
FLEE
COUNTDOWN
RENEGADE
GAME STUDIOS

FUSE COUNTDOWN

AGES: 14+
TIME: 10 MIN
PLAYERS: 1-4

Introduction

10:00... 9:59... 9:58...

Another hull breach! The klaxons echo down the passageways and the red warning lights strobe with urgency. When all hands are on deck, the captain explains that the ship has been sabotaged. Again.

The computer's scans reveal dozens of explosives planted all over the ship, every one of them rigged to the same countdown timer. You've handled threats like this before, but some of these bombs house new alien tech that will put even the skills of your crack Bomb Defusal Team to the test.

Every team member has a role to play. It's going to take concentration, good comms, and a little luck to save the ship from disaster. The countdown is on!

9:41... 9:40... 9:39...

Components



52 Bomb Cards



30 Spark Cards



10 Fuse Cards



07 Role Cards



25 Custom Dice (20 Single Colors, 5 Split Colors)



01 Dice Bag

The ship's computer is ready to count down the 10 minutes you have left to save the ship. For the complete FUSE experience, download the **Renegade Games Companion app** on your iOS or Android device (or any 10-minute timer will do).

Download on the App Store

GET IT ON Google Play

Watch LEARN & PLAY

Visit: **renegadegamestudios.com/how-to-play-fuse-countdown**

Game Setup

Note: *These rules assume you are playing on the* TRAINING *or* STANDARD *difficulty levels, which do not use fuse cards. At the higher difficulty levels, fuse cards are required. See* FUSE CARDS *(p. 10) for details.*



1. Shuffle the **role cards**, then deal one to each player, face up on the table. Return the unused role cards to the game box.
2. Shuffle the **bomb cards**, then form the bomb deck with a certain number of random bomb cards. Consult the table below to determine how many bomb cards to use, based on the number of players and the desired difficulty level. Return the unused bomb cards to the game box without revealing them.

Players	Training	Standard	Expert	Elite	Heroic
1	19	21	24	26	28
2	19	22	25	27	29
3	24	27	29	31	33
4	28	31	33	35	37

3. Deal two bomb cards from the bomb deck to each player, face up on the table. (In a 1-player game, deal yourself four bomb cards instead.) Make sure that each player has a **legal starting combination**:
   - If a player's first card is worth 4–6 points, then their second card must be worth 1–3 points. (In a 1-player game, you must have cards with at least three different point values: 1,1,2,3 or 1,2,3,4, etc.)



   - Deal new cards as needed until each player has a legal starting combination, then shuffle the replaced cards back into the bomb deck.
4. Flip the top five cards from the bomb deck and place them in a **face-up row** in the center of the table. Place the remainder of the bomb deck, face down, at one end of the face-up row.
5. Shuffle the **spark cards**, then place this spark deck face down on the table, next to the bomb deck.
6. Put the **dice** in the dice bag and shake it thoroughly to mix them. Nominate someone to be the leader for the first turn of the game, and hand the dice bag to that player.

You are now ready to play. Start the countdown clock. You and your team have exactly 10 minutes to save the ship!



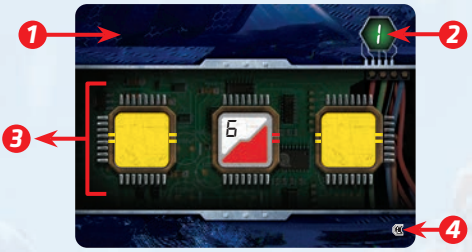
4 Player Setup

Card Anatomy

Each bomb card and spark card has several important pieces of game information, as shown in the diagram below.

1. Card Type

The background and card back indicate whether the card is a bomb card or a spark card.



2. Point Value

This number indicates how many points will be added to the team's score if this card is defused. The higher the point value, the more difficult the card will be to defuse! Spark cards do not have point values.

3. Dice Requirements

These icons indicate which dice can be legally placed on the card. Many cards require dice of a certain color or number. Others also require that their colors and numbers finish an equation.



