

RULEBOOK


00:58

OVERVIEW

The flames are subsiding, the smoke is clearing, but your work is just beginning. You and your crew survived ***FUSE***, but there is significant damage to your ship, there are injuries among your crew members, and the life support systems are failing. As the ship's Medics, you must work together to treat the injured crew, while dealing with other emergencies that are being brought in at an unrelenting pace. You must work together, against the clock and against all odds, to treat all your patients before time runs out!

FLATLINE is a co-operative dice game set in the universe of the game FUSE. Players must roll their dice and work to combine them with other players in order to properly treat each patient. Each round, players are racing against a one minute timer, and must deal with the needs of each patient, as well as other emergencies that are coming through the doors. Time is running out!

CONTENTS

> 5-Piece Interlocking Board
  4 Corner Board Pieces
  1 Center Board Piece
> 1 Life Support Dial
> 1 Plastic Connector
> 40 Medic Dice (8 in each of the 5 player colors)
> 2 Emergency Dice
> 20 Large Patient Cards
> 29 Emergency Cards:
  18 Standard
  11 Stat
> 4 Double-Sided Power Meters
> 20 Cleared Line Tiles
> 10 Power Cubes
> 4 Lock-Down Tiles
> 1 Player Aid
> 1 Rulebook

TABLE OF CONTENTS

SETUP 3
GAME PLAY 5
I. PRE-COUNTDOWN 5
A. LOSE POWER 5
B. ADD EMERGENCIES 5
C. ROLL THE EMERGENCY DICE 6
D. PLANNING 7
II. E. COUNTDOWN 7
• SAVING PATIENTS 7
• CLEARING EMERGENCY CARDS 8
• ACTIVATING RECHARGING STATIONS . 8
• RE-ROLLING 8
III. RESOLUTION 9
F. RESOLVE CARDS 9
• STAT AREA 9
• EMERGENCY AREA 10
G. RESOLVE PATIENT CARDS AND 10
RECHARGING STATIONS 11
H. TURN THE LIFE SUPPORT DIAL 12
GAME END 12
FAQ 12
ICONS 13
CARD BREAKDOWN 14
EMERGENCY CARDS 14
TRIAGE CARDS 14
CREDITS 15

Download on the App Store GET IT ON Google Play

RENEGADE COMPANION APP:
While any one minute timer will work for a game of FLATLINE, it is highly recommended that you download the free app to accompany the game. Search for ***'Renegade Companion App'*** for iOS or Android. If you already have the app from playing ***FUSE***, then simply update the app and the FLATLINE functionality will be added.

SETUP

1. Before your first game, attach the Life Support Dial to the center board piece as shown in the illustration. Once attached, you will never need to separate these pieces again.

2. Build the board by attaching the four Corner Board Pieces around the Life Support Dial in the center of the table.

3. Shuffle the Emergency cards and place them face-down on the table near the area of the board numbered 1 to 6 (near the 1). Place the Emergency Dice just to the left of number 1.

4. Shuffle the Patient Cards and deal a number of them into a face-down stack based on the number of players and the difficulty level you have chosen:

PLAYERS	TRAINING	STANDARD	EXPERT
1-2	6	7	8
3	9	10	11
4	11	12	14
5	13	15	17

Place the remaining Patient Cards back in the box, as they will not be needed in the game. From the stack of Patient Cards that you created, flip up the top four and place them face-up on the indicated spaces on the board. Place the remaining tiles off to the side.

5. Turn the Life Support Dial so that the connection with the diamond is lined up with the first space on any one of the Patient Cards.

6. Place one Power Cube on each of the Recharging spaces on the board.

7. Take the Power Meter matching the number of players in the game, and choose to play the standard (green) side or the expert (red) side. This will impact the number of Emergencies that come out during the game. Place this tile, with the chosen side up, on the indicated space on the board. All unused Power Meters can be returned to the box.

8. Fill the Power Meter with the remaining eight Power Cubes, one per space on the meter.





9 Choose a player to be the Chief Medical Officer, and give them the player aid tile. This is usually the player who is most familiar with the game. Since you're reading these rules that will probably be you. Congratulations. The Chief Medical Officer is responsible for the overall flow of the game, which will be explained in detail in the Gameplay section of these rules. Choose another player to be the Intern. This player will be responsible for sorting and redistributing the dice to the players as the Chief Medical Officer resolves things.

10 Each player chooses a color of dice, and takes six of them into his play area. One of the remaining dice is placed off to the side, and one is placed back in the box.
NOTE: With 2 players, each player takes seven of their dice instead of six, and places the remaining die off to the side.
NOTE: In a solitaire game, choose 2 colors and set up the game identical to the 2 player setup.

