

Entschärfungskarten

A defuse card **enables** a player to **destroy the fuse**, by cutting it with a pair of scissors, throwing water on it, or stamping on it with a boot. Each type of defuse card has a different value:

- scissors** 6 points
- water bucket** 5 points
- boot** 4 points

When a defuse card is used, play is immediately suspended. All fuse cards from the match card are gathered up and removed from the game (points thus are off the game this round). The defuse card played is placed next to the match card and the player fills his hand to 7 cards. When a player uses a bomb card, he gets (in addition to the fuse cards) all defuse cards that are next to the match card.

End of the Game and Scoring

As soon as all the players' bombs have been used or the time bomb card has been drawn, the game is over immediately. The players count their points on the fuse and defuse cards acquired, and **subtract the points on the fuse cards they still hold in their hand** (any defuse cards remaining in hand does not count against, nor do the bomb cards). The player with the most points wins the game. In the rare case of a tie, the player with the lowest point total for his scored defuse cards is the winner.

Some other topics

Delay of the Game

Fuse is a **fast game**: players should take less than two or three seconds to play a card from their hand after the previous card has been played. If one player is moving too slowly, urge him on or shout "Slow fuse!"; players, if agreed, may decide on a penalty, such as the offending player placing a defuse card (if he has one) next to the match.

Special cards

There are extra cards to the game that can easily be implemented. The defuse card „fire extinguisher“ (value 10 points) works as the other defuse cards. The card „guy with match“ can be played immediately (also off sequence) if another player has used a defuse card. The fuse now is active again, all fuse cards remain in place.



Fuse – The bomb-planter game

A high-speed card game of explosive fun
by **Bruce Whitehill**

For 2 to 6 players
Ages 8 and up
Duration: 12-18 minutes

Idea of the Game

The fuse is **burning**. Quickly, the player add more fuse-cards to the continuously growing fuse until one player lets the bomb explode by playing one of his bomb cards. He receives all the cards connected with the start-card showing the match. Each card has a value: Playing the bomb-cards too early will not bring many points - however, waiting too long can make the other players cut the fuse or play their bomb-cards and grasp all the cards for themselves. It is also no good idea to hold back the fuse-cards with higher values, since keeping them on the hand when the time-bomb explodes will bring minus points.

Materials

144 cards:

1 match card (the starter card, showing a match and lit fuse)



