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# LAST MINUTE

You're an elite (?) bomb squad with little time to defuse a series of dangerous devices before everything goes... you know.

Will this be your Last Minute?

Last Minute is a solo/coop game that plays in real time: you'll have to play the right Defuse cards on the appropriate Bomb cards.

A cool head, meticulous planning and (if you face the challenge with friends) good teamwork will be necessary to avoid an explosive defeat!

## COMPONENTS

### 8 BOMB CARDS

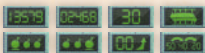


### 60 DEFUSE CARDS

(numbered 59 to 00)



### 8 COMPLICATION TOKENS



### 2 TIME MACHINE TOKENS



## SETUP

Choose one of the challenges shown on pages 6 to 11 of this rulebook. The first 4 challenges are called Trainings, and will progressively introduce you to the Bombs and Complication tokens. The last challenges are called Operations and have random setups to ensure a variety of situations.

A challenge consists of 3 missions; you'll have to succeed in each of those missions, one after the other, in order to win the game.

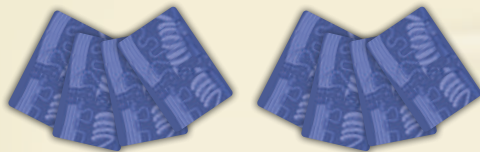
Each mission briefing will indicate which Bomb cards (and possibly which Complication tokens) you need. Set up the Bomb cards (and the Complication tokens) as indicated.

No matter which challenge you chose and which mission you play, the rest of the setup is always as follows: shuffle all 60 Defuse cards to form the deck. Set a timer (on your phone or any other device) and deal, face down, a starting hand to each player, depending on the number of players as indicated in the chart on page 3.

Take the two Time Machine tokens and place them within reach.

NUMBER OF PLAYERS	DEFUSE CARDS IN HAND	TIMER (SECONDS)
1	7	120
2	6	100
3	5	80
4	4	60

Setup example of Mission 1 from the first challenge with 4 players.



## GAMEPLAY

Once you start the countdown on your timer, each player may look at their starting hand. You now have only the allocated time to play, below each Bomb card, all the appropriate Defuse cards. All Defuse cards played on the same Bomb card should be played as a column, with each card slightly overlapping the previous one, so that the cable and the number on each played Defuse card remain clearly visible.



*The cards must be played in descending order, and it is forbidden to insert a card between two cards already played (or between the first Defuse card played and the Bomb card).*

**Example:** *The cards 56 and 41 have been played on a bomb. It is forbidden to play any card with a value more than 41 on this Bomb card for the rest of the mission.*



Players do not take turns, and are allowed to play several actions in a row.

### The possible actions are:

- Play a Defuse card on a Bomb card.
- Discard a Defuse card from your hand.
- Replenish your hand up to its starting maximum.

When the deck is exhausted, you're allowed to shuffle all discarded cards to form a new deck and continue playing (if you haven't run out of time yet). Players are free to communicate, but not to show the cards in their hands to each other.

As soon as the time runs out, the mission is over, and no further action can be taken.

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## END OF THE MISSION END OF THE GAME

Check if you managed to play the needed Defuse cards below each Bomb card.

If the needed cards have been played below each Bomb card, the mission is a success. If this was the last mission of the challenge, you win the game. Otherwise, set up the next mission of the challenge.

If you haven't managed to play all appropriate cards, or if you broke the descending order rule, the mission is a failure. Discard one Time Machine token and start the same mission again, setting it up as indicated in the briefing.

### Note:

- *If, by mistake, you played a Defuse card not needed by the Bomb card or more Defuse cards from a color than represented on the Bomb card, but all needed Defuse cards have been played nonetheless, the mission is still considered a success.*
- *Some missions add one or several Complication tokens. If you have failed to respect the condition of any Complication token, the mission is considered a failure.*

If you fail a mission and have no Time Machine tokens left, you lose the game.

**Note:** *When re-playing a challenge that you have failed, you may increase the timer by 10 seconds for each time you have previously failed this challenge.*

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# THE CHALLENGES

## TRAINING ONE: ROOKIES

### MISSION 1



### MISSION 2



### MISSION 3



**Complication tokens introduced in this challenge:**



Only Defuse cards with odd numbers can be played on this bomb.



Only Defuse cards with even numbers can be played on this bomb.

## TRAINING TWO: HIGH STAKES

### MISSION 4



### MISSION 5



### MISSION 6



**Complication tokens introduced in this challenge:**



This bomb must have all the appropriate Defuse cards before you can play any Defuse card on another bomb.

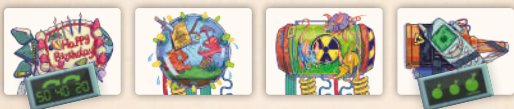


All other bombs must have all the appropriate Defuse cards before you can play any card on this bomb.

## MISSION 7



## MISSION 8



## MISSION 9



**Complication tokens introduced in this challenge:**



The Defuse cards must be played on this bomb in the order shown on this Bomb card, either from left to right or from right to left. This must be done respecting also the descending order rule.



The Defuse cards played on this bomb may not start with the same number (for instance if the first Defuse card played is 48, the next card must be 39 or below).

## MISSION 10



## MISSION 11



## MISSION 12



**Complication tokens introduced in this challenge:**



You must play your Defuse cards on this bomb in ascending order instead of the usual descending order.



Only Defuse cards with a value of 29 or less can be played on this bomb.

## OPERATION ONE: MAXIMUM RISK

### MISSION A



### MISSION B



### MISSION C



Set up each mission by drawing random Bomb cards and a random Complication token for each Bomb.

If you fail and have a Time Machine token left, discard one token and try the same Bombs with the same Complication tokens.

## OPERATION TWO: ULTIMATE

Same as Operation one, except you start with mission B (4 random Bombs + 4 random Complication tokens) up to mission D (6 random Bombs + 6 random Complication tokens).

## OPERATION THREE: MADNESS










Same as Operation two, except you start with mission C (5 random Bombs + 5 random Complication tokens) up to mission E (7 random Bombs + 7 random Complication tokens).

## OPERATION FOUR: INFERNO

Same as Operation three, except you start with mission D (6 random Bombs + 6 random Complication tokens) up to mission F (8 random Bombs + 8 random Complication tokens).



## PLAYER AID

-  Only Defuse cards with odd numbers can be played on this bomb.
-  Only Defuse cards with even numbers can be played on this bomb.
-  This bomb must have all the appropriate Defuse cards before you can play any Defuse card on another bomb.
-  All other bombs must have all the appropriate Defuse cards before you can play any card on this bomb.
-  The Defuse cards must be played on this bomb in the order shown on this card, either from left to right or from right to left.
-  The Defuse cards played on this bomb may not start with the same number.
-  You must play your Defuse cards on this bomb in ascending order.
-  Only Defuse cards with a value of 29 or less can be played on this bomb.
-  Draw a random Complication token.

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