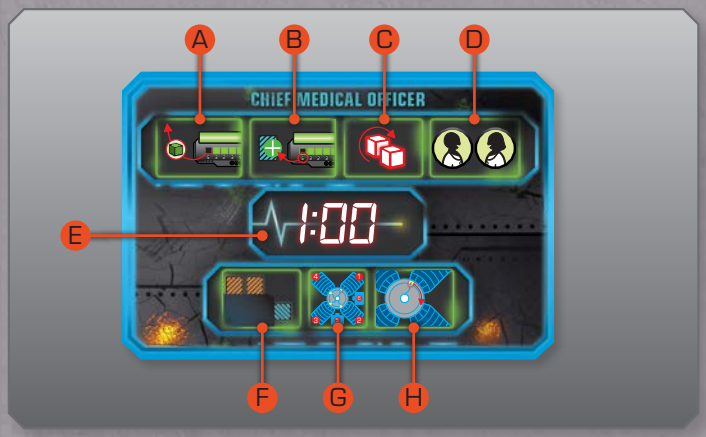
11 Place the Cleared Tiles on the table, within reach of the Chief Medical Officer.

12 Place the Lock-Down Tiles next to the board. These will only be used if referenced on a card. See page 14 for details.

GAMEPLAY

GOAL: To win the game, you and your team will need to treat all the patients before time runs out.

Each round of FLATLINE is broken into several phases, as noted on the Chief Medical Officer's player aid.



The Chief Medical Officer will lead the team each round through the following steps:

I. **PRE-COUNTDOWN:**
   - A Lose Power
   - B Add Emergencies
   - C Roll the Emergency Dice
   - D Planning

II. E **COUNTDOWN**

III. **RESOLUTION:**
   - F Resolve cards
   - G Resolve Patient Cards and Recharging Stations
   - H Turn the Life Support Dial

NOTE: A solitaire game is played as if two players are playing, it's just that one player is controlling both sets of dice. All rules remain the same as the two player game.

I. PRE-COUNTDOWN

A LOSE POWER:
Take the left-most Power Cube from the Power Meter and remove it from the board.
Note: This tracker will show you how many cards to draw in the next phase. Also, if you ever need to remove the last Power Cube from the Power Meter, you lose!



B ADD EMERGENCIES:
Below the Power Cube that was just removed is a number. This indicates the number of Emergency Cards that must be revealed. Flip up the indicated number of cards from the face-down deck, and add them face-up next to the board following these rules:

• If the revealed card has an ORANGE tab at the top, add it to the Stat area of the board. These are more dire emergencies that must be dealt with this round.

Note: Unresolved cards from the Stat area can cause you to lose the game! See Game End for details.



• If the revealed card has a BLUE tab at the top, add it to the Emergency area of the board (numbered 1-6), following these rules:



> Always add the card next to the lowest number with an open space. If the first 6 spaces are full, then begin a 2nd row of cards above the 1st row.
> If there are open spaces in both the first row and second row, always add cards to the first row. New cards will only be added to the second row once the first row is full.
> If both the first and second rows are full (12 cards), then any revealed cards (whether they have an orange or blue tab) are placed back in the box and discarded out of the game permanently.

Example 1: *Spaces 1, 3, 4, and 5 are full. Carrie must flip up three new Emergency Cards. She reveals the first one and puts it in slot number 2. The second card revealed goes in slot number 6. The third card goes in slot number one, beginning a second row.*





Example 2: *The first row is full except for slot 5, and the 2nd row has cards in slots 1 and 2. Keith must reveal three new cards. The first card revealed goes in row 1 in slot 5. The second card goes into slot 3 in the 2nd row. The 3rd card revealed has an orange tab, so instead is placed in the Stat area.*





NOTE: If at any time you need to draw Emergency Cards and there aren't enough in the draw pile, simply shuffle the discard pile and create a new draw deck.

C ROLL THE EMERGENCY DICE:
Roll the two Emergency Dice, and place them in the Emergency area of the board, on the matching numbers. Any Emergency Cards in these slots are now activated. Resolve the cards from left to right (from 1-6). If there are two cards in a slot (row one and row two), then activate the card in row one first, followed by the card in row two.

