



Fusion Factory

Welcome to Fusion Factory!

In the city of Fusionville, there are two big fusion factories. Do you want to know the secrets behind this energy source? There are only a few components important to this fusion: four specific elements and keeping just the right temperature. Easy right? Come on then, let's run a power plant! Ow... almost forgot, the city wants to partly change to a greener energy source and only one of you will keep on powering the city. Be sure YOU are the one whose flame keeps burning!

Preparation

Take a D20, use a score tracking app or use whatever you like to keep track of your temperature. Put your starting temperature at 10. Each player takes one deck from the box and separates the invention cards* (with black background) from the deck. Shuffle both piles. Reserve some space for a recycling bin (discard pile). Choose 2 out of the 3 research card piles and shuffle them together. These form the research pile for this game.

Each player may now draw 8 cards from their deck. The player with the highest phone battery life begins.

In a turn

1. Discard any number of cards and then draw the same amount of cards.
- 2a. Fuse (as often as you want).
- 2b. Play research cards.
3. Draw cards until you meet the hand limit.

The parts of phase 2 are not in order. You have to do at least one action from phase 1 or 2 in your turn.

How to fuse?

You play a set of four cards: one from every element.



Personium



Operatium



Numbium



Itemium

You can edit a player's temperature, get or destroy some research cards, or recycle a few elements. With Personium you get to choose which player is targeted. With Operatium you add a plus or a minus to the fusion. With Numbium you decide how much the what from Itemium will change.

The first editable Itemium part is temperature. With this card you edit the temperature of a player.

If a combination with the **research** cards is played, target player receives or destroys that many research cards. If you receive research cards, draw that many cards from the research pile and put them face down in front of you (you may see them). Those cards do not count towards your hand limit. You can play research cards from the turn after you received them onwards.



The last Itemium part is the **recycle bin**.

If your fusion consists of a plus and the recycling bin, the targeted player puts the number of cards from his hand into their discard pile and draws that many cards.

If minus is used, the player recycles cards of their choice from the discard pile and puts them in their hand.

When your deck is empty and you need to draw a card or need to do any other action with it, you need to shuffle your discard pile. This becomes your deck. When you do this, your temperature changes by 3 degrees Celsius to the least favorable side. However, if your temperature is currently 10 degrees Celsius, it doesn't change and stays 10.

Inventions



In a few expansions inventions are used. Inventions are the six cards you separated from the rest in the setup. If a research card causes to add invention cards, put that many inventions from the invention pile into your discard pile. If you need to destroy them, reveal that many cards from the top of your deck and shuffle them through the invention pile.



Personium joker



Operatium joker



Numbium joker



Itemium joker



Multi joker



X2

For each element a joker is included. When you play a joker card you choose a variant of the corresponding element.

When playing the **Multi joker** you choose one variant out of all elements. This joker represents that card in this fusion.

The **X2** needs to be played as fifth card in the fusion. The fusion will take place twice.

How do you win?

Fusion can only take place between 1 and 19 degrees Celsius. If the temperature reaches or drops below 0 degrees, the elements will get too cold and will not be usable anymore. If the temperature reaches or exceeds 20 degrees, the reactor will overheat, and it will probably lead to a(n) nice explosion... When one of those scenarios takes place, the other player wins the game! You can also win the game by taking the last card from the invention pile.

* Invention cards are only used if the right expansions are used. Please see the expansion section for more information.

Symbols

Personium (Which player)



3x Active



3x Other

Operatium (Which operator)



3x Plus



3x Minus

Numbium (How much)



2x One



2x Two



2x Three

Itemium (What)



2x

Temperature



2x

Research



2x Recycling
bin

The slow tools research expansion



10x Invention



5x
Acid



5x Recycle
research

These cards have a onetime effect.

The **Invention** adds one invention.

The **Acid** destroys one research card. The chosen card may be face up or face down.

The **Recycle research** puts a card of your choice from the research discard in front of you.

The pinned research expansion



8x Shield



4x Free
recycling



4x Hand limit
+1



4x Hand limit
-1

These are pinned research cards, which means that they stay in play until destroyed. You can play them on the player you want.

The **Shield** protects you from the first temperature change. This also counts if you modify your own temperature or if you need to shuffle. Put the shield in the research discard pile when destroyed.

The **Free recycling** card gives you free shuffles as long as it is in play, but only when needed! Put this card on the research discard pile after use.

Hand limit + and - give you an instant increase or decrease of your hand limit. So immediately draw or discard a card when this card comes in play or leaves play.

The supplement research expansion



5x
All



5x Plus or
minus



5x
Four



5x Invention

These cards need to be put on another card of the same element while fusing. Discard the card after playing it.

The **All** card replaces the player used in the fusion with all players.

The **Plus or minus** card replaces the operator with an operator of choice.

The **Four** card replaces the number with the number 4.

The **Invention** card replaces the 'what' in a fusion with adding(+) or destroying(-) that many invention cards.

Keep a cool head!
But not too cool...