

FUSE

Roger's Rules: Firedrake/BGG

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Goal

Defuse enough bombs before the timer runs out.

Setup

Separate the 11 Fuse cards from the 54 Bomb cards.

Optionally, return the 5 Bomb cards with difficulty rating 6 (in the top right corner) to the box.

Shuffle the Bomb cards and deal 2 face up to each player. At least one of these must be difficulty 1 or 2; keep dealing until this is the case. Shuffle all rejected cards back into the deck.

① Instead, deal 4 cards, which must be of at least 3 different values.

Choose difficulty level: 0, 3, 5, 7 or 9.

Select $\textcircled{P} + 15 + \text{difficulty level}$ cards from the top of the bomb

deck, and return the others to the box.

Deal 5 Bomb cards face up to the middle of the table.

Shuffle the 11 Fuse cards and add 6 of them to the Bomb deck. Return the others to the box. Shuffle the Bomb deck.

Place all dice in the bag, and pass it to the first player.

Start a 10 minute timer and take turns in rotation until it runs out.

Turn

Take ⑤ dice from the bag and roll them. ①: take 3 dice. ②: take 4 dice.

Negotiate with other players to dispose of as many dice as possible onto cards. You may only take 1 die per turn. ①: take all 3 dice. ②: take 2 dice each.

If any card is completed, turn it over into your personal score pile and return the dice to the bag. When time allows, take one from the centre to replace it, and turn over another card from the bomb deck. If this is a Fuse card, each player must remove a

die of that colour or that value from their cards, if possible. A die that's covered (e.g. in a tower or a pyramid), or one on a completed card that hasn't been turned over yet, may not be removed. All removed dice go back in the bag. Place the Fuse card to one side and turn over another card from the bomb deck.

If the bomb deck and the centre of the table are both empty, the players have won!

If any die is unclaimed, reroll it and treat it as a Fuse card (remove a die by either colour or value).

Pass the bag along to the next player.

End game

The game ends immediately in a loss when the 10-minute timer expires.