manual

FINAL FUSION

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THE AIM OF THE GAME

In "Final Fusion" each player leads an alliance of two cosmic factions. Each faction contributes their Fleet (miniature, that moves around the board) and 4 cards (that are mixed together to form a starting deck).

Each player in order to win needs to perform a special action called "Final Fusion". This action is very difficult at first, but gets easier with every Void Particle (VP) a player obtains.

The Void Particles can be Extracted from locations on the board and by advancing on Domination (attacking other players) and Colonization (leaving population on locations) Tracks.

COMPONENTS

BOARDS AND TILES

Tech Market Board

4 Player Boards

12 Location Tiles (doublesided)

Battle Board

MINIATURES

8 Fleet Miniatures

8 Miniatures Base Rings

TOKENS AND CUBES

25 Science Tokens

7 Black Holes Tokens

15 Void Particle Tokens

1 Final Fusion Token

80 Cubes (20 for each player)

CARDS

32 Faction Command Cards 63x88mm
(4 per Faction)

42 Tech Command Cards 63x88mm
(2 copies of each unique Tech)

8 Fleet Cards 90x130mm

21 Commercial and 21 Military
Traits Cards 68x44

Game Mode Card

4 Rules Summary Cards 90x130mm

FACTIONS

BLACK KNIGHTS 🌀

Black Knights have cards that move their Fleets safely through Black Holes and gain extra ⊕ based on Black Holes around them.

COWBOTS ❄

Cowbots have cards that generate additional 🧪 and have cards that help them turning the 🧪 into ⊕.

CHESSTAURS ♛

Chesstaurs have card that obtain and exploit information about the 🃏 on opponents hands.

CRABPEOPLE 🦀

Crabpeople have cards that get ⊕ bonuses when defending.

DINOSAURS 🦕

Dinosaurs have cards that get ⊕ bonuses when attacking.

VIKINGS 🔨

Vikings have cards that get ⊕ bonuses for playing their cards face-up.

OBSERVERS 👁

Observers have cards that can lookat opponents Tactic 🧠 and play 🧠 accordingly.

PORTALERS 🌀

Portalers have cards that can teleport themselves and their opponents around the board.

SETUP

Note: for your first game we recommend:
a Short game on the A (simple) side of the
Location Tiles.

1. Pick a gameplay mode you want to play:
   Long or Short game. Set a Gameplay Mode
   Card to the proper side and place Final
   Fusion Token on it.

2. Set up Locations according to the Setup
   Pattern. Pick A (simple) or B (complex) side
   for all locations. Place one VP token on each
   location.

3. Each player picks a color and takes
   components of that color: Player Board,
   Miniature Rings and cubes.

4. Each player draws 2 Faction Big cards.
   Set them side by side below the Players
   Board. Then takes respective components: a
   miniature and Faction Starting Cards. Mount
   your miniatures on Rings of your color and
   place 3 cubes of your color in the tray of
   each ring. Shuffle Faction Starting cards
   together.

5. Pick the First player. The other players get
   extra Science Tokens in clockwise order:
   Second player takes 1 Science Token, Third
   player takes 2 Science Tokens, Fourth 3
   Science Tokens.