4. Set Icon

This icon identifies all of the cards from FUSE: Countdown for ease of separating FUSE sets.

See the ICON REFERENCE (p. 16) for a detailed description of the various dice requirements that can appear on these cards.

How to Play

FUSE: Countdown is played over a series of turns. On each turn, the player holding the dice bag is the current leader, but all players will participate. Each turn has five simple steps that occur in order:

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



Step 1: Roll Dice

In this step, the current leader reaches into the dice bag without looking and draws a number of dice equal to the number of players. They then roll those dice on the table, making sure to do so where all players can see.

Note: *In games with 1 or 2 players, this step works a little differently. In a 1-player game, roll three dice instead. In a 2-player game, roll four dice instead.*

– If there are some dice left in the dice bag, but not enough to draw the required number, the leader simply draws as many as there are left. However, if there are no dice left in the dice bag at all, the mission fails and you lose the game!

– If the leader draws too many dice, they must put them back in the dice bag and redraw to get the required number. If the leader draws not enough dice, they simply draw more to get the required number.

Every player has a role card with an ability, but only the current leader's ability is active. During this step, it is useful for the leader to remind the other players what their ability does (e.g., "I can change the color of one die").

Step 2: Distribute Dice

In this step, each player must take one die and place it legally on one of their bomb cards or spark cards. Your goal as a team is to place as many dice as possible, which means you must quickly work out how to best distribute the dice!



Note: *In games with 1 or 2 players, this step works a little differently. In a 1-player game, you must place all three dice. In a 2-player game, each player must place two dice. Placing multiple dice on the same card is allowed.*

Placing dice can be tricky, because each bomb card or spark card requires specific numbers and/or colors of dice – and sometimes in a specific sequence, too. You cannot place a die on a card if doing so would violate its dice requirements. Unless noted otherwise, dice can be placed on cards in any order; you do not need to place them from left to right.

See the ICON REFERENCE (p. 16) for a detailed description of the various dice requirements that can appear on these cards.

Note: *If at any point during the game someone notices that a player has placed a die which violates a card's dice requirements, remove all dice from that card and put them back in the dice bag as a penalty.*

Step 3: Defuse Bombs and Sparks

In this step, if a player has now placed all of the required dice on a bomb card or spark card, they have defused it.

– **Defused Bombs**: When you defuse a bomb card:

1. Remove the dice from that card and put them back in the dice bag.
2. Place the defused bomb card in a face-down score pile.
3. Take a bomb card of your choice from the face-up row to replace it.
4. Flip a bomb card from the top of the deck to refill the face-up row.

– **Defused Sparks**: When you defuse a spark card, remove the dice from that card and put them back in the dice bag, then place the defused spark card in a face-up discard pile. Do not take a new card to replace it.

Note: *In games with 1 or 2 players, this step works a little differently. You are allowed to defuse a bomb card before all of the rolled dice have been placed for this turn, choosing a new bomb card that can accommodate the remaining dice.*

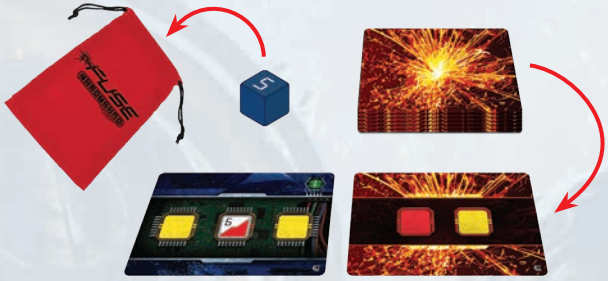


Step 4: Draw Sparks

In this step, any player who did not take a die this turn must draw one spark card from the spark deck and place it face up on the table next to their bomb cards. Finally, put any dice that were not taken back in the dice bag.

Note: *In games with 1 or 2 players, this step works a little differently. Players must draw a spark card for each die they do not take. In a 1-player game, this could be up to three cards. In a 2-player game, this could be up to two cards each.*

If the spark deck runs out, flip over the discard pile to form a new spark deck, then continue drawing as normal.



