

FUSE

A strategy game for 2 players by
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INTRODUCTION

In FUSE, players alternate turns entering their discs into the board, eventually pushing other discs along the way, with the goal of creating the biggest group of their colour.

FUSE is a derivative of Feed The Ducks by the same designer, that adds to the family of other 'push/attract games' such as Avverso (*Henrik Morast*) or Momentum (*Phil Leduc*). It also uses the piece-entering mechanism of games like 9tka (*Adam Katoza*).

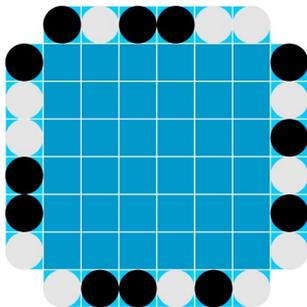
EQUIPMENT

12 'ice' discs, 12 black discs, board, carrying case, 2 small 'ice' discs and 2 small black discs (kings).

HOW TO PLAY (BASIC)

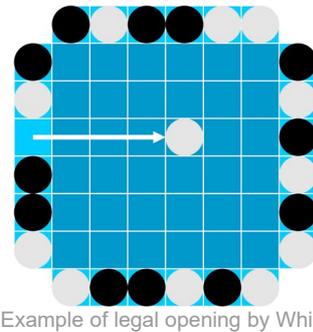
Each player has an allocated colour (White or Black).

Randomly place the 24 discs on the perimeter spaces so that no more than two discs of the same colour are placed consecutively (including corner turns). If players don't agree on the placement of the discs then the starting player places the discs and the second player swaps two of them.

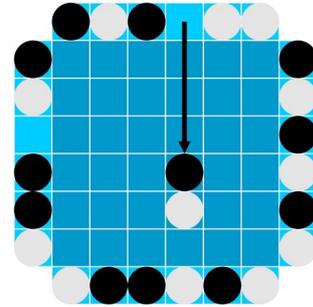


Starting with White, players alternate turns entering one of their perimetral discs into the 6x6 inner area of the board, according to these rules:

- It's mandatory to enter a disc if possible; otherwise the player must pass.
- The disc must be moved along the row or column it started on and as many spaces as desired so that:
 - One or more discs of any colour may be pushed forward as a result (but not mandatory).
 - All the already entered discs must remain inside the 6x6 area (this is, you can't make a move that pushes another disc out of the inner area).



Example of legal opening by White

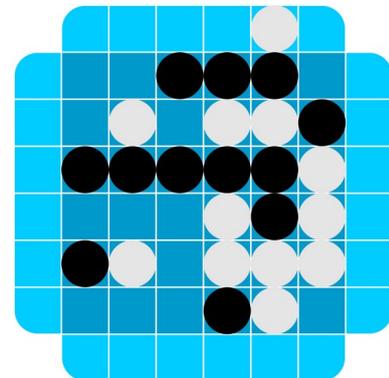


Example of legal reply by Black.
Notice how the white disc is pushed downwards.

GAME END

The game ends when both players pass in succession. The player with the largest group of orthogonally connected discs of her colour wins the game. In case of a tie, play again.

Being such a short game, I recommend playing best-of-3 or best-of-5.



Endgame example White wins 7-6.
Notice that one White disc has been left unplayed.

ADVANCED PLAY: OMEGA SCORING

In this variant, your score is calculated by multiplying the sizes of all the groups of your colour. In the previous example, White would score 14 points ($7 \times 2 \times 1 \times 1 \times 1$) and Black 18 points ($6 \times 3 \times 1 \times 1 \times 1$). This might sound complicated, but here is a tip: The closer the sizes are to 3, the higher the score (with the maximum being $3 \times 3 \times 3 \times 3 = 81$ points). It is the same scoring method as in the game OMEGA, by the same designer.

THE 'KINGS' GAME MODE

After the setup phase and before the game starts, agree on how many kings per player will be used (1 or 2). Decide which discs will act as kings and place a small disc of the same colour on each of them (the crown). The 'king' discs are worth 2 points instead of one.