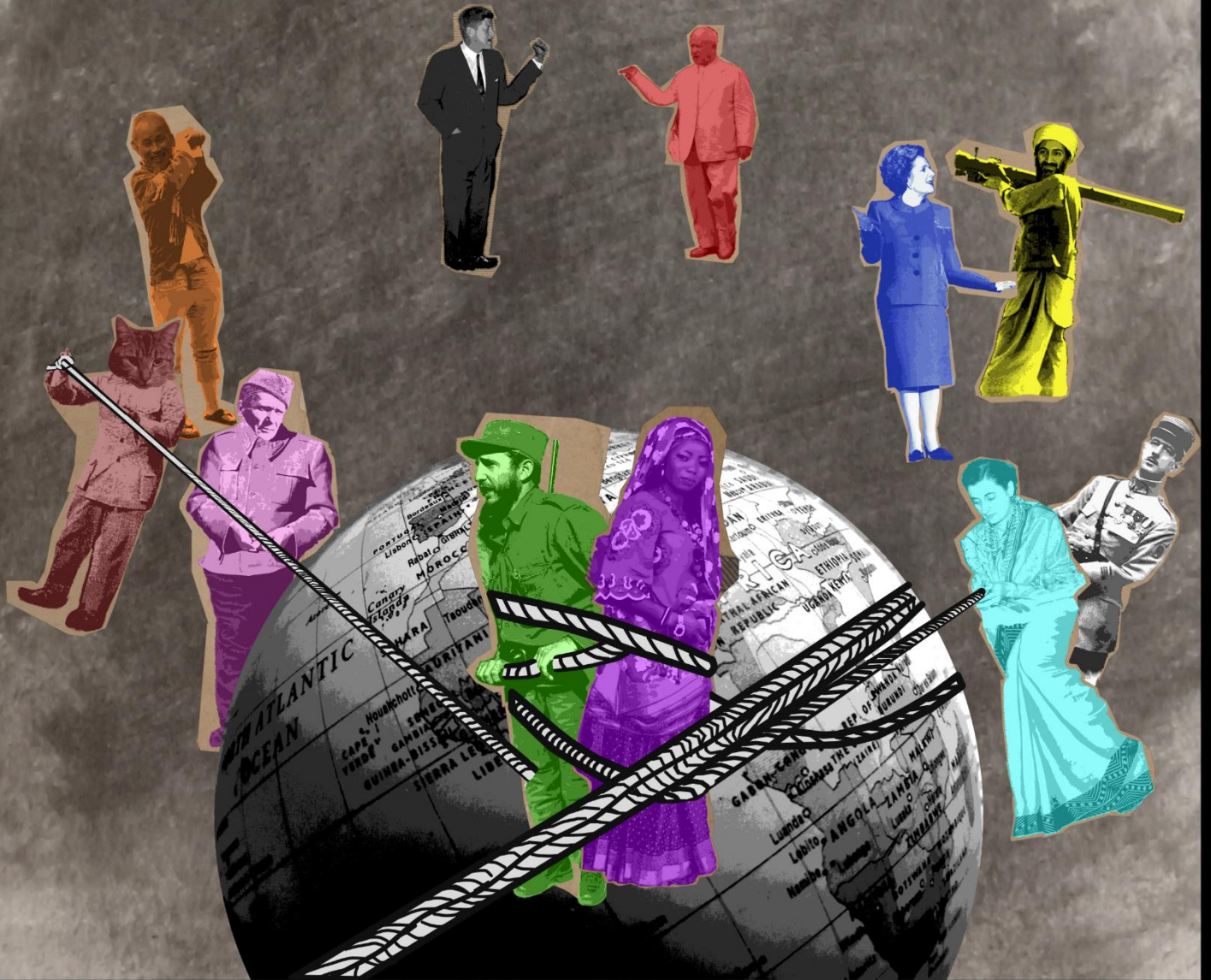




# SEVEN MINUTES TO MIDNIGHT



# [Introduction]

The World Wars are over. Who will shape the world now? Communist and Capitalist blocs rush to claim supremacy and influence, and may bring the world to the brink of nuclear winter in their ambition.