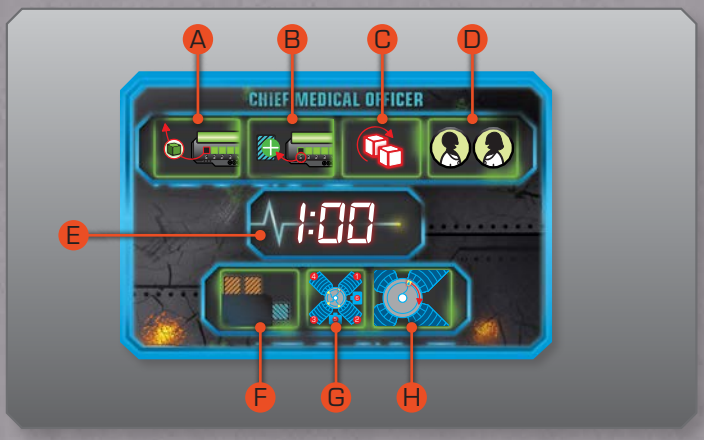
NOTE: Rolling doubles only activates the cards in that space one time.

Example: *Keith rolls the Emergency Dice and gets a result of 2 and 5. Since there are two cards in slot 2, he activates the card in row one first* 1 *,causing all players to lose a die. He then activates the other card in slot 2, which says to draw another Emergency Card* 2*.*



He draws a new Emergency Card and looks to place it 3*. The first row is full, and the first open space in the second row is in slot 5, so he places the card there. Next he activates slot 5. He activates the card in row one, placing a Lock-down Token on the Re-roll track on the board* 4*. Finally he activates the card in the second row in slot 5, turning the Life Support Dial once clockwise* 5*.*





D PLANNING:
Players now discuss a strategy for the round, determining priorities and a plan of action. This phase has an unlimited amount of time, but if you like to feel pressured you could start the timer and limit discussion to one minute.

II. E COUNTDOWN

This phase is the main part of the game. The Countdown phase ends at the end of one minute, or when all players have placed their dice, whichever comes first. During this phase you will be trying to save your patients, clear Emergency Cards, and/or utilize the Recharge Stations to earn extra rounds. You will do all of these by placing your dice on various parts of the board.

- **SAVING PATIENTS**
  The Patient Cards show specific combinations of icons needed in order to treat the patient. The player's dice show these same icons, and players will place their dice on the matching spaces in order to treat the patients.



When all players are ready, start the timer. Players then roll all their dice ***one time*** in front of them on the table. Players must now work together to combine and place their dice based on the requirements shown on the Patient Cards, Emergency Cards, and Recharging Stations.

Each Patient Card shows between three and five separate 'lines' of needed icons. Each line must be completed separately and completely by placing the matching dice on them. These lines can be worked on in any order that the players choose.



To treat a line on a Patient Card, simply place the needed dice directly onto the icons on the card, following these rules:

one player must treat the entire line by themselves.

exactly two players must treat the line together.

more than one player must work together to treat this line.

ALL players must place the needed die.



If a line is split, then one player must treat the area on the left, and a different player must treat the area on the right.



If a die space is split, then either die could be placed here.

NOTE: Once a die is placed on a Patient Card, Card, or Recharging Station space, it cannot be picked up during the round. Make sure you communicate with your teammates and decide together where to place dice before putting them on spaces.

- **CLEARING EMERGENCY CARDS**
  Emergency Cards represent other emergencies that are being brought in to your medical bay. While you do not need to clear these Emergency Cards in order to win, the game will be much harder to win if you ignore them.

  Emergency cards can be cleared in the same way as treating Patient Cards. Simply place the needed dice onto the matching icons on the cards.

NOTE: Unless otherwise noted on the Emergency card, they can always be cleared by any combination of players, including one player placing all the necessary dice by themselves.

- **ACTIVATING RECHARGING STATIONS**
  There are two recharging stations on the board. By placing dice here, players can earn additional rounds of play, giving them more time to treat their patients. Like the Emergency cards, dice can be placed here by any combination of players, including one player placing all the necessary dice by themselves.



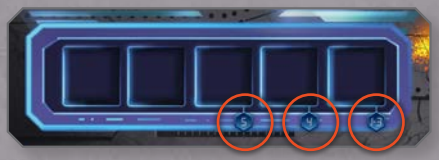
*More information on Emergency Cards and Recharging Stations in the **Resolve Cards** section of this rulebook.*

- **RE-ROLLING**
  There is a re-roll track on the board. For a player to re-roll their dice, any player (including themselves) must sacrifice one of their dice by placing it on this track. The chosen player may then re-roll as many of their unplaced dice as they would like. The die is always placed in the left-most open space on the track.