112 fuse cards: 36 x 3 points, 38 x 7 points, 24 x 10 points; 14 x 15 points



12 bomb cards

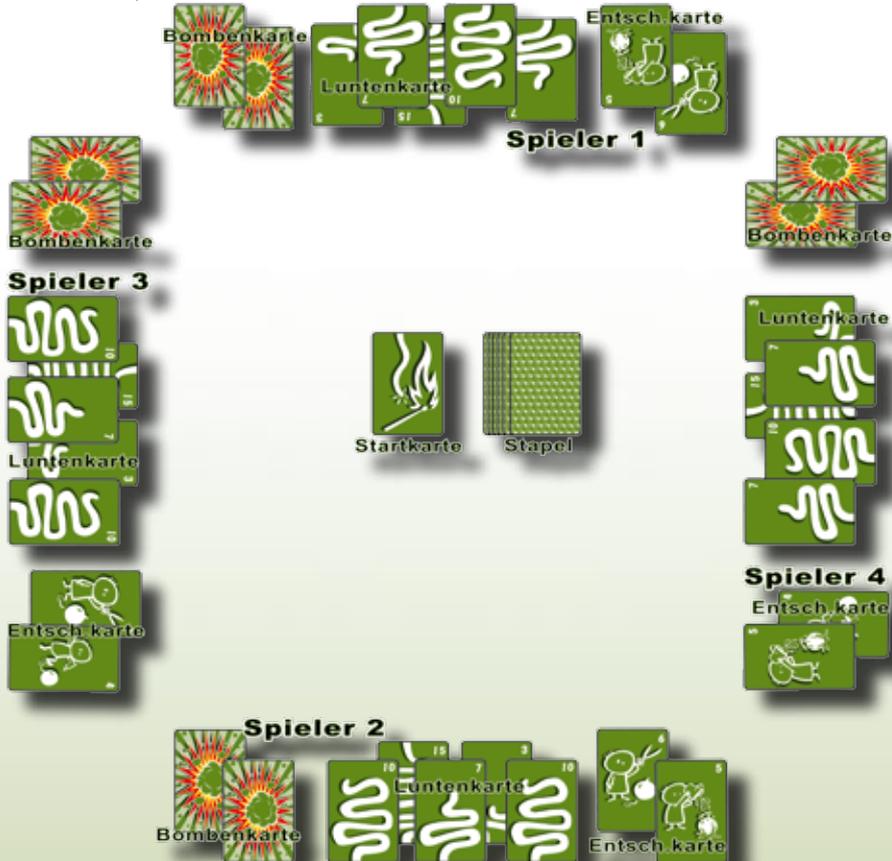
1 time bomb card

18 defuse cards: 6 x scissors, 6 x water bucket, 6 x boot



Preparation

The **match card** is placed in the middle of the table.



Each player receives 2 bomb cards, which he places in front of him face up. Remaining bomb cards will not be used – when playing with two players, each player receives 3 bomb cards.

The **fuse cards** are shuffled and then **5** of them given to each player face down. Also the **defuse cards** are shuffled and each player receives **2** cards face down.

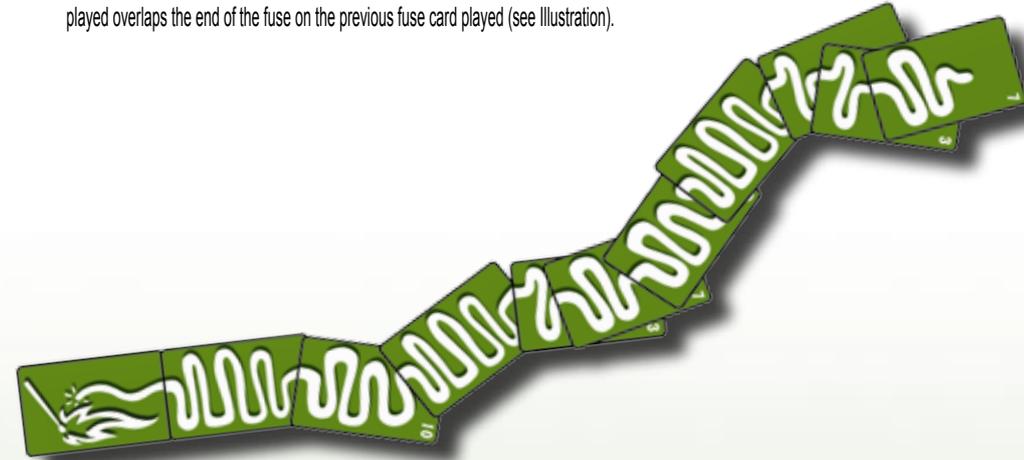
Now as many defuse cards as player take part are added to the deck of fuse cards and this deck then is shuffled. Excess defuse cards are not needed.

From this deck, **30 cards** are taken and the **time bomb card** is shuffled into these to form a deck which is placed **under** the remaining pile of fuse cards. The stack is to be placed somewhere on the table, away from the middle but accessible to all players.

The last person to have lit a match goes first.

How to Play

The starting player plays a fuse card from his hand onto the fuse on the match card; then the player to the left quickly (as Fuse is a fast game) adds another card, and so on, each player playing in succession. Cards must be placed so that the fuse end at the bottom of the card being played overlaps the end of the fuse on the previous fuse card played (see Illustration).



Since the point values are determined by the length of the fuse on each card, it is not necessary to position a card in such a way that the value on the previous card remains visible.

Each player draws a card from the deck immediately after he plays a fuse card. Each player has always 7 cards on his hand. In case a player after playing a card has forgotten to fill his hand again, he can do so anytime. At the end of the game, each player must have 7 cards on his hand or refill in that moment.

Play continues **until a player plays a bomb card or a defuse card**, or until the game-ending time bomb is drawn.



Bomb cards

When the players use one of your bomb cards, they throw it on top of the last fuse card; play is immediately suspended. The player **takes all the fuse cards (not the match card) as well as any defuse cards** lying next to the match card (see "Defuse Cards"). The cards received stay in front of the player for later scoring, turning the bomb card face down on top of the pile. Players should always be able to see how many bombs are left. When you play a bomb card, you do not draw another card. Then the next player (to your left) begins a new round by placing a fuse card on the match card.