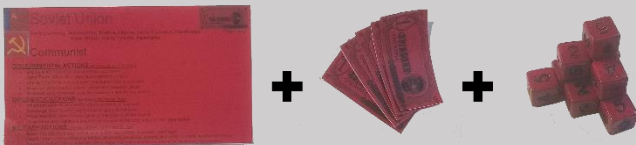
Will you cooperate with your team-mates, or oppose them? Will you sell out and make deals with the other side? Will you withdraw and become isolationist?

The path forward is up to you, and the Doomsday Clock is set to 23:53...

# [Setup]

Each player picks a nation, with equal numbers from each Bloc represented. If there are only 2 players, see Page 10; if there is an odd number of players, see Page 11.

To select a nation, take the appropriate cheat-sheet, currency, and its matching colour of units (Small dice):



Your starting territories are outlined in the same colour as your units. Place a cube on each one with the 1 face-up:



For balancing purposes, **Vietnamese** and **Yugoslav** players are given two units per territory, and the **French** player is given three units on the **Paris** space.

**HINT:** Your number of starting territories is equal to your money.

The Green, Yellow, and Purple unit cubes are neutral factions. **Place one unit of these factions on any empty territories that match their colour.** On territory spaces with two neutral colours, place one unit of both of those colours.



Each player has a round token which they will place on the "0" notch of the Nuclear Research Gauge:



Place the Team trackers (**Blue for Capitalists**, **Red for Communists**) at the total territory of each bloc on the Team Status Track. Throughout the game, keep these sliders accurate by updating when there are any changes.

Set up the Diplomatic Sliders as below:

6	6	6	5	4	3	2	1	1	1	1	1
1	1	1	1	2	3	4	5	6	6	6	6
6	6	6	5	4	3	2	1	1	1	1	1
1	1	1	1	2	3	4	5	6	6	6	6
6	6	6	5	4	3	2	1	1	1	1	1
1	1	1	1	2	3	4	5	6	6	6	6

**IMPORTANT:** Seating order (thus turn order), should be such that turn order alternates between blocs, and if there is a non-aligned player (See Page 11), they should always go last.

# [End of Game]

The game will end *immediately* when one of these conditions is true:

- One bloc's total controlled spaces is double that of the other's
- A player in the bloc with the most controlled spaces has doubled the amount of controlled spaces they began the game with.<sup>#</sup>

When the game ends, the players in the losing bloc automatically score **0 Points**.

\*This does not include any units invested on the Nuclear Research Gauge!

<sup>#</sup>Omit this win condition for the optional long game. This is an advanced mode mainly recommended for experienced players, and has a considerably longer playtime.

The players of the winning bloc will score:

- **1 Point per controlled space.**
- **1 Point per unit in play\*.**
- **2 Points per missile.**

Players may also score two bonuses:

- If a player ended the game with the second win condition, they will score **(12-(Start\_Size) ) x 2**
- If a player has more missiles than any other player (including losing players), they will score: **5 Points per missile.**

The player with the highest score wins!

# [Components]



Player Cheatsheets



Player Money (8 colours)



Generic Money



Battle Dice



Neutral Die



Reversible Missile/Radiation Tokens



Non-Aligned inserts (Page 11)



Trackers + Tokens (15)



Units (400)

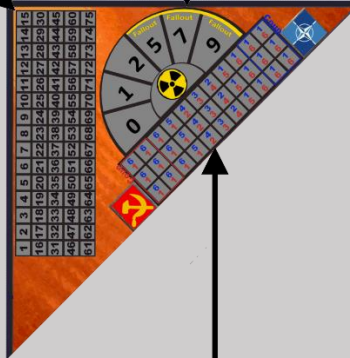
# [Corner Display]

## Team Status Track

Keep track of the total controlled territories of the Capitalists and Communist blocs, and optionally the Non-Aligned Player.

## Nuclear Research Gauge

Invest money to gain capability. Every 5 invested raises you a level. The current level determines the range of your missiles.