***Example:** Carter needs a yellow this round and doesn't have one. Kallen takes one of his dice and places it on the re-roll track, which allows Carter to re-roll as many of his dice as he would like.*

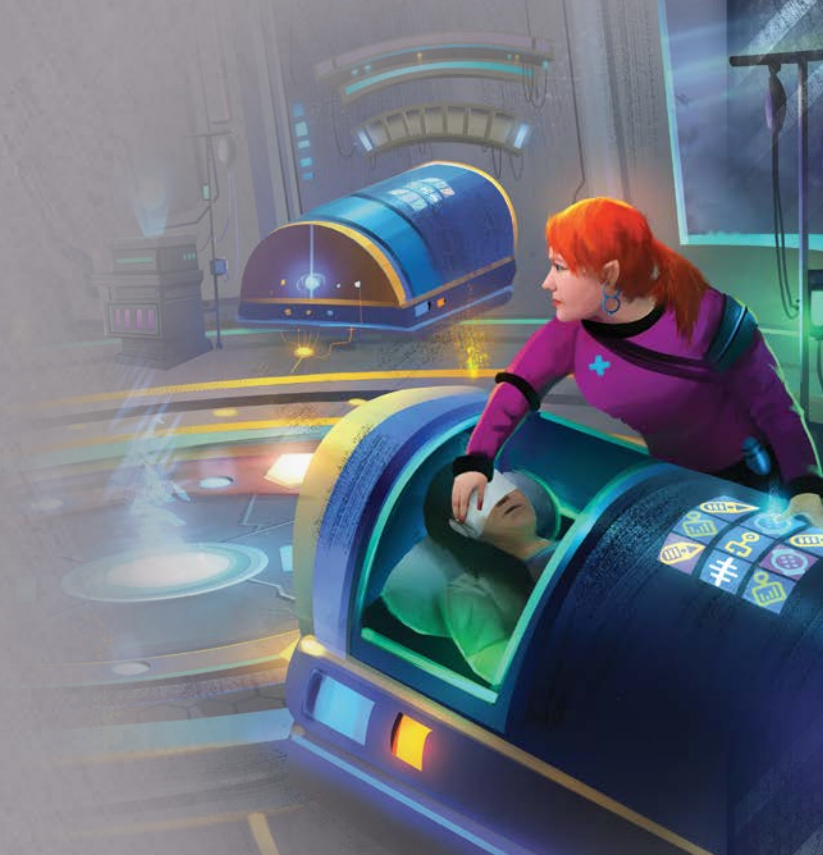


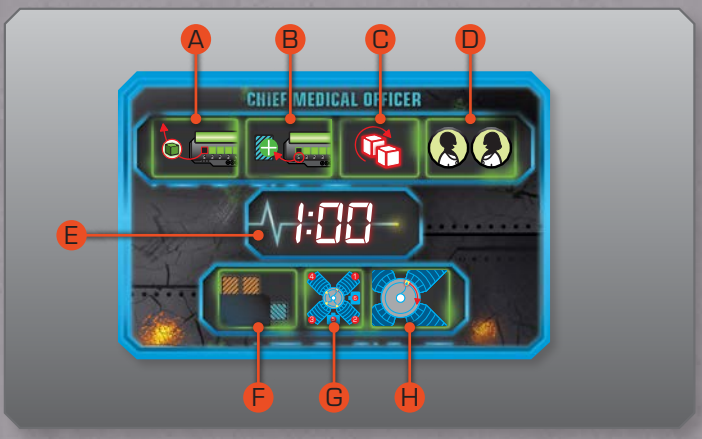
There are a limited number of spaces on the re-roll track each round. With 1, 2, or 3 players, re-rolls can be activated up to five times each round. With 4 players, four times, and with 5 players, three times.



***Example:** This is a five player game, and Carrie just placed a die on the 3rd space of the re-roll track. No more dice can be placed on the re-roll track for the remainder of the round.*

These dice are returned to the players at the end of the round along with all of the other dice.





III. RESOLUTION

F RESOLVE CARDS

This phase begins as soon as the timer has run out. During this phase, players will resolve the cards in all areas of the board.

Beginning with cards in the Stat area, and then moving to the Emergency Area, resolve the cards.

- **STAT AREA**

  If a card was NOT cleared (does not have the necessary dice on it), then flip it face-down and place it next to the red edge of the board, in the left-most open slot. Too many cards added to this area will result in a loss for the players. See ***Game End*** for more details.



If a card was cleared, then place it face-up along the green edge of the board, sliding it partially under the board so that the dice icons are no longer visible. This becomes a Triage Card, which is a one-time use benefit that the players can use at any time.



NOTE: These Triage Cards can be used at any time, but must be in the + area to be activated. They cannot be activated immediately upon clearing them unless there is an open slot in the + area (max: 4 cards). When used, place the card in the discard pile. You may discard cards from the + at any time to make room for new cards.

Example 1: *Three of the slots in the Triage Area (+) are filled with cards. Your team just cleared two more cards in the Stat area, and there isn't enough room for both of them in the Triage Area.*



You choose to move the card over first that gives all players an extra die for the round.



You immediately activate it, placing it in the discard pile and giving all players an extra die for the next round. This opens up the slot again and you are able to place the other card into the Triage Area.