Step 5: Pass the Bag

In this step, the current leader passes the dice bag to the player on their left, who will be the leader for the next turn and therefore able to use the ability of their own role card. Then, the next turn begins!

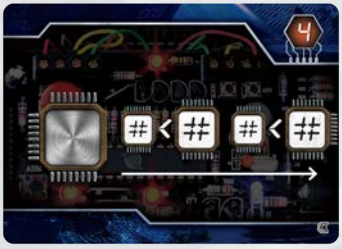
Special Configurations

Some bomb cards require dice to be stacked vertically in special configurations. If one of these special configurations falls over, for any reason, you must remove all dice from the card and put them back in the dice bag.

Stack Configurations

Each stack has one dice slot and requires three to six dice. The diagram on the card shows an exploded view of the required configuration. The dice must be placed in the order indicated by the arrow beneath the diagram, from left to right. Each subsequent die in the stack cannot be placed until the die beneath it is placed.

Example: *This card requires a stack with four dice. The first die can be any number. The second die must be a greater number than the first die. The third die can be any number. The fourth die must be a greater number than the third die.*

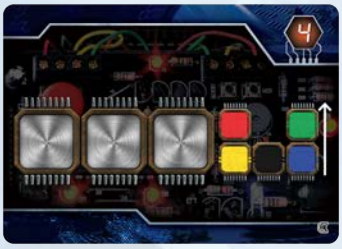




Wall Configurations

Each wall has two or three dice slots and requires four to six dice. The diagram on the card shows a side view of the required configuration. The dice must be stacked two levels high, as shown in the diagram. Dice on the first level can be placed in any order. Each die on the second level cannot be placed until the die beneath it is placed.

Example: *This card requires a wall of five dice. The first level requires a yellow die, a black die, and a blue die. The second level requires a red die above the yellow die and a green die above the blue die.*

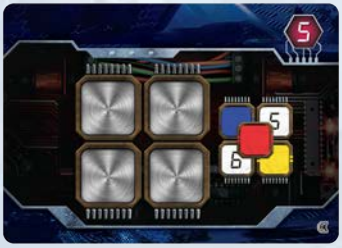




Ziggurat Configurations

Each ziggurat has four dice slots and requires five dice. The diagram on the card shows a top-down view of the required configuration. The dice must be stacked two levels high, as shown in the diagram. Dice on the first level can be placed in any order. The die on the second level cannot be placed until all four dice beneath it are placed.

Example: *This card requires a ziggurat of five dice. The first level requires a blue die, a "5" die, a "6" die, and a yellow die. The second level requires a red die, which is placed on top of the dice in the previous level.*





Split Dice

Each split die counts as both of its colors at all times. If a dice slot requires a die of one of those colors, the split die can be placed there. Inversely, if a dice slot cannot accept a die of one of those colors, the split die cannot be placed there. This also applies to the activation of fuse cards and the use of role abilities.



Example: *This card requires four dice. Adjacent dice must not be the same color. If a black/yellow split die is placed in one of the two center slots, then the dice placed on either side cannot be black or yellow.*



End of the Game

The game will end in either a win or a loss, depending on how well your Bomb Defusal Team handles the threats aboard the ship.

Winning the Game

There is only one way to win the game. If your team defuses enough bomb cards before time runs out –AND– there are no spark cards currently in play, you have succeeded in saving the ship! Stop the countdown clock immediately.

You do not need to defuse all of the bomb cards, just enough that none are left in the face-up row or the face-down deck. The last two bomb cards in front of each player do not need to be defused. Flip these bomb cards face down.

However, if there are any spark cards left in play, the game continues. Roll dice equal to the number of players each turn, but the only players required to take dice are those who still have spark cards left.