## Diplomatic Sliders

These are used to track the relationship of Religious, Moderate, and Ethnic neutral factions with each bloc, and optionally the Non-Aligned Player.

# [The Basics]

The world map is split up into two kinds of **spaces**; land spaces (*territories*), and *sea spaces*. Any space may contain between 0 to 12 **units**, of any combination of **factions**.

The faction with the majority of units in a territory **controls** that space. Players win ties over neutral factions...

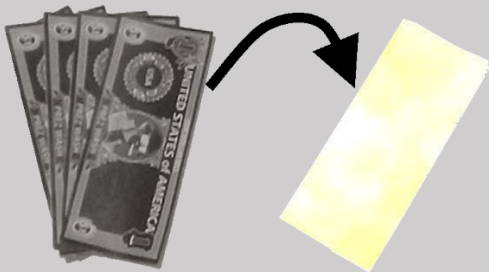


...but if multiple players are tied within a territory, it is controlled by no one. Sea spaces may not be controlled.



At the start of your turn, your **budget** will be equal to the number of territories you control. Make sure to keep the amount of **money** you have up to date, even if it is not your turn.

As you spend money, flip each bill you spend face-down.



During your turn, you may execute three types of actions:

- **Governmental:** These actions cost money.
- **Diplomatic:** These actions cost money, and may or may not succeed depending on a die roll (1d6).
- **Military:** These actions are free, and you are allowed up to three per turn.

Players may not exchange or loan money, except through the mechanisms of the game (such as **Arms Trade**). However, any sort of informal negotiation or trading of favours is completely allowable, whether this communication is public or private. No such agreement will be binding.

When you are out of money and moves, your turn immediately ends. You may also end your turn at any time before this. At the end of your turn, flip your money face-up in order to reset your budget (unspent money does not carry over to the next round).

If your number of controlled spaces changes *during your turn*, gained or lost budget does not effect you this turn. You do not lose bills until the end of your turn; any new bills you acquire, you get facedown.

If your number of controlled spaces changes *during another player's turn*, immediately update your budget, such as by giving one of your bills (facedown) to another player that captured a territory, or by returning it to the supply when you have simply lost the majority.

You may take new bills from the supply when updating.



Aside from currency and battle dice, no component is considered limited. In a pinch, feel free to use other unit colors from the box, or add substitutes, either for the unit dice, or the nuclear missiles.

Communication is not required to be public, and agreements are not legally binding.

# [Neutrals]

Yellow (Religious), Green (Moderate), and Purple (Ethnic) Units are neutral factions motivated by causes **Religious, Moderate, or Ethnic**, respectively. These units are only able to spawn on territories of their colour. Their ability to do so is not restricted by the presence of other units (as long as there are fewer than 12 on the territory), or by player control.

These factions are not under the direct control of any player, but may be influenced in order to project global power via the **Diplomatic Actions**. The likelihood of these actions succeeding depends on the current relationship the two blocs have with each neutral colour.

If a neutral faction is attacked by a player, the tracker on its Diplomatic Slider is moved one space away from the attacker's bloc. **For example, if a Capitalist player attacked ethnic units, they would become more pro-Communist:**

6 1	6 1	6 1	5 1	4 2	3 3	2 4	1 5	1 6	1 6	1 6
6 1	6 1	6 1	5 1	4 2	3 3	2 4	1 5	1 6	1 6	1 6
6 1	6 1	6 1	5 1	4 2	3 3	2 4	1 5	1 6	1 6	1 6

The Diplomatic Actions you can execute will be checked against the slider of the neutral faction you are trying to influence. You must roll higher than your bloc's number on the slider. In the example above, trying to get the Moderates (Green) to do something, you would have to roll higher than a 3 (i.e. 50% chance of success). The friendlier that that faction is to you, the easier they will be to convince.

**Proxy Wars** do not effect the Diplomatic sliders whatsoever—“Oh, I had nothing to do with *that...*”

The **Coup d'état** action is not available unless the slider is in your bloc's designated Coup box. You may only attempt one Coup per turn.

The **Charity** action pulls the slider towards your bloc's emblem. You do not have to roll any dice, it succeeds 100% of the time. However, this action may only be done *once per turn per color*.