NOTE: Cards can be activated to be used in the current round, or during resolution can be activated for use in the next round, unless indicated otherwise on the card itself. As in the example above, where players activated a card during the resolution of the cards in order to give themselves an extra die for the next round.

- **EMERGENCY AREA**
  Simply discard any cards that you cleared here. After clearing cards, if there is a card in the 2nd row of a slot, and the card in the 1st row of that slot is cleared, slide the card down into the open slot.

Example 2: *There are two cards in slot 3. The card in the 1st row was cleared, but the card in the 2nd row was not. Simply slide the card from the 2nd row down to the 1st row.*



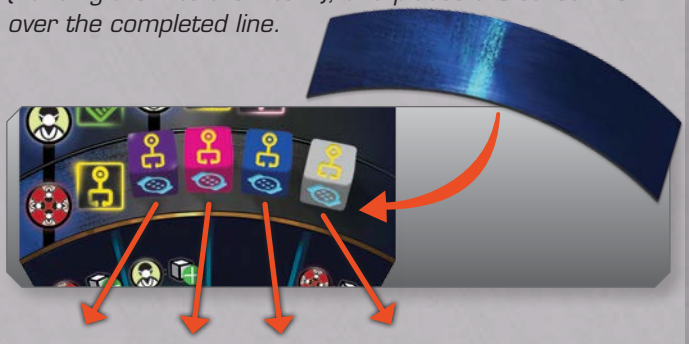
G RESOLVE PATIENT CARDS



Beginning with the Patient Card with the diamond on the Life Support connection, and continuing clockwise around the board, resolve each Patient Card and then each Recharging Station.

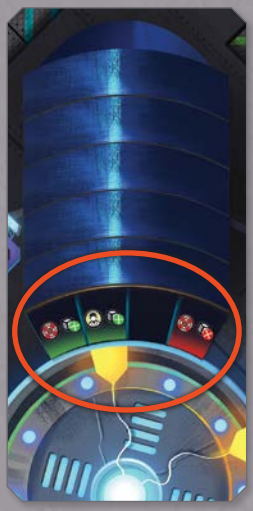
In order to clear a line on a Patient Card, the line must be treated completely during the round. If a line does not have all of the required dice to complete it, then simply return those dice to the players. For each correctly completed line on a Patient Card, place a Cleared Tile over the line.

Example 1: *During the round the players placed the correct dice on this line and completed it. During resolution the Chief Medical Officer clears the dice (handing them to the Intern), and places a Cleared Tile over the completed line.*



Example 2: *This line required all players to place a die with a yellow icon. This is a* ***four*** *player game, and only* ***three*** *of the players placed a die here. The Chief Medical Officer hands the dice to the Intern, but no Cleared Tile is placed.*





If this was the last line on the Patient Card requiring dice, then the patient has been successfully treated.

When a patient has been successfully treated (all lines on the Patient Card have been cleared), then the trigger space at the bottom of the Patient Card that is currently connected to the Life Support system is activated.

Immediately resolve this effect.



If the space is blank, do nothing.

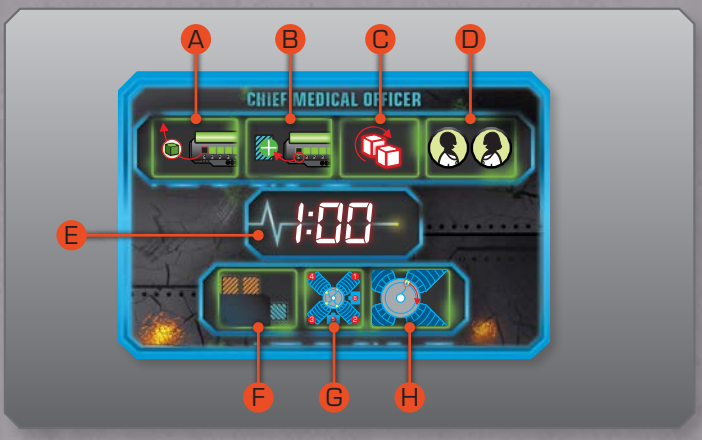


If the space has a ***green light***, then this is a benefit to the players.



If the space has a ***red light***, the patient is still treated, but some other emergency has occurred.

(Refer to the Icon section for more information on specific effects.)

