

KANE KLENKO

FLUXE

THE COOPERATIVE GAME OF SPEED AND STRATEGY



SAVE YOUR SHIP FROM
TOTAL DESTRUCTION!



RENEGADE
GAME STUDIOS

FUSE

AGES: 10+
TIME: 10 MIN
PLAYERS: 1-5

Introduction

Security alert! The hull has been breached! Intruders are aboard, with only one goal: total destruction of your ship.

The ship's computer informs you that there are bombs scattered all over the ship, and the countdown has begun. You and your elite Bomb Defusal Team (BDT) have been called upon to neutralize the threat.

Does your team have what it takes to work through the intricacies of the bombs and defuse them in time? You'd better get moving, or else the ship will be history...

Components



49 Bomb Cards



25 Custom Dice
(05 per color)



01 Dice Bag



11 Fuse Cards*



05 Advanced Bomb Cards*

**These are packaged separately in the box, and are intended for advanced players only. Do not open until you have played FUSE several times first.*

The ship's computer is ready to help you count down the 10 minutes you have left to save the ship. Download the **Renegade Games Companion app** on your iOS or Android device for the complete FUSE experience! Alternatively, any 10-minute timer will work.



Setting Up The Game

Note: These rules assume you are playing the **TRAINING** or **STANDARD** difficulty level, which do not use fuse cards or advanced bomb cards. Veteran players can find the rules for how to play at the advanced difficulty levels toward the back of the rulebook (p. 8–9).

- Shuffle all 49 **bomb cards** and then form the **bomb deck**, using the table below to determine how many bomb cards to add, according to the number of players and the desired **difficulty level**. Put any bomb cards that will not be used back in the box, without looking at them.

# of players	Training	Standard	Expert	Elite	Insane
1	19	21	24	26	28
2	19	22	25	27	29
3	24	27	29	31	33
4	28	31	33	35	37
5	32	36	39	42	44

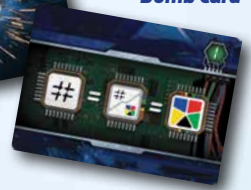
- Deal two cards from the bomb deck to each player, putting them face up on the table. (In a 1-player game, deal four cards instead.)
- If the first card a player is dealt is a 3- or 4-point card, then their second card must be a 1- or 2-point card. (In a 1-player game, you must have cards of at least three different point values: 1,1,2,3 or 1,2,3,4, etc.) If necessary, deal new cards until each player has a **legal starting combination**, then shuffle all the unused cards back into the deck.
- Flip five cards from the bomb deck, placing them in a **face-up row** in the center of the table. Then, place the remainder of the bomb deck, face down, at one end of the face-up row.
- Add all 25 **dice** to the **dice bag**, shake thoroughly, then hand the bag to any player.

You are now ready to play. Start the countdown clock. You and your team have exactly 10 minutes to defuse all of the bombs!

Fuse Card



Bomb Card



4 Player Setup

How To Play

FUSE is played in a series of turns. On each turn, one player will hold the dice bag, but all players will participate. There are five simple steps that must be carried out on each turn:

1. Draw and Roll Dice
2. Distribute Dice
3. Defuse Bombs
4. Reroll Unused Dice
5. Pass the Dice Bag

Step 1: Draw and Roll Dice

The player holding the dice bag reaches into the bag and draws out a number of dice equal to the number of players, then rolls those dice on the table. Make sure to roll them where all players can see!

Note: Games with 1 or 2 players work a little differently. In a 2-player game, draw four dice instead. In a 1-player game, draw three dice instead.

If you draw too many dice out of the bag, return those you drew to the bag and draw again. If you don't draw enough dice, simply draw more dice from the bag to get to the required number. If there are not enough dice in the bag to draw the required number, draw as many as are left, and continue playing. If there are no dice in the bag at all, then you lose the game.

Step 2: Distribute Dice

Each player must take one (and only one) of the rolled dice and place it on an open slot on one of their bomb cards, if possible. Your goal as a team is to take and place as many of the dice as you can, which means your team must communicate quickly to work out how to best distribute the dice!

Note: In a 1- or 2-player game, each turn you will be rolling more than the usual one die per player. Because of this, placing multiple dice on a single bomb card is allowed. In a 1-player game, you must place all three dice. In a 2-player game, each player must take and place two dice.

Placing dice can be tricky, because each bomb card requires specific numbers and/or colors of dice, and sometimes in a specific sequence, too. You cannot place a die on an open slot on a bomb card if doing so would violate that card's rules. (See the [ICON REFERENCE](#) to learn the rules for the various types of bomb cards.)