Besides deliberate player interference, neutral units will do nothing.

Other than the different starting positions, the three neutral factions behave identically.



## [ACTIONS...]

These are detailed descriptions. You can also find simple summaries on your cheat-sheet.

No action may ever be undertaken which would cause a space to contain more than 12 units.

To save space, you can use a single unit cube to represent up to 6 units.

Obviously, you cannot spend money that you do not currently have face-up.

## {Governmental}

### As many as you can afford

- **Deploy:** Spend any amount of money to place the same amount of units on a territory you control.
- **Arms Trade:** Spend **two money**\* in order to add **one unit** to a group of a player's units in a space adjacent to either a territory you control, or a sea space where you have units present.
- **Charity:** Spend **three money** in order to move a neutral slider **one notch** towards your emblem (see **Page 4**). You may only perform Charity once per turn per colour.
- **Research:** Spend any amount of money in order to place units on your current position on the **Nuclear Research Gauge** (See **Page 9**). If you reach or exceed **5 units** invested here, subtract **5 of your units** from the gauge, advance your token **one level**, and place any remaining investment at your new level. You may also invest units in behalf of another nation.
- **Construct:** Spend **5 money** in order to place a **Nuclear Missile Token** in any territory that you control.

\*Currency names vary per nation, and in the rulebook will simply be referred to as "money". All money has the same value.

## {Diplomatic}

### Gambling on the Diplomatic Sliders

- **Infiltration:** Spend **two money** to place a neutral unit on *any territory of that colour* where that neutral faction has no units.
- **Espionage:** Spend **one money** to add a neutral unit to an existing group of neutral units on *any territory of that colour*.
- **Proxy War:** Spend **two money** to bribe a group of neutral units to attack another group of units either in the same space, or an adjacent space (See **Page 6**, "Adjacency"). If directed to attack an empty space, the units move into that space.
- **Coup d'état:** You may only execute this action if the selected Neutral Faction's slider is in the 1<sup>st</sup> or 2<sup>nd</sup>-closest notches to your bloc's emblem!! Spend **four money** to attempt to overthrow a government in any territory *with no player units present*. Replace units of the selected neutral faction (see below) in that territory with an equal number of your own. *You may only attempt a single Coup d'état per turn!*

When executing one of these actions, consult the Diplomatic Slider of the appropriate colour. Roll the green die, attempting to roll higher than your bloc's number (**Blue for Capitalists**, **Red for Communists**) on the slider's currently selected notch.

If you roll higher than the number, the action is carried out. If not, the action fails, but the money you spent remains facedown.

As play proceeds, the Neutral factions will have changing relationships with the two blocs. Attacking a Neutral faction will make that type of Neutral less friendly with your bloc, and Charity actions will make them more friendly. Successes get more likely as factions become aligned with your bloc.

# {Military}

These actions are free. You are generally limited to 3 per turn.

Please see “Adjacency”>>> to understand legal Military Actions.

- **Move:** You may move any number of units from one space to another *adjacent space*. This can include splitting one cube into two cubes amounting to the same amount of units. You may legally move into...
  1. **An empty territory.**
  2. **One of your controlled spaces.**
  3. **A sea space with fewer than 12 units present.**
  4. **Another player’s controlled territory if they grant you permission to do so.**
- **Attack:** You may attack a faction (A single group of units of the same colour) either in the same *space* as your units, or in an *adjacent territory*. You may only attack one Neutral or Player faction at a time. If you win the battle (See **Page 7**, “**Battles**”), and this results in the target space being *completely emptied*, you may move any number of units from the source space into the target space (thus taking control of the space!.. don’t forget to update the bloc trackers and add a new *facedown* bill to your *discarded* money). This is a bonus move.
- **Launch:** You may launch a nuclear missile you possess to any space within range (See **Page 9**). This immediately destroys every token on the space, including any missiles. There is no way for any player to prevent this, and there are no dice involved. Flip the token to its **Radiation** side, and leave it on the space, indicating that it is now out of play. *You may not launch a missile the same turn it was acquired!!*

No irradiated space may be moved into, be controlled, or have units added into it via **Deploy, Infiltration, Move, or Attack, etc.**

# [Adjacency]

Any space is adjacent to itself.