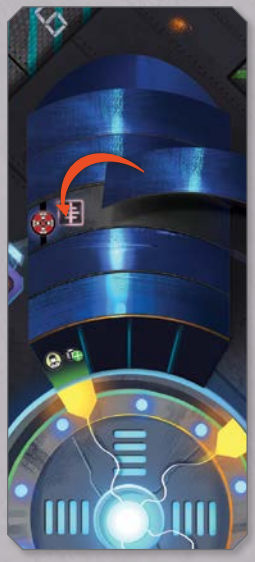


Example: *The players cleared the last line on this Patient Card, so the patient has been successfully treated. Since the Life Support Dial is currently connected to the third space on the Patient Card, it will activate. This trigger has a green light and says that the players can place a Cleared Tile for free.*



They choose to place it on a Patient Card that only has one un-cleared line left, and in doing so they have completely treated that patient as well', so it says 'they have completely treated that patient as well.

The Life Support Dial is connected to the first trigger on the Patient Card, and this one also has a green light. It says that one player receives an extra die. The players discuss it and decide to give it to Kane because he is their favorite. He will be able to roll seven dice in the next round.



After resolving the effect of the trigger, discard the Patient Card out of the game and replace it with the top patient card in your deck (if there are any left).



G RESOLVE RECHARGING STATIONS:
Recharging Stations are a way to recharge the Power Meter and earn an extra round. Depending on the number of players, a certain number of spaces on the Recharging Station must be filled with dice. If these spaces were filled during the round, then move one of the Power Cubes from the Recharging Station to the right-most open space on the Power Meter.

Example: *Since this is a three player game, the top row and the left-most space in the bottom row must be filled. The middle space on the bottom is for four and five player games, and the right-most space is only used in five player games.*



NOTE: The same as with Emergency and Stat Cards, any number of players can place dice on the Recharging Stations, including one player doing it by themselves.

NOTE: When resolving cards, Recharging Stations, or Patient Cards, the Chief Medical Officer will remove the dice and give them to the Intern. The Intern will sort the dice and return them to the appropriate players.

H TURN THE LIFE SUPPORT DIAL:
After resolving everything on the board and returning all dice to the players, turn the Life Support Dial one time clockwise. The easiest way to do this is to find the connection with the diamond and turn it so that it is now connected to the first space on the next patient in clockwise order.



After turning the dial the round ends. If there are any Lock-Down Tiles on the board, remove them. Make sure everyone has the correct number of dice for the next round, and then you are ready to begin the next round.

NOTE: All game effects from cards and other triggers last for one round only, and their effects end as soon as the Life Support Dial is turned.

GAME END:

The players ***win*** if they successfully treat all the required Patient Cards before time runs out.

The players ***lose*** if either of the following occurs:

- The last Power Cube is removed from the Power Meter for any reason.



- There are ever 3 face-down cards in the X area of the board (4 face-down in a 1 or 2 player game).



FAQ:

Q: Since we start with the life support connection with the diamond and move clockwise when resolving patient cards, is it ok to completely treat a patient even after we have resolved it? For example, we are resolving the last patient card and by treating it we can place a cleared tile. By placing that we have completed another patient card. Do we activate the space connected to the life support dial even though we have already resolved this patient card?

A: *Yes. Patient cards can only be fully treated and activated during the Resolve Patient Cards phase, but the order does not matter. Resolving in clockwise order starting with the diamond connection is simply an easy way to keep track of what has been resolved. Using abilities to clear lines and treat patients can be done at any time and in any order, as long as you are still resolving patient cards.*

Q: Can we use the Triage Card to place a Cleared Tile and fully treat a patient, even if we are not currently resolving the patient cards?

A: *You may place the Cleared Tile, but you will not resolve the trigger for treating the patient until you are resolving the patient cards.*

Q: Some lines show that all players must place, for example, a white or a green die. Do all players have to place the same color/symbol?



A: *No. Each player has the choice of what to place here, independent of what the other players have placed. In your example, two players could place green and the third player could place white.*

Q: We rolled the Emergency Dice, and one of the Emergency Cards that triggered is the one that says we can't use our Triage Cards this round (No Help In Sight). Can we use the Triage Card that allows us to ignore the Emergency Dice (Crisis Averted) so that card won't trigger?

A: *No. This is the one time that you cannot ignore the Emergency Dice, since you already triggered the card that keeps you from using your Triage Cards. It's a good idea to pay attention to when that card is in the display, so that you can decide to use your Triage Card before rolling the dice.*

Q: If we are unable to use our Triage Cards in a round, when can we start using them again? Can we use them before we Lose Power in the next round?

A: *Yes. As soon as you turn the Life Support Dial the round ends. Triage Cards would then become available immediately, and you could activate them before Losing Power in the next round.*

Q: I would rather not call the person who distributes the dice the Intern. Any suggestions?

A: *Personally, I call them the Dice Monkey.*

ICONS



Card icons will be different colors depending on where the affected card is.



: Green cards refer to cards in the ***Triage Area***



: Blue cards refer to cards in the ***Emergency Section***



: Orange cards refer to cards in the ***Stat Section***.