Note: If at any time you discover that a player has placed a die that violates a card's rules, all dice on that bomb card must be removed and put back in the dice bag.



Step 3: Defuse Bombs

If you have met all the dice requirements of a bomb card, that bomb has been **defused**. Remove the dice from the card and put them back in the dice bag. Then discard the bomb card, placing it off to the side.

Next, you must choose one of the five bomb cards from the face-up row in the middle of the table to replace the bomb you just defused. Once you've done so, draw a new card from the top of the bomb deck to refill the face-up row.

If multiple bombs are defused in the same turn, follow the instructions above for each bomb, one at a time, in any order.

Note: In a 1- or 2-player game, you can defuse bombs before you've placed all dice. In this way, if placing a die lets you complete a bomb's dice requirements and thus defuse it, you can choose a new bomb card from the face-up row before you place your other dice. This allows you to choose a bomb card that works with the dice that are left.



Step 4: Reroll Unused Dice

Any die not taken by players must be rerolled once by the player holding the dice bag. After this reroll, each player must remove from their bomb cards **one die** that matches either the color or number of the rerolled die (if possible).

All dice removed this way are put back in the dice bag, along with the die that was rerolled. If there is more than one die not taken by players, reroll and resolve them, one at a time, in any order, putting any removed dice, along with the rerolled dice, back in the bag.

Note: Dice that are below other dice in a stack or pyramid are considered safe and are never removed during a reroll.

Example: It is a 3-player game. Carter and Kallen have each taken a die, but Carrie cannot take the remaining die. This third die (which is red) is now rerolled, and comes up as a 5. Each player must now remove either one red die or one 5 die from one of their bomb cards, if possible. Carter removes his blue 5, while Kallen removes his red 2. Carrie does not have any 5s, and her only red die is safe because it is below other dice in a stack, so she does not remove any dice. The two removed dice are put back in the bag, along with the rerolled red 5.



Step 5: Pass the Dice Bag

The last step on each turn is simple. The player holding the dice bag passes it to the player seated to their left. Then, the next turn begins!

Anatomy of a Bomb Card

Each bomb card has two primary points of interest: 1) the **point value** and 2) the **dice requirements**.

Point Value

The number in the upper-right corner of the card is the number of points that will be added to your team's score if you successfully defuse this bomb. But the higher the point value, the more difficult the bomb is to defuse!

Dice Requirements

Bomb cards require two to five dice (advanced bomb cards require six). Many cards require only that you place dice of a certain color or number. Others require that, in addition, the colors and numbers on the placed dice finish an equation. (See the **ICON REFERENCE** for a description of each icon on the bomb cards.)



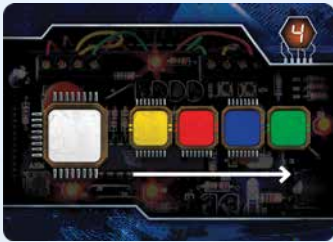
Special Rules: Stacks and Pyramids

Certain bomb cards, called **stacks** and **pyramids**, require you to stack dice vertically. But be careful, because if a stack or pyramid falls over for any reason during the game, you must put all dice that were on the card back into the dice bag. Defusing bombs is delicate work!

► Stacks

Stacks show, on the left side of the card, a single empty slot and, on the right side of the card, a number of dice requirements with an arrow running left to right underneath. Stacks work a little bit differently from other bombs:

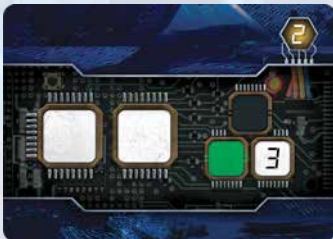
- The required three to five dice are stacked vertically on the single empty slot.
- The dice must be placed in the order indicated by the arrow (i.e., with the die on bottom matching the leftmost of the dice requirements, and so on).



► Pyramids

Pyramids show, on the left side of the card, two empty slots and, on the right side of the card, three dice requirements arranged in a pyramid shape. Pyramids work a little bit differently from other bombs:

- The required dice are stacked in a pyramid shape on the two empty slots.
- Either of the two dice on the bottom row of the pyramid may be placed first.
- The die on the top row of the pyramid may not be placed until after both dice supporting it on the row below have been placed.



End of the Game

The good news is that you don't have to defuse all the bombs, just enough that there are none left in the face-up row or the face-down deck. (In other words, you do not need to defuse the last two cards in front of each player. Fortunately, those bombs turned out to be duds.)



