

LAST SHOT™

Intrigue and Assassination in the Cold War

The Cold War is winding down. You've played your part so far, but now the loose ends are being tied up . . . so you'd better think fast. Trust no one!

*In **Last Shot**, you become Cold War agents, each trying to be the last one standing. Play your hand wisely to protect yourself and draw, or steal, a **Terminated** card that lets you eliminate a rival. The trick lies in holding onto it long enough to get a shot off!*

Components

Rulesheet

Setup Sheet

78 Cards

- 6 “On Your Turn” cards
- 6 black Terminated cards
- 36 green Agency cards
- 10 gold Bureau cards
- 10 red Committee cards
- 10 blue Department cards

How to Win

Survive! Be the last player remaining after all others are eliminated.

Setup

This is a game for 3 to 6 players. Give each player an “On Your Turn” reference card. The “Comrade” side should start face down.

Place the Setup Sheet in the middle of the table. It has spaces for the top and bottom of the box (which will hold destroyed and unused cards, respectively) and for decks and discard piles. See the Setup Sheet itself for more on what goes where.

Set all **Terminated** cards, face down, in the **Terminated** Supply space on the sheet.

The draw deck is created anew for each game. It must always have six cards per player, but you may assemble it from any combination of Agency (green), Bureau (gold), Committee (red), and Department (blue) cards, either randomly or hand-picked. Agency cards are the simplest. When you are familiar with the cards, you are welcome to specifically include any that you like, and leave out those you dislike.

If any of the players are new to the game, consider using the *New Agent Training* rules (below).

New Agent Training

If any of your players are new, use only the green *Agency* cards in the starting deck.

Use the *Hidden Information* mode (p. 2). You must reveal a **Terminated** card if you draw one, but other cards are not revealed.

Advanced Missions

The gold *Bureau*, red *Committee*, and blue *Department* cards add challenge and complexity.

For a quicker game with five or more players, begin with *two Terminated* cards in the deck.

All remaining cards are unused – place them in the box bottom.

Shuffle the deck and deal three cards to each player, face down, as their starting hand.

Then randomly take one face-down **Terminated** card from the supply and shuffle it into the draw deck.

Put the draw deck in its space, face down.

Note that there are spaces for two separate discard piles: one for regular discards, one for **Terminated** cards.

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Card Types

There are three types of card: *Action*, *Reaction*, and *Persistent*.

Action cards are played on your turn for an immediate effect and are then discarded unless the card instructs otherwise. **Terminated** cards are *Actions* but are discarded to a separate pile and are shuffled back into the deck at the end of each turn.

Reaction cards can be used in two ways. A *Reaction* can be played as an instant response to a specific event, as noted on the card. You can also play a *Reaction* card as an *Action*. Instead of its unique effect, simply draw a card (in addition to the draw at the end of your turn). This is noted on each *Reaction* card as a reminder.

Persistent cards are played on your turn, but their effect can last longer. Once played, *Persistent* cards are kept in front of whoever they are affecting until their effect ends and they are discarded.

On Your Turn

The player who most recently won any game takes the first turn.

On your turn, you have two options:

Play and Draw: Play a card from your hand and completely resolve its effect. Then draw a card from the deck.

Or –

Reload: Discard your entire hand and draw a new hand of three cards.

At the end of each turn, if there are any discarded **Terminated** cards, shuffle those cards back into the deck.

Play passes to the left.

Information Modes

You may play *Last Shot* as either a full-information game (in which memory becomes very important) or a hidden-information game in which there will be constant surprises. The hidden-info game goes faster and is always recommended for new players. Choose which way you will play before you start.