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

Losing the Game

There are several ways to lose the game. If any of the following loss conditions occurs, you have failed to save the ship from destruction:

- Time runs out while there are any bomb cards left to defuse.
- Time runs out while there are any spark cards currently in play.
- The dice bag is empty at the start of a new turn.



Scoring

After the game ends, whether you won or lost, use this scoring system to calculate your score, then record it in the game log (p. 14) or in the app.

- **Success:** Score 10 points if you saved the ship.
- **Time Remaining:** Score 1 point per full 10 seconds left on the countdown clock (but only if you saved the ship).
- **Bomb Cards:** Score the point values of all defused bomb cards.
- **Spark Cards:** Score 2 points for each defused spark card.
- **Fuse Cards:** Score 2 points for each activated fuse card (advanced difficulty levels only).

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

Fuse Cards

Fuse cards represent an additional challenge for teams who wish to play at the EXPERT, ELITE, and HEROIC difficulty levels.



Changes to Setup

After bomb cards have been dealt to each player and the face-up row has been created, shuffle 1–10 random fuse cards into the bomb deck. The more fuse cards you add, the more difficult the game will be, but the more points you can score.

Changes to Gameplay

When a fuse card is flipped from the bomb deck during the game and added to the face-up row, it immediately activates and applies a negative effect.

Some fuse cards show a color, number, or both. When these fuse cards activate, each player must immediately remove a single matching die and return it to the dice bag. The removed die must match one of the colors or numbers shown on the fuse card. If a player has no dice that match the fuse card, they are unaffected.

***Note:** Dice that are beneath other dice in stacks and pyramids, and dice in "must be placed first" dice slots, are safe from the effects of fuse cards.*

Some fuse cards have text that indicates a unique effect. When these fuse cards activate, each player is affected by the indicated penalty or restriction:

- "All players must draw a spark card." If the spark deck runs out, flip over the discard pile to form a new spark deck, then continue drawing as normal.
- "All players lose their role ability until they defuse a bomb card." Flip all role cards face down temporarily. Each player flips their role card face up again when they defuse one of their bomb cards. Defusing a spark card does not count.
- "All players must roll a 6 before the game continues." Make sure to only use extra dice from the bag, not dice already in play, for these rolls. When each player has rolled a 6 with their extra die, return all extra dice to the bag.

Once the effect of the fuse card has been resolved, discard it and draw a new card from the top of the bomb deck to refill the face-up row. It is possible for multiple fuse cards to activate in a single turn!

Role Cards

Ability	Clarifications
Cutter: Before drawing dice, name a color. You may change any rolled dice of that color to a "wild" color or number.	• You can change either the color or number of a die, but not both. • Split dice can be changed to a different color, but single-colored dice cannot be changed to split dice. • If you change a die's color, as soon as it has been placed, it becomes its original color again for all purposes. • If you change a die's number, rotate the die to show the new number.
Operations Engineer: Before drawing dice, name a number. You may change any rolled dice of that number to a "wild" color or number.	
Logistics Specialist: When rolling dice, roll one extra die. You may take one extra die or return one die to the bag without penalty.	• Do not draw a spark card for any die you return to the bag with this ability. • You are the only player who is allowed to take an extra die.
Technologist: After rolling dice, you may change the color of any one rolled die.	• Split dice can be changed to a different color, but single-colored dice cannot be changed to split dice. • If you change a die's color, as soon as it has been placed, it becomes its original color again for all purposes. • If you change a die's number, rotate the die to show the new number.
Equipment Technician: After rolling dice, you may change the number of any one rolled die.	
Disposal Expert: After rolling dice, you may flip any rolled dice to their opposite face.	• Note the atypical distribution of die faces.
Explosives Instructor: After rolling dice, you may reroll any rolled dice up to three times.	• You have a maximum of four rolls total, counting the initial roll and three rerolls. • With each reroll, you may include dice you did not roll during a previous reroll.

Frequently Asked Questions

Can I rearrange the dice on my bomb cards to accommodate new dice?

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

Is it legal to place a die that makes defusing a bomb card impossible? For example, placing a "6" on the second slot of a [# - # = #] card?

