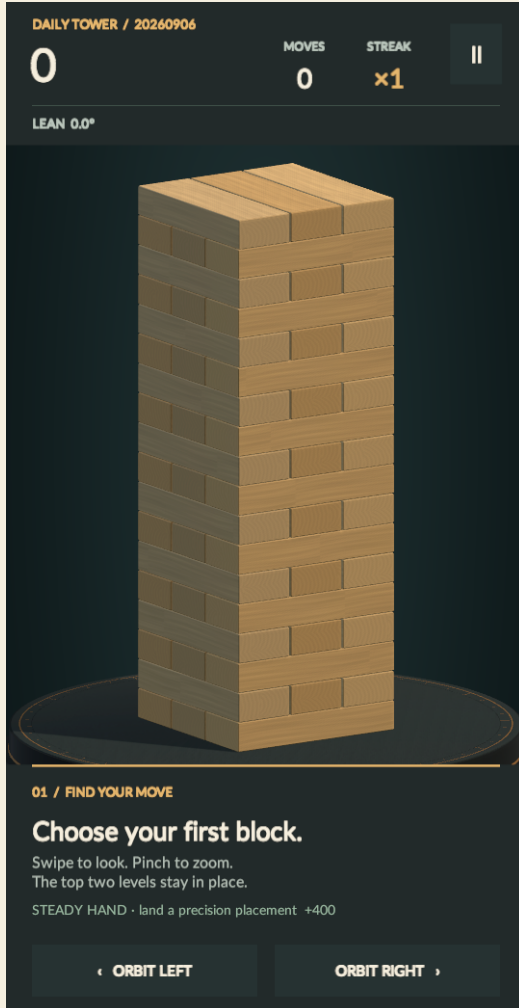


Last Block

One tower. One more move. Your future self has to live with every crooked block.



The tower is your opponent.

Choose a wooden block, gently work it free, then place it on top. Every move changes the structure beneath your next decision.

Your goal

Keep the tower standing and build your score. The run ends when it collapses, you miss the top with your block, or the Rush clock expires.

Three ways to play

Survival: no time limit.

Daily Tower: a shared date-based starting seed, with a local best score.

Rush: five minutes of active play.

Actual rendered game capture: the starting tower. Score, moves, streak and lean sit above the play area. The lower panel gives your next action.

Install. Look. Choose.

Android 9 or newer, on a 64-bit ARM phone or tablet. Play in portrait orientation.

1. Get the game from your library

Visit truckfishgames.com/games/last-block/ on your Android phone. Buy Last Block for \$8, or choose it with an eligible Truckfish membership selection. Sign in and open your library to download the Android APK. Open the file from Downloads, allow installation from your browser or Files app if prompted, then tap Install and Open.

2. Start with Survival

Use Continue to leave the brief Truckfish startup screen. Read the in-game help, then dismiss it to begin. Once installed, the game and material unlocks work offline. This booklet is free.

3. Look around before you pull

Swipe empty space horizontally to orbit the tower, or vertically to inspect its height. Pinch to zoom. Tap a block to select it; selecting alone applies no force. The top two layers stay protected.

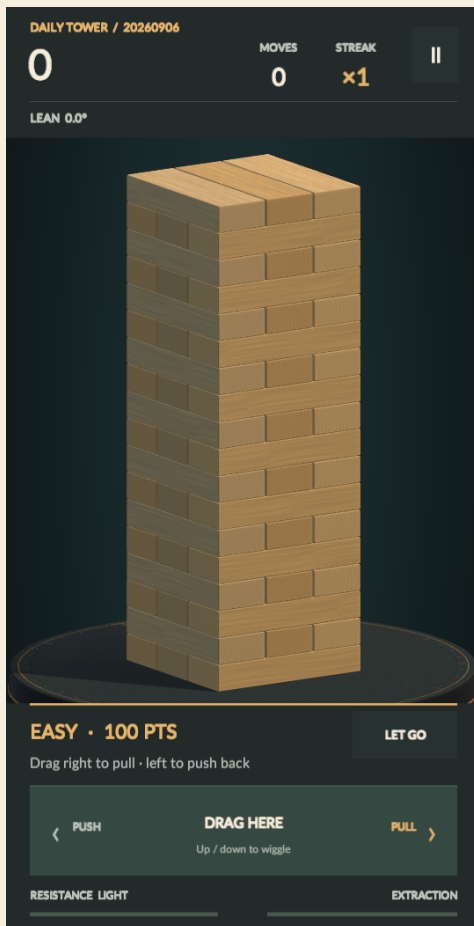
4. Follow the lower control panel

The panel changes from selection to extraction to placement. Use the pause button at the top right for help, sound, haptics and control sensitivity.