Hidden Information

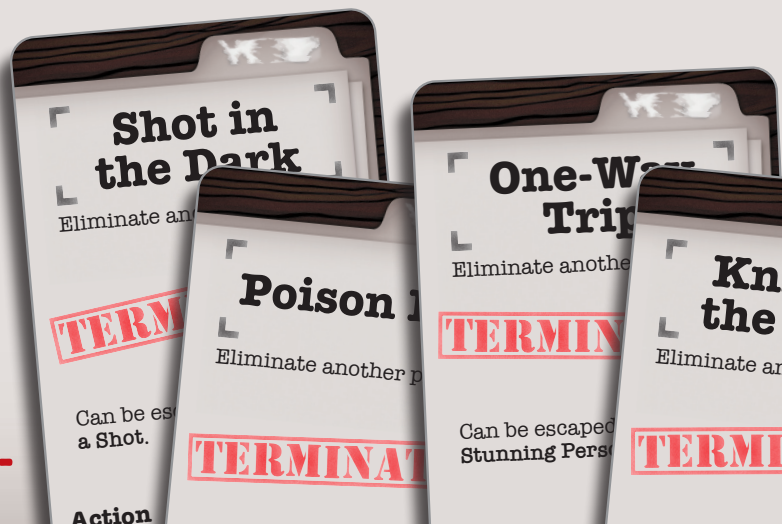
I think that he thinks that she thinks that I have Misfire. But nobody knows . . .

When you draw a card, look at it. If it is a **Terminated** card, reveal it to the other players. If a player's turn comes around while they are holding a **Terminated** card, somebody is probably going to die. So protect yourself if you can!

Any other card that you draw simply goes into your hand. Some cards will tell you to announce a draw . . . but that instruction is only for the *Full Information* game.

When you *play* a card, announce its title, and if any player asks, read the entire text before you take the required actions.

Discards are face up and public, and a player may examine the discard pile at any time.



Full Information

Can you outwit your rivals in a game with no secrets?

Cards are drawn *face up*. The player drawing the card must read its name aloud and – if requested – read the card text as well. Once you’ve been through the deck a time or two, *read only the name* unless requested, to keep the game moving

This only applies to cards *drawn from a deck* – either the main deck, or the private deck created by **Safe House**. Cards taken from other sources (e.g., the box, another player’s hand), are *not* revealed or announced unless a card says to do so.

Remember: reading a card aloud when it is drawn is not the same as *playing* it. Don’t be confused. You always play first and then draw.

Discards are still public.

Draw Limit

There is no limit to the number of cards in your hand, but you cannot draw any cards *from the deck* if you already have six or more in your hand . . . even if you are in the middle of a card effect, like that of **Payoff**, that could allow you to draw more.

You can always take or receive cards from *elsewhere* (e.g., another player’s hand, your *private deck*), no matter how many cards you have.

No Valid Targets?

If a card has no valid targets (e.g., **Dumpster Dive** when there are no discards) it can still be legally played. It will simply have no effect. In certain cases (e.g., **Blitz**), you may be forced to play one of these “do nothing” cards instead of reloading.

Skipped Turns

If a turn is “skipped” (because of a card effect such as **Wait Wait Wait**), then *that turn still starts and ends . . .* but you may not *do* anything! This means *Persistent* cards like **Iron Curtain** can still end and be discarded during a skipped turn.

Reshuffling

When the draw deck runs out, replenish it *immediately* by reshuffling the regular discards. Every time you do this, shuffle in a new **Terminated** card chosen at random from the **Terminated** supply.

Elimination

If you end up on the wrong end of a **Terminated** card, you are eliminated! All your cards are *destroyed* (removed from play completely), except for any **Terminated** cards you are holding, which are discarded to their separate pile. You are out of the game.

Some cards allow you to *escape* a specific **Terminated** card. See *Terminology*, below.

There is no “escape” from elimination by **Russian Roulette** or **Murder Mystery**. However, **Injunction Junction** can cancel *any* card.

Terminology

Comrades – The card **Comrades in Arms** permanently grants you the special “Comrade” status. Flip your reference card to the *Comrade* side as a reminder. The **Comrades in Arms** card itself should be discarded normally in the hope that another player might draw it and join your ranks. If at any point all remaining players are Comrades, a “Comrade Victory” is triggered. The game is over, the agents have all defected from their respective controllers and left the rat race, and all surviving Comrades win.

