

FUSION

The lightning fast game!

Players: 2-4
Age: 6 and up
Time: 3-5 minutes



Setting up

Place the three instruction cards in the centre of the table, **face up**, with a distance of about 20 cm to each-other. Place one playing card right next to each of the instruction cards, **face up** - these are the three centre piles. Each instruction card indicates what you have to play next on this pile:

On top of pile **A** you have to play a card with the **same color or the same shape**.
On top of pile **B** you have to play a number **in ascending or descending order** (+1 or -1).

On top of pile **C** you have to play a card which is **completely different**: color and shape different, the number not the same and not one higher or lower.



pile A

The next card on pile **A** has to be a blue card or a card with a crown.



pile B

The next card on pile **B** has to be a card with a 4 or a 6.

The next card on pile **C** may not be purple and not be a sun. It may also not be a 4, a 3 or a 5 (for example a pink rabbit with a 1 or 2 or a green hand with a 6 is OK).



pile C

Playing the game

Shuffle the remaining 69 playing cards thoroughly and deal them equally to the players (when playing with 2 or 4 players there is one card left, which goes back into the box). Each player places his/her cards, **face down**, in front of him/her as a draw pile. One player gives a start signal and the game immediately begins.

Without taking turns, players race to play cards from their hand, face up, on either of the three center piles, according to the rules described above. Play, draw, play, draw, etc. **The first player completely out of cards wins.**

Gameplay Notes: You can play one card and draw one card. But you can also play two or three cards (one after the other!) and then draw two or three cards. You can have **no more than three cards** in your hand at a time! Of course it is allowed to jump from one centre pile to the other and to play a card here and there.

It goes without saying that players should try to play their cards honestly - Fusion is a game and not a cheating competition. If a mistake happens unintentionally, just keep going. Very rarely, you may find that neither of the players can play a card correctly. If this happens, the game is interrupted. Now everyone is allowed to play any **one card** to any of the piles (it does not need to be correct). After this the game immediately goes on as normal.

The inventor: Reinhard Staupe has published more than 100 games worldwide, among others the bestsellers "Blink", "Privacy", "Sherlock" and "Catch the Match". For further information please see: www.staue.com

The illustrator: Oliver Freudenreich has designed games for almost every great German and many international game companies, e.g. "Carcassonne - The city", "Halli-Galli" or "Don Quixote".

For further information please see: www.freudenreich-grafik.de