Updating? Install the new APK over your existing Truckfish copy to retain saved turns and unlocks. Android APKs do not install on iPhone or iPad. Installation help: hello@truckfishgames.com.

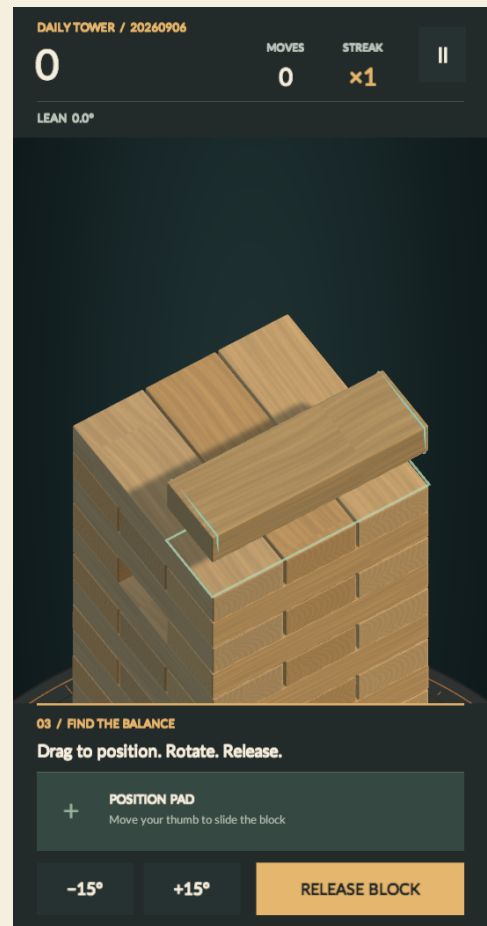
Pull gently. Place carefully.

The block responds to your movement. Small corrections can make a big difference.



EXTRACT

Drag the lower pad right to pull, left to push, or vertically to wiggle. Lift and reposition your thumb without losing your grip. Release grip leaves the block where it lies so you can choose another.



PLACE

When fully clear, the block moves to the top. Use the position pad and rotation buttons to align it. Tap Release block, then watch the tower settle. A block landing off the top ends the run.

Earn a different feel.

Open Materials from the main menu. Surviving a complete move advances your collection.



OAK - READY FROM THE START

The familiar balanced wooden tower.

CORK - 5 MOVES

A cork finish and softer sound, with the familiar Oak balance.

SLATE - 15 MOVES

Heavier, grippy stone.

BRASS - 35 MOVES

Dense blocks with a smoother slide.

ICE - 60 MOVES

Light, slippery, frosted blocks.

Every run helps. Successful moves add up across Survival, Daily Tower and Rush. Unlocks stay earned after a collapse. Tap an unlocked material to use it in your next Survival or Rush tower; each material has its own best scores. Daily Tower always uses Oak.

Materials are earned in the game. There are no extra purchases or ads to unlock them.

Make the risk count.

A careful move buys you another turn. A dangerous move can build your multiplier.

Score after survival

A completed extraction and placement earns points only after the tower settles. Risk values are 100, 250, 600 and 1,200. Dangerous and Critical moves grow a streak up to x6; easier moves reset it. Precise placement adds 200 after the multiplier. Optional challenges add bonuses.

Read the tower, too

Risk labels are structural estimates, not guarantees. Watch nearby blocks and tower movement. If the pull feels wrong, push gently back or release your grip. Place over existing support and avoid rushing the release.

Save and return

Each completed move saves a checkpoint. Resume last saved turn restores the last completed turn and its material. Resuming a turn does not earn its unlock progress again. Older Oak saves still resume, and their recorded completed moves count toward the collection. Progress and settings stay on this device.

About this edition

This booklet matches v0.2.0. Screenshots are actual Windows verification-player captures. Daily Tower uses the UTC date and local scores; there is no online leaderboard. The main menu has a permanent More Truckfish games link. Material weight and friction are tuned for play, not a scientific simulation of each substance.

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Feedback: hello@truckfishgames.com