Sea **Spaces** differ slightly in adjacency, or connectivity, from **Land Territories**. If a rule applies to both, it is simply referred to as a “space”... i.e. **Territories=Spaces**, but “Spaces” do not necessarily mean “Territories”.

**Land Territories** are connected to:

1. Any bordering land territory (including if connected only at the corners).
2. Any bordering sea space *which has fewer than 12 units on it*.

**Sea Spaces** are connected to:

1. Any bordering land territory.
2. Any bordering sea space along the edge of a border\*. Sea spaces are not connected across corners.

Thus, if a sea space is full, it creates a **Blockade**, and may not be entered via **Move**.

A blockade may be broken by an **Attack** from an adjacent Sea Space (but not a Land Territory). If the attack results in victory, the attacker may move as many units as will not exceed the maximum 12 units per space from the attacking force at sea into the target space as a bonus move.

Besides the above scenario, battles at sea (between two navies) only take place *within a single sea space*.

By contrast, a navy (units at sea) may attack an adjacent land territory.

\*Sea Spaces do not connect around the edge of the board. Antarctica is in the way ;)

# [Battles]

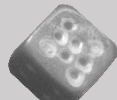
Battles can occur either as a result of **Attacks**, or **Proxy Wars**. If either force has only 1 unit, that side rolls 1 die, otherwise they roll 2 dice and add them together.

There are two special dice available for both attacker and defender. One rolls between **2-7**, and the other **1-8** without **2's** or **3's**.

## Normal Dice

+1

+2



6

6

7

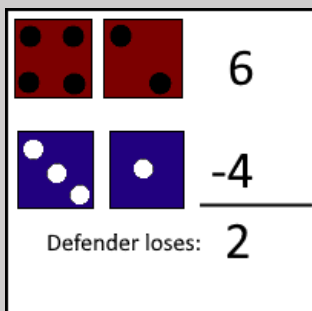
8

In any battle involving your units, you may choose to use one or both special dice instead of regular D6's, *but you may only use each special die once per turn*. Thus, you can have stronger rolls, but you may want to strategise whether you will need them later.

**When it is not your turn**, and a group of neutral units comes under attack, either by a player or a proxy, you may flip one money facedown in order to choose a dice combination for the *defender*. You may also do so to change it from a combination that another player chose in this fashion.

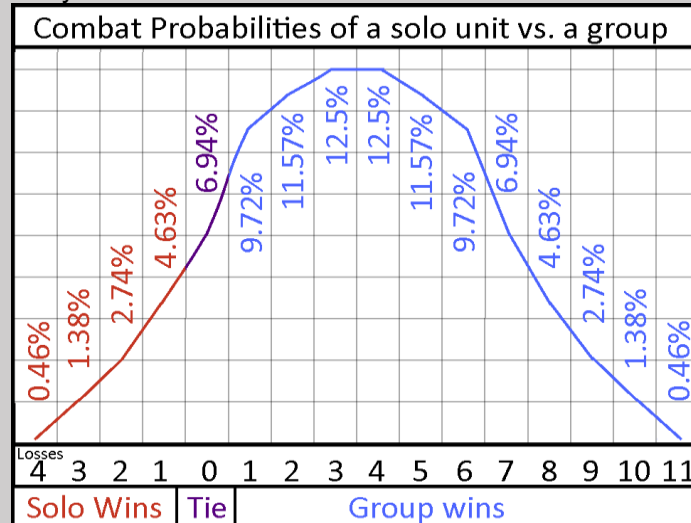
**Similar to players**, a neutral faction may not use the same type of special die twice in a single turn. This means if they used one type to defend, they may not on the same turn use the same type while defending.

