 cards in a 2-player game.)

Play this card to steal the Race Leader card from another player.

If you still have the Last Lap Overtake card in your hand at the end of the race, it is worth 5 points.

The player who loses the Race Leader card immediately draws one card from the draw pile and places it face down in front of them. They may not look at this card until the start of their next turn. Before taking their next action, they add the face-down card to their hand.



Pit Stop (4 Cards – 0 Points)

(Use 3 cards in a 2-player game.)

Play this card to force any player to skip their next turn.

If this card remains in your hand at the end of the race, it is worth 0 points.

Important: A Pit Stop card may only be played during Laps 1–4. It cannot be played during Lap 5.

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All Cards



Undercut (4 Cards – 2 Points)

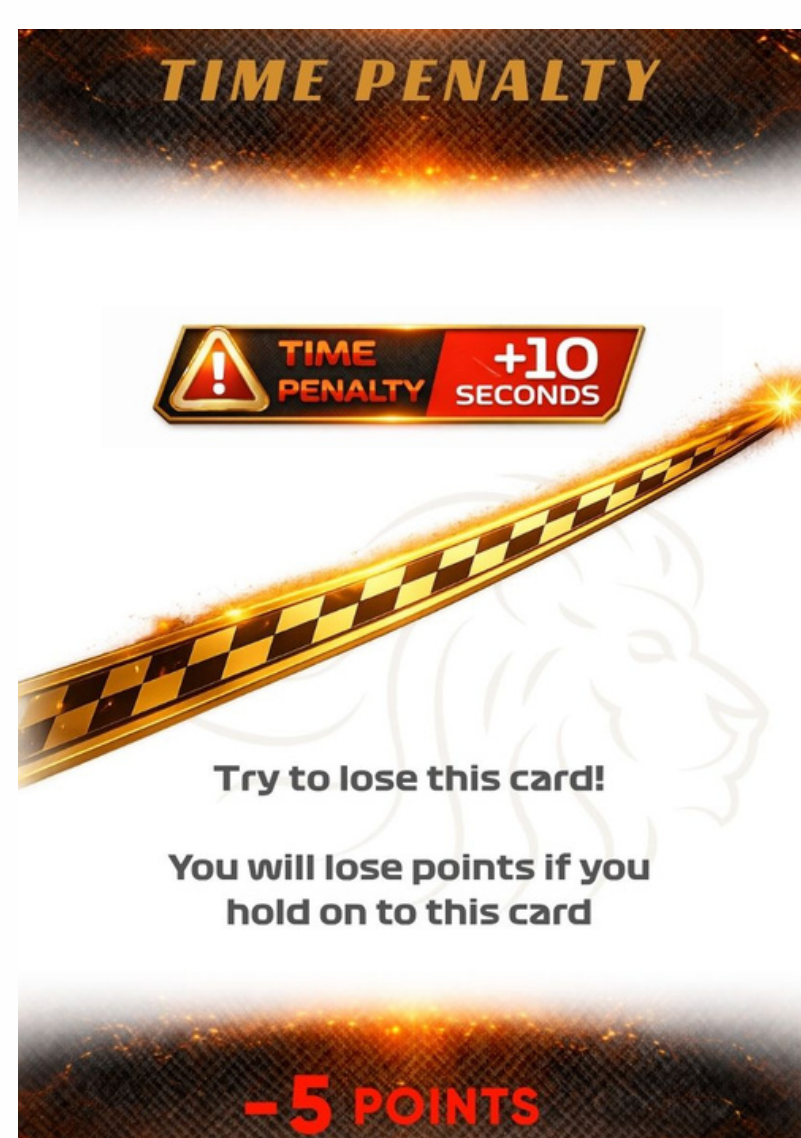
(Use 3 cards in a 2-player game.)

Play this card to exchange one Position Card with another player. First, give one of your Position Cards to the chosen player. That player must then give you a Position Card that is at least one position higher than the one you gave them.

If the chosen player does not have a Position Card that is at least one position higher, they must give you any other Position Card from their hand instead.