No. If you only notice this after the die has been placed, remove all dice from that card and put them back in the dice bag as a penalty.

When a fuse card activates, if I've already placed a die that defuses a bomb card, is that bomb card safe from the effect of the fuse card?

Yes. As soon as a bomb card has received its final required die, it cannot be affected by fuse cards, even if you have not yet put it in the discard pile.

When the last bomb card is taken, if we defuse additional bomb cards on the same turn, can we count them for scoring purposes?

Yes. All bomb cards defused on that turn count toward your score.

On* HEROIC *difficulty, all bomb cards must be defused. If some players have cards left but other players have finished theirs, what do we do?

Continue to roll dice equal to the number of players each turn, but the only players required to take dice are those who still have bomb cards and/or spark cards left.



Combining Sets

Countdown is a standalone game, but it can also be combined with the original FUSE set in a variety of ways.

Integrated Sets

The two sets can be completely integrated! Shuffle the bomb cards from both sets together, and shuffle the fuse cards from both sets together. Use the spark cards from Countdown instead of the rule that unused dice must be rerolled. Use only the dice from Countdown. Include the role cards from Countdown.

Expansion Modules

The new gameplay elements from Countdown can be included as modular expansions to the original FUSE set. These five modules can be played in any combination. To include any of these modules, use the components and rules from the original FUSE set, with the following changes and exceptions:

- **Role Cards:** Include the role cards from Countdown. This will make the game easier.
- **Bomb Cards:** Use the bomb cards from Countdown instead of the normal bomb cards. This will make the game harder.
- **Fuse Cards:** Use the fuse cards from Countdown instead of the normal fuse cards. This will make the game harder.
- **Spark Cards:** Use the spark cards from Countdown instead of the rule that unused dice must be rerolled. This will make the game easier. Maybe.
- **Split Dice:** Use the dice from Countdown instead of the normal dice. This will make the game easier.

When adding these modules, remove any cards that require a module that is not in play.

Epic Games

The two sets can be combined to allow for epic games with six to nine players! To play an epic game, combine the components and rules from both sets, with the following changes and exceptions:

- **Role Cards:** Do not include the role cards from Countdown.
- **Bomb Cards:** Remove all bomb cards that require a split die . Consult the table below to determine how many bomb cards to use, based on the number of players and the desired difficulty level.

Players	Training	Standard	Expert	Elite	Heroic
6	36	41	44	48	52
7	40	46	49	54	60
8	44	51	54	60	68
9	48	56	59	66	76

- **Fuse Cards:** Do not include fuse cards unless playing EXPERT difficulty or higher. When fuse cards are included, remove the card that refers to role abilities.
- **Spark Cards:** Use the spark cards from Countdown instead of the rule that unused dice must be rerolled. Remove all spark cards that require a split die . When you are required to draw a spark card, if they are all in play, return a die of your choice from one of your bomb cards or spark cards to the bag.
- **Dice:** Use the dice from Countdown, then add a number of dice from FUSE based on the number of players: 10 dice (6 players), 15 dice (7 players), 20 dice (8 players), 25 dice (9 players).

Players	Difficulty	Win/Lose?	Date	Score

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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 not be the color shown.



May be either of the color-number pairs shown.



Must be the first die placed on this card.



Must be the last die placed on this card.



Must be a split die.



May be any die.



Must be the same color.



Must be the same number.



Must be the same color or same number.



Must be the same color and same number.



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



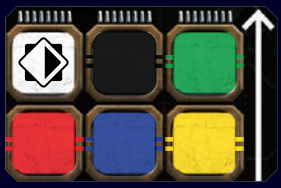
These dice must be different colors.



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



These dice must form a stack. Dice must be placed in the order indicated by the arrow beneath the diagram.



These dice must form a wall. Dice can be placed in any order, but any die on the second level must have a die beneath it.



These dice must form a ziggurat. Dice can be placed in any order, but the die on the second level must be placed last.