**Dice pools are not required to be public.**

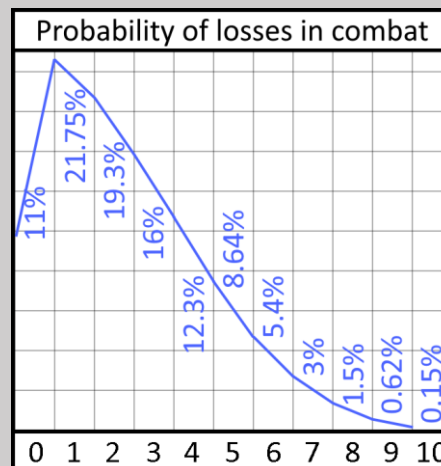


Once dice combinations are chosen, the two sides roll. The winner of the battle is the side that rolls the higher number. The loser subtracts the difference between the winning roll and the losing roll from their force.

Note that this means a **lone unit rolling a normal die** is vulnerable, as the highest roll they can make is **6**, whereas **two or more units** have the most likely roll of **7**:



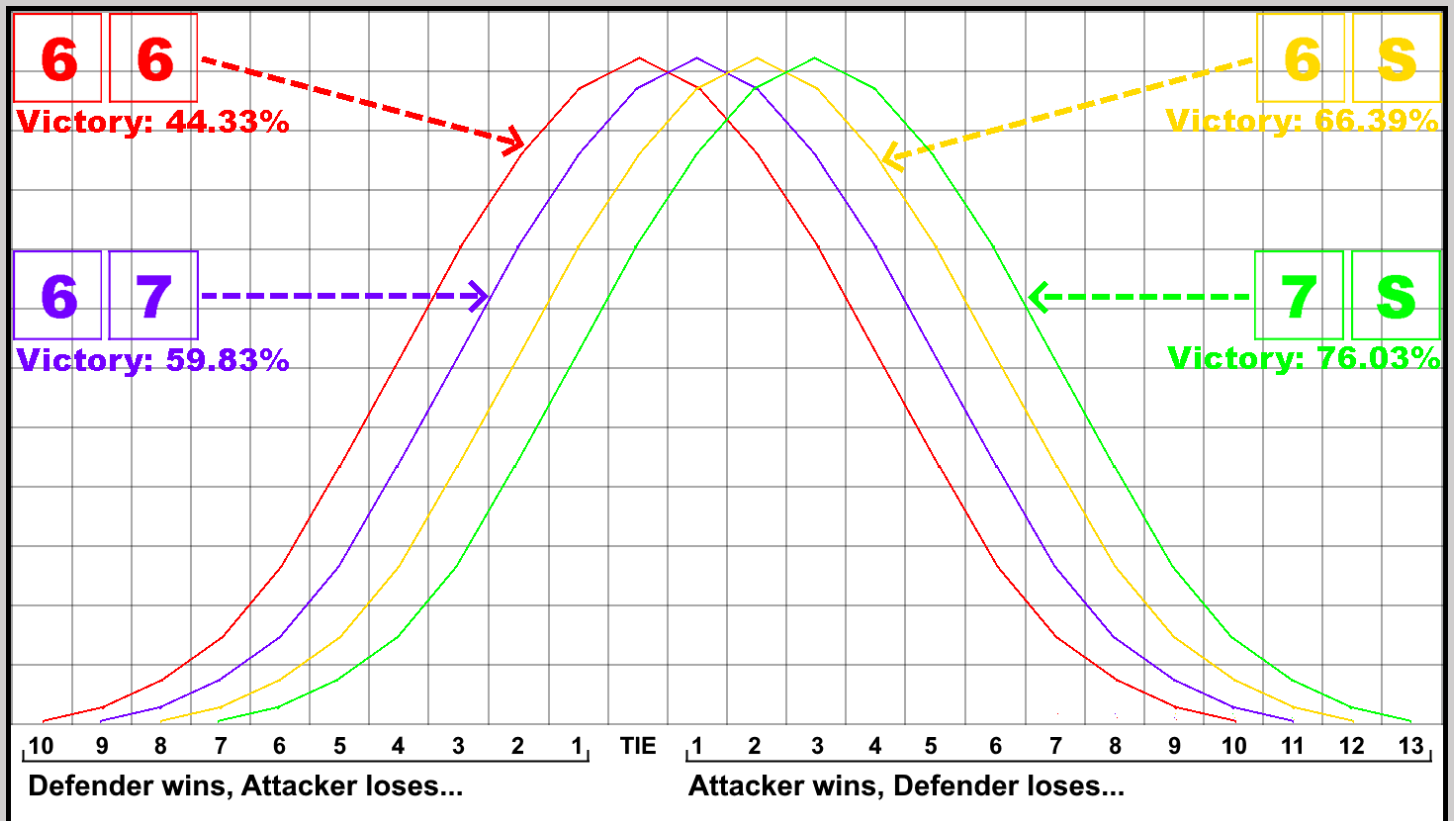
Beyond two units, the larger a force is, it will not gain the ability to inflict greater losses, but it will gain an increasing ability to absorb losses and still retain control of a territory (The following shows probabilities when there are only normal dice involved)...



