

AGES 8+  
2-6 PLAYERS

# LAST DEFENSE!

## INSTRUCTIONS

To learn how to play, watch the video:  
[go.funko.com/LastDefenseGameHowToPlay](https://go.funko.com/LastDefenseGameHowToPlay)

### BREAKING NEWS

You are a team of unlikely heroes who must save your city from threats like spider robots, giant tentacles, sentient plants, space aliens, and a junk blob! Take turns as quickly as you can, racing against the clock to find and rescue the scientists who can solve the crisis before the city is destroyed.

# OBJECTIVE

Find and rescue the Scientists. You need their help to defeat all the Threats in the city before time runs out!



You need the **LAST DEFENSE APP** to play the dramatic audio track! Download it here:



# SETUP

- 1 Download the Last Defense App and keep your device nearby.
- 2 Set the board in the middle of the play area.
- 3 Each player chooses a Character Card and matching Figure. Place your Figure on the Plaza location.
- 4 Mix up the Rubble Tokens and the Scientist Tokens face-down and keep them near the board – the app will tell you to place these on the board throughout the game.
- 5 Place the five Threat Movers and face-down Threat Tiles near the board.
- 6 Shuffle the Tools Cards and place them in their designated spot on the board.
- 7 The player with the next birthday goes first. Give them the two dice.
- 8 Launch the app, start a new game, and follow the prompts.
  - Play the setup clip. Without looking, place one token stack (one face-down Rubble and one face-down Scientist) at the five announced locations.
  - When you are ready to begin the game, start the timer.



# ON YOUR TURN

Last Defense is a timed cooperative game. You will only have 20 minutes to win!

## 1 ROLL THE DICE

Roll the Tools die and the Move die. You may choose to reroll both dice once and keep the second result.

## 2 DRAW TOOLS

Draw Tools equal to the number you rolled. If the deck runs out, flip the discard pile face-down to form a new deck.



## 3 MOVE

Move up to the number you rolled, one space at a time between connected locations.



You **CANNOT** move through or end your move in a location with a Threat unless you discard a Flare or if the location is special to **YOUR CHARACTER**.



- If you end your move in a location with one or more face-down Rubble, you may flip those tokens over (leave the Scientist face-down). You will now see the Tools required to clear the Rubble and reveal the Scientist.
- After you move, you may discard the shown Tools to remove Rubble at your location, and reveal the Scientist. Add that Scientist to your Character Card.

## 4 TRADE ONE TOOL (optional once per turn)

If you end your move in a location with another player, you may give or take one Tool. You can only do this **ONCE PER TURN**.

## 5 DISCARD DOWN TO 5 TOOLS

After you have finished your turn, discard down to five Tools.

## 6 END YOUR TURN

Pass the dice quickly to the next player on your left. It's now their turn.

If you flip a Scientist Token and reveal a , add it to your Character Card. You can discard a  any time on your turn to move to **ANY** location.



# THREATS ON THE MOVE

When the app announces a Threat appearing at, or moving to, a location, stop your turn and immediately follow these steps:

- Place the Threat Mover at the announced location. Flip that Threat Tile face-up.
- Put a new token stack (a face-down Rubble on top of a face-down Scientist) at that location.
- Players at this location must take any Scientists on their Character Card and leave them on this location (this does not include ) , and move their Figure to the Rest Area. Players can end their turn in a location with Scientists to add them back to their Character Card.
- Then continue your turn as normal.



## RESCUING SCIENTISTS AND DEFEATING THREATS

To win the game, you must defeat all the Threats indicated by the app. To defeat a Threat, bring the Scientists that are shown on the Threat Tile to the Plaza. When you end your move at the Plaza location, remove the Scientists from your Character Card and leave them at the Plaza. If all the Scientists needed to defeat a Threat are at the Plaza, place them on the Threat Tile. Then remove the Threat Mover from the board and use the app to remove the Threat from play.

# WINNING THE GAME

Once you defeat all the Threats indicated by the app...**YOU WIN IMMEDIATELY!**

This game was designed by the unlikely heroes at Prospero Hall.  
For more about our games go to [prosperohall.com](http://prosperohall.com)

**Contents:** 1 Game Board, 6 Figures,  
6 Character Cards, 2 Dice, 32 Tools Cards,  
13 Rubble Tokens, 13 Scientist Tokens,  
5 Threat Movers, 5 Threat Tiles, Instructions

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**Funko**  
GAMES  
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