If your team successfully defuses enough bombs before time runs out, you have saved the ship! Stop the countdown clock immediately.

Note: *INSANE* difficulty requires you to defuse all bombs in the bomb deck, even the last two bomb cards in front of each player.



If the countdown clock runs out before your team defuses enough bombs, or if the dice bag is completely empty when you need to draw and roll dice, then you have failed your mission, and the intruders have destroyed the ship.

Scoring

At the end of the game, calculate your score and record it in the BDT Log at the back of this rulebook or in the app. Use this scoring system:

- 10 points if you saved the ship
- 1 point per full 10 seconds left on the countdown clock (only if you saved the ship)
- The total points shown on all successfully defused bomb cards
- 2 points for each fuse card activated (advanced difficulty levels only)

Keep track of your scores from game to game, and watch as your Bomb Defusal Team gets better with experience.

Advanced Difficulty Levels

Is your team ready to tackle the **EXPERT**, **ELITE**, or **INSANE** difficulty levels? At these levels, there are two ways to increase the challenge and difficulty:

Fuse Cards

After dealing cards to each player and creating the face-up row during setup, shuffle 1–11 fuse cards into the bomb deck. The more fuse cards you add, the more difficult it will be.

Each fuse card shows either a number or color. When a fuse card is added to the face-up row (this will only happen while defusing bombs), it activates and each player must remove one die of the matching number or color from one of their bomb cards (if possible) and return it to the dice bag. After the fuse card has been fully resolved, discard it and draw a new card from the top of the deck to refill the face-up row. This can happen multiple times in a single turn!



Advanced Bomb Cards

After dealing cards to each player and creating the face-up row during setup, remove 1–5 cards from the top of the bomb deck (putting them back in the box) and shuffle in an equal number of advanced bomb cards. The more advanced bomb cards you add, the more difficult it will be.



Advanced bomb cards work like normal stacks and pyramids, but require more dice.

Advanced stacks each have two separate stacks, while advanced pyramids each have three rows that must be completed. For advanced pyramids, you can place a die as long as the two dice directly below it in the pyramid have already been placed.

Frequently Asked Questions

Can I move my placed dice around on my bomb cards?

No. Dice that have been placed cannot be moved or rearranged.

Is it legal to place a die on a slot that makes defusing the bomb card impossible (e.g., placing a 6 on the second slot of the [# - # = 2] card)?

No, that is not legal. If you realize this after the fact, follow the rule for illegal placement, which states you must remove all dice from the bomb card and put them back in the dice bag.

If a fuse card is drawn and activated, but I've already placed a die that defuses a bomb card, is my bomb card safe from the fuse card?

Yes. As soon as the final required die has been placed on a bomb card, it cannot be affected by fuse cards (or rerolls of unused dice).

After rerolling an unused die and removing dice from bomb cards as necessary, what happens to the unused die?

Put it back in the dice bag along with any dice that were removed.

If more bombs were defused on the final turn than just those required to empty the face-up row, can we count them for scoring purposes?

Yes. All bombs defused on the final turn of the game count toward your score.

When I reroll an unused die, how many dice must be removed?

Remove only one die from each player, and then only if it matches the color or number of the rerolled die. If a player has multiple dice that match the reroll, remove only one of those dice.

Toward the end of a game on insane difficulty, both the row and deck are empty, and some of the players have bomb cards left but others do not. What do we do?

Continue to roll dice equal to the total number of players each turn, including those players who have no bombs left. However, the only players required to take dice each turn are those who still have bombs. As long as each of those active players takes one die, all unused dice are simply returned to the dice bag. For each player who can't take a die, choose one of the unused dice to be rerolled.

Players**Difficulty Level****Did You Win?****Score**

Players	Difficulty Level	Did You Win?	Score

Credits

FUSE

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Icon Reference



Must be the color shown.



Must be the number shown.



Must be the color and number shown.



Color matters for this die.



Number matters for this die.



May be either of the colors shown.



May be either of the numbers shown.



May be either the color or the number shown.



May be any number or any color.



May be any die.



May be either of these color and number combinations.



The die on the left must be a greater number than the die on the right.



The die on the right must be a greater number than the die on the left.



These dice must be the same color.



These dice must be the same number.



These dice must be the same color and the same number.



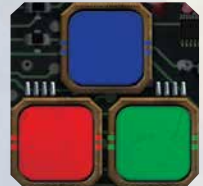
These dice must be different colors.



These dice must be either the same color or the same number.



These dice must be stacked vertically, in the order indicated by the direction of the arrow.



These dice must be stacked in a pyramid, with the bottom row finished before the top row.