As seen above, the risk of losing control of a territory drops off rapidly the more units are on a space. When there are 11 or 12 units present, the chance of losing control in a single battle are low.

**Don't forget!** If, as a result of a battle you started, an adjacent territory becomes completely empty, you can move into that space as a bonus move!

You will have greater odds of success if you use a special die. The following chart displays the changes in probabilities assuming your opponent is only utilizing normal dice:



# [Nuclear Arms]

Nuclear warheads allow you to bypass all the probabilities. There are no dice rolls, and no uncertainties about a nuclear launch. However, they are quite expensive. Are they worth the risk?

Neutral factions are unable to **Launch** a missile.

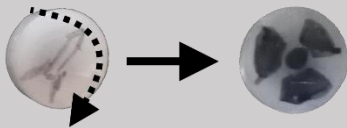
To manufacture a missile, you first need to acquire the tech level via the **Research** action. At any time, you may invest however much money you want in the form of units on the **Nuclear Research Gauge**. Every 5 units invested will raise you by one level, but *you may only raise one level per turn*.

If a player at **Research Level 0** gains possession of a missile, they automatically upgrade to **Level 1**, but lose any investment they may already have on the gauge. Otherwise, acquired missiles function at the level of the acquiring player.

The **Range** of a **Launched** missile is equal to the number on the **Nuclear Research Track** corresponding with the launching player's token.

**Level 1** launches can strike either the territory from which the missile is launched, or an adjacent space (See **Page 6**), and so on.

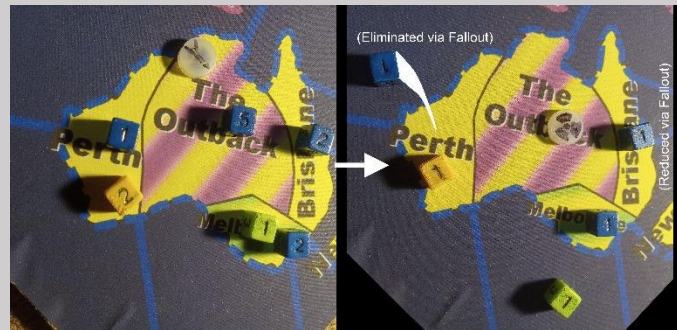
Place the missile token on the space, and flip it to its radiation side:



As stated on **Page 6**, every unit and missile on the targeted space is removed, and the space is considered **Irradiated**. The space is now out of play and cannot be interacted with in any way.



**Fallout Effects:** Additionally, if the launch was **Level 5** or higher, one unit of each colour and one missile (if applicable) is removed from *every* adjacent space. These spaces are not marked as irradiated.



Neither Naval **Blockades**, nor **Irradiated spaces**, nor anything else will interfere with the range or launch of a nuclear missile.

Nuclear missiles have no allegiance, and thus can be stolen by a player, or given to a player. Missiles default to being possessed by the player that constructed them. If the player **Moves** their units from that space, they can choose to move it along with the units (this includes if the move is a bonus move due to a victorious **Attack**).

If this move means going into a space with another player, the first player retains possession. However, if the player with possession moves out of a space and does not take the missile(s) with them, or is attacked and eliminated...