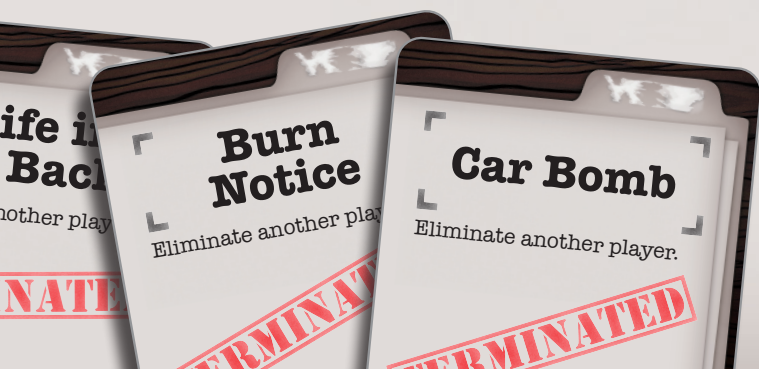
Deck – Any reference in the cards or rules to “the deck” means the main, face-down deck, not the discards or the “private deck” created by **Safe House**.

Discard/Destroy – A *discarded* card is placed face up on top of the appropriate discard pile, and will soon return to play. Both piles are considered “discards.” A *destroyed* card is completely removed from the game. Put it in the box lid, rather than returning it to the box with the unused cards.

Escape – Some cards allow you to avoid elimination by a specific **Terminated** card. When targeted by that specific card, you may *destroy* the escape card from your hand. The **Terminated** card is still played, and immediately discarded, but you are not eliminated. Escape is not a “Reaction.” Note that not all escape cards are likely to appear in any given deck, so some terminations will be inescapable.

Immunity – If you are immune to an effect, then you do not exist from the perspective of that effect – good or bad! For example, if you have **Diplomatic Immunity** in front of you and another player plays **Payoff**, then you may not receive any cards.

Unused – An unused card is one that was not included in the initial draw deck or added later. Some cards, such as **Outside Talent**, can bring unused cards into play. **Terminated** cards are never considered “unused.” Keep unused cards in the box.




Card List

When you are instructed to “Name a Card,” you can choose any card except a **Terminated** card. The regular cards are:


Agency (Green. Think “CIA.” The basic Cold War cards.)

<i>Black Market</i>	<i>Jackpot</i>	
<i>Budget Cuts</i>	<i>Leftovers</i>	
<i>Bullet Time</i>	<i>Loot the Body</i>	
<i>Cease and Desist</i>	<i>Misfire</i>	
<i>Churn and Burn</i>	<i>Most Wanted</i>	
<i>Clandestine Deal</i>	<i>No-Win Scenario</i>	
<i>Confiscation</i>	<i>Operation Windup</i>	
<i>Controlled Chaos</i>	<i>Payoff</i>	
<i>Cooler Heads Prevail</i>	<i>Redacted</i>	
<i>Cultural Exchange</i>	<i>Secret Informant</i>	
<i>Dibs!</i>	<i>Sleight of Hand</i>	
<i>Diplomatic Immunity</i>	<i>Stunning Personality</i>	
<i>Duck and Cover</i>	<i>Take a Shot</i>	
<i>Dumpster Dive</i>	<i>Think Thrice</i>	


Bureau (Gold. Certainly not the FBI. They don't get involved outside our borders, right? These add more complexity.)

<i>Blitz</i>	<i>Outside Talent</i>	
<i>Identity Theft</i>	<i>Safe House</i>	
<i>Insurance Policy</i>	<i>Scavenger Hunt</i>	
<i>Mind Games</i>	<i>Stakeout</i>	
<i>Murder Mystery</i>	<i>Tactical Resupply</i>	

Committee (Red. Think “Committee for State Security.” The Soviets and their allies, often heavy-handed and always ruthless.)

<i>Comrades in Arms</i>	<i>Patsy</i>	
<i>Disinformation</i>	<i>Pravda</i>	
<i>Domino Effect</i>	<i>Propaganda</i>	
<i>Hold for Questioning</i>	<i>Red Scare</i>	
<i>Iron Curtain</i>	<i>Russian Roulette</i>	

Department (Blue. Think “State Department.” Politics and bureaucracy and Robert's Rules of Order while agents are dying.)

<i>Embargo</i>	<i>Public Hearing</i>	
<i>Fairness Doctrine</i>	<i>Reparations</i>	
<i>Filibuster</i>	<i>UN Interference</i>	
<i>Injunction Junction</i>	<i>Unpopular Vote</i>	
<i>Official Pardon</i>	<i>Yield the Floor</i>	

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– RW

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