: ***Discard a Card from the Triage Area.*** You may choose which card is discarded. If there are no cards in the Triage Area, this effect does not take place.



: ***Lose a Die***



: ***Remove a Cleared Line Tile*** from any Patient Card on the board. If there are currently no Cleared Line tiles on the board, then this effect does not take place.



: ***Draw a New Emergency Card*** and add it to the appropriate area of the board, per the normal rules (Cards with a blue edge are added to the Emergency Area, and cards with an orange edge are added to the Stat Area). If there are no cards available in the draw deck, shuffle the discard pile and create a new draw deck.



: This refers to the ***Life Support Dial*** in the middle of the board. Effects may cause you to turn the dial (per the example on page 10), or may allow you to choose not to turn it at the end of around.



: ***Power Cube.*** Effects may allow you to move Power Cubes back into the Power Meter, thus gaining you more time to treat your patients. At other times you may be forced to remove Power Cubes from the Power Meter.



: ***Gain an Extra Die.*** Note that each player has a limited number of dice available to them. If a player already has all of their dice in play when this ability is triggered, then they ignore any excess dice they would receive.



: Players may choose any face-up card in the Emergency Area and ***discard*** it.



: ***Re-roll*** your dice. Usually this icon refers to the re-roll track on the board, but there are times when players can earn a free re-roll. In that case they can re-roll their dice without sacrificing a die on the re-roll track.



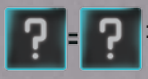
: ***No Re-rolls.*** When this icon is triggered, place a Lock Down Tile on the re-roll track. Players will be unable to re-roll their dice this round.
NOTE: The Triage Card 'A Fresh Start' gives all players a free re-roll. That card can still be played. This icon simply blocks the re-roll track from being used.



: ***Place a Cleared Line Tile*** on any unfinished line on any Patient Card on the board.



: ***Any Die*** can be placed here.



: ***Any Dice*** can be placed here, but they must have ***matching icons***.

CARD BREAKDOWN

EMERGENCY CARDS:

Lost Assistance: Discard a card from the Triage Area of the board. The players may choose which card is discarded.

Setback: Choose a card in the Triage Area and move it back to the Stat Area.

Bathroom Break: Choose a player to lose two dice.

Regression: Remove a Cleared Tile from any Patient Card on the board.

No Help In Sight: You cannot use cards in the Triage Area. Place a Lock Down Tile on the + symbol on the board.

Lock Down: Place a Lock Down Tile on the Re-Roll Track. You cannot re-roll dice this round. *Exception: The Triage Card 'A Fresh Start' allows you to re-roll without using the re-roll track.*

Under Duress: Draw a new Emergency Card and add it to the appropriate area of the board, per the normal rules (Cards with a blue tab are added to the Emergency Area, and cards with an orange tab are added to the Stat Area). If there are no cards available in the draw deck, shuffle the discard pile and create a new draw deck.

Increased Distress: Draw a new Emergency Card and add it to the appropriate area of the board, per the normal rules (Cards with a blue tab are added to the Emergency Area, and cards with an orange tab are added to the Stat Area). If there are no cards available in the draw deck, shuffle the discard pile and create a new draw deck.

Unexpected Hindrance: Draw a new Emergency Card and add it to the appropriate area of the board, per the normal rules (Cards with a blue tab are added to the Emergency Area, and cards with an orange tab are added to the Stat Area). If there are no cards available in the draw deck, shuffle the discard pile and create a new draw deck.

Foiled Plans: Turn the Life Support Dial one time per the normal rules. (See the *Turn the Life Support Dial* section on page 10).

Escalation: After resolving the Emergency Dice, re-roll any dice in this space and activate them. If there is more than one card in this slot, both cards resolve before re-rolling the dice, per the normal rules.

Power Lock: Place a Lock Down Tile on each of the Recharging Stations. Players may not place dice on the Recharging Stations.

Under-manned: All players lose one die.

Chaos: Draw two new Emergency Cards and add them to the appropriate area of the board, per the normal rules (Cards with a blue tab are added to the Emergency Area, and cards with an orange tab are added to the Stat Area). If there are no cards available in the draw deck, shuffle the discard pile and create a new draw deck.

Bad Timing: Any Patient Card triggers that have a red light and are currently connected to the Life Support Dial trigger immediately. Start with the life support connection with the diamond and move clockwise around to resolve. If there are no connections that currently have a red light, then nothing happens. I suppose you could say that was Good Timing then.

Power Loss: Move the left-most Power Cube from the Power Meter to one of the Recharging Stations. Players may choose which Recharging Station to add it to.