- **LAND 1:** If there is only one player faction present, and they control the territory, they gain possession of the missile(s).
- **LAND 2:** If there are multiple player factions present, *no one* gains possession of the missile(s) until they are the *only* player faction present.
- **LAND 3:** Missiles abandoned in empty spaces are possessed by no one!
- **SEA:** If there is only one player faction present, they gain possession of the missile(s). Otherwise, the missile(s) remain unaffiliated until only one player faction is present, who then gains possession of the missiles.

# Rule Changes for...

## [2 Players]

### **Setup:**

Each Player will select a bloc to play. The Communist Player will setup the territories of the Soviet Union and China as normal, and the Capitalist Player will set up the territories of the United States and Great Britain as normal. The remaining territories will be filled with neutral units as normal.

Each player will take turns adding units to territories controlled by their countries (including mixing colours).

- The United States gets 5 additional units
- Great Britain gets 6 additional units
- The Soviet Union gets 6 additional units
- China gets 4 additional units

On these setup turns players may place as many units as they wish, in any combination of colours. They must place at least one unit on these turns.

### **Gameplay:**

Turns will alternate between the **Capitalist** and **Communist** players, and each turn they will execute the turn of one of the nations they control, in a set order, such that no country acts twice per round (Each player will have two turns per round).

A player may have equal numbers of units of both of their playable nations in a single territory without control of that territory transferring.

### **Winning:**

If either country controlled by a player *begins a turn* fulfilling the conditions for ending the game as normal (See **Page 2**), the game immediately ends with that player as the winner. This means that when the winning conditions are met, the other player will have a complete round to prevent the win. There is no scoring in a two-player game.

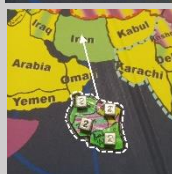
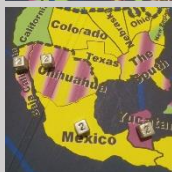
# Rule Changes for...

## [ 3,5,7, or 9 Players]

### Setup:

If there is an odd number of players, one player will play as a **Non-Aligned** nation. They will use the grey unit tokens. They may choose between 4 nations:

- **Scandinavia.** Using the territories of **Iceland, Norway, Sweden, and Finland**
- **Mexico.** Using the territories of **Baja California, Mexico, Chihuahua, and Yucatan**
- **Iran.** Place the insert over the **Iran** territory to replace it with four new territories.
- **Brazil.** Place the insert over the **Brazil** territory to replace it with four new territories.



Each of these options consist of 4 territories. The player will place 2 units on each territory, and there will be no neutral units on these territories at the start of the game.

There is a gray tracker that goes on the Team Status slider. Set it to 4, and keep this count accurate throughout gameplay.

The player flips their cheat-sheet to the appropriate side, depending on the number of players.

### End of Game:

This player will automatically score if they are still in play at the end of the game along with the winning team, including a bonus of 16 points if they have 8 territories or more.

### Gameplay:

This player's turn will always come last in each round.

This player, when engaging with the neutral sliders, will have the following rules changed:

**1)** When attacking neutral units, the corresponding slider will move outward in the direction it is already in. If it is currently at centre, the slider moves in the direction this player chooses.

**2)** When donating to Charity, the slider will move towards the centre. If already at centre, it will move in the direction this player chooses.

**3)** When using **Infiltration, Espionage, Proxy War, and Coup d'etat**, this player will have to roll higher than the higher number the slider indicates (regardless of orientation of the slider) for the action to succeed.

**4) If at setup there are more than 3 players:** When using the above actions, this player will receive the following discounts:

- **Infiltration** costs **1 money**
- **Espionage** costs **1 money**
- **Proxy War** costs **1 money**
- **Coup d'état** costs **2 money**

**5)** The centre space on the neutral sliders is considered as the "Coup" box for this player. When executing a coup, the player only has to roll higher than a 1 rather than what the slider indicates.

**[ Notes ]**

**[Notes]**

# [Acknowledgements]

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Finally, thank *you* for playing this game!

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Feel free to submit feedback, questions, or comments.