If the chosen player has no Position Cards at all, the action fails.

Draw one card from the draw pile to end your turn.



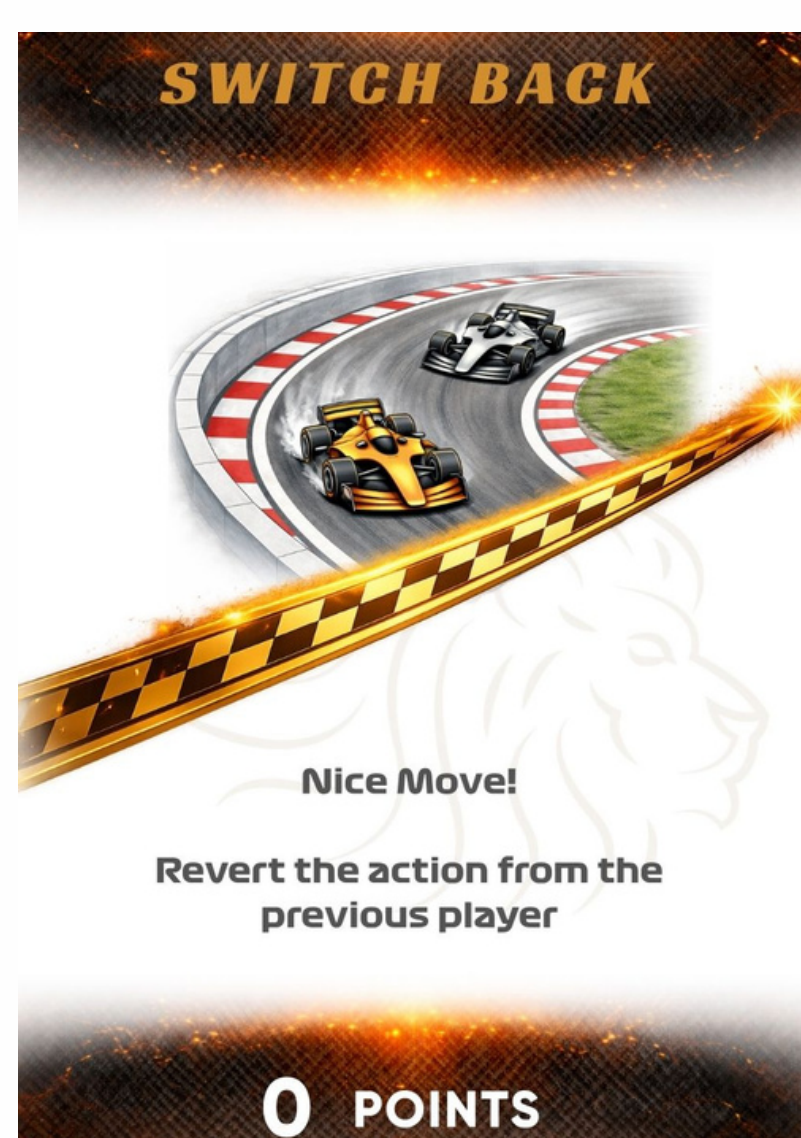
Time Penalty (4 Cards – -5 Points)

(Use 3 cards in a 2-player game.)

A Time Penalty can seriously damage your final score. Unlike most cards, this one provides no benefit during the race and is only a burden to keep.

If this card is still in your hand at the end of the race, you receive a 5-point penalty (-5 points).

Getting rid of a Time Penalty before the chequered flag can make the difference between winning and losing.



Switch Back (4 Cards – 0 Points)

(Use 3 cards in a 2-player game.)

Switch Back may be played immediately after another player completes an action, even if it is not your turn.

When played, the previous player's entire action is reversed. Any cards drawn, discarded, exchanged, or card effects are immediately undone.

After resolving the Switch Back, draw one card to return to 4 cards in your hand, then continue the game.

If Switch Back remains in your hand at the end of the race, it is worth 0 points.

Important: Once a player has started their next turn, or has already completed their final turn of the race, their previous action can no longer be reversed.