Caught Off Guard: Replace this card with the top card in the deck, and activate it. Discard this card. The newly drawn card takes the place of Caught Off Guard and activates as if it were in this space when the dice were rolled. If the newly drawn card has an orange tab instead of a blue tab, then place it in the Stat Area instead. In this case, no card replaces the space where Caught Off Guard was, but it is still discarded.

A Thankless Job: No Patient Card triggers with a green light may be activated this round. At the end of the round when resolving Patient Cards, if you fully treat a patient, the beneficial triggers with green lights do not happen.

TRIAGE CARDS:

Tactical Decision: At the end of the round, discard this card and do not turn the Life Support Dial.

Triage: At the end of the round, if you treated a patient and the life support is currently connected to a trigger with a red light, you may discard this card to ignore that effect. This is true for all triggers with red lights that may have been activated this round. You may NOT use this card to ignore the effects of the card Bad Timing.

Concentrated Effort: All players can change one of their rolled dice to any side. This card can be discarded in the middle of a Countdown, and does not need to be played before a Countdown begins.

Clear!: Discard this card to place a Cleared Line tile on any unfinished line on any Patient Card.

Adrenaline Rush: Discard this card to give all players an extra die. Note that each player has a limited number of dice available to them. If a player already has all of their dice in play when this ability is triggered, then they ignore any excess dice they would receive.

Crisis Averted: Discard this card before the Emergency Dice are rolled, and you do not need to roll them this round. OR Discard this card immediately after the dice are rolled to ignore all effects from the Emergency Dice. *Exception: No Help In Sight. (see FAQ)*

Under Control: Discard this card to choose any face-up card in the Emergency Area and discard it.

Disaster Averted: Discard this card to roll only one Emergency Die instead of two. Discard this card after the Emergency Dice have been rolled, and you may ignore the effects of one of them. *Exception: No Help In Sight. (see FAQ)*

Recharge: Discard this card to move one previously discarded Power Cube back on to the first open space on the Power Meter.

Caffeine Rush: Discard this card and choose one player to gain an extra die. Note that each player has a limited number of dice available to them. If a player already has all of their dice in play when this ability is triggered, then they ignore any excess dice they would receive.

A Fresh Start: Discard this card to allow all players to re-roll any number of their dice for free. No dice need to be sacrificed on the re-roll track. This card can be discarded in the middle of a Countdown, and does not need to be played before a Countdown begins.

NOTE: As previously stated, all effects from any cards last for one round only. Cards can be played at any time, and used either for the current round or, if the Countdown has already completed, used for the upcoming round.

CREDITS:

Game Design: Kane Klenko
Illustration: *Sean Thurlow*
Graphic Design: *Anita Osburn*
Lead Developer: *Carrie Klenko*

Renegade Game Studios:::
President & Publisher: Scott Gaeta
Controller: *Robyn Gaeta*
Director of Sales & Marketing: *Sara Erickson*
Creative Director: *Anita Osburn*
Customer Service: *Jenni Kingma*

Special Thanks:
The game designer would like to thank:
My incredible wife, Carrie. Love you! My boys, Carter and Kallen, and all of the playtesters who helped make this game possible, including: Nick Neumann, Morgan Neumann, Sandy Klenko-Blackmon, Tracy Forkash, Kyle Klenko, Ian Forkash, Chelssey Klenko, Caleb Klenko, Chris Napierala, Jeff Fahrenbach, Tina Rauls, Chad Krizan, Sam Bottoni, Jenny Bottoni, Nate Hendon, Aaron Hendon, Karlene Hendon, Mark Bazata, Todd Barganz, Stacci Barganz, Tressa Bruggink, Kyle Fromm, Julie Fromm, Marissa McConnell, Matt Leacock, James Mathe, Matt Loomis, Jeremy Van Maanen, Adam Buckingham, Ed Marriott, Seth Van Orden, Wesley Beary, James Ryan, Keith Matejka, Jonah Ryan, Scott Metzger, Chris Buxton, Hunter Rickert, Paul Rickert, Scott Schultz, Mark (I apparently forgot your last name), Shasta Vercauteren, Jeff Rademaker, Angie Rademaker, Kimberly Blatz, Matt Bowman, Steve Esser, Alex Cohen, Heather Cohen, Verlyn Randt, Heather Coke, Matthew Coke, Steven Dast, Sean Wainwright, Julia Smith, Nina De Lim, Garrett Coombs, Natalie Coombs, and Martin Bouchard.

Renegade Game Studios would like to thank:
Ed Kern, Luca Allaria, Phil DeKoning, Lincoln Erickson, Sean Wainwright, Julia Smith, and Nina De Lim.

For additional information or support, please visit us online:
www.renegadegames.com
www.facebook.com/PlayRGS
@PlayRenegade
@Renegade_Game_Studios