6. Each Player draw 3 cards from their piles.

7. Each player places their Fleet on starting
   locations according to the Setup Pattern.

2 PLAYERS - SETUP

3 PLAYERS - SETUP

4 PLAYERS - SETUP
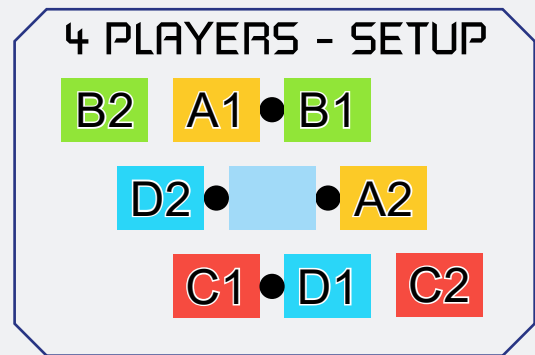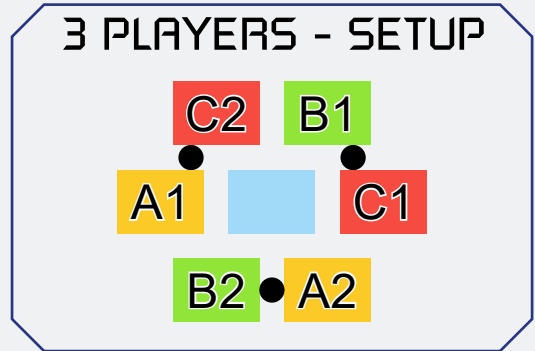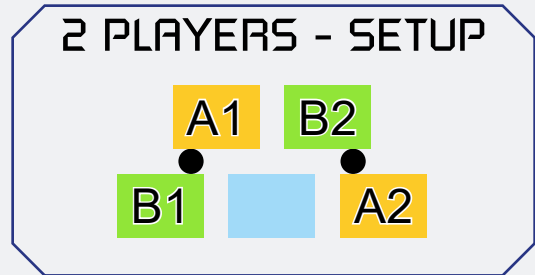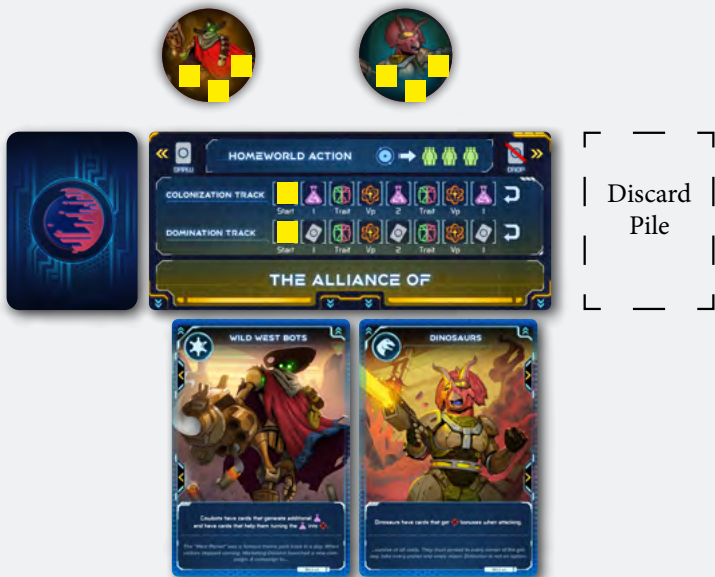
ADVANCED SETUP VARIANT:

Instead of point "7" of setup do the following:

Starting with the first player and going clockwise
around the table, each player places one of his
Fleets on any free location on the board. Then,
starting with the last player and in reverse order,
each puts his other Fleet on an empty location
on the board.

| Discard Pile |

HOMEWORLD ACTION

COLONIZATION TRACK

DOMINATION TRACK

THE ALLIANCE OF

WILD WEST BOTS

DINOSAURS

3rd Player

1st Player

2nd Player

BASIC CONCEPTS

ARMIES

Each Fleet can carry up to 5 🟢 represented by the cubes on the miniatures tray.

Each 🟢 adds +1 ⊕ to its Fleet strength. If a fleet ever has 0 🟢 it must be instantly moved to it's Homeworld, unless it's performing Extraction or Final Fusion.

SCIENCE

Science is used to buy the Tech cards ⚙ from the market. The cost is written on each tech card. Bought cards are placed in the player's hand.

At the end of a turn, the player discards Science Tokens 🧪 to have a maximum of 5.

COMMAND CARDS

Command Cards (both Faction and Tech) are mostly used during the combat to add Military power ⊕, but may have also a number of different, strategic uses.

Players draw cards from their own decks. If a player runs out of cards and needs to draw, he shuffles his discard pile to form a new draw pile.

At the end of a turn, the player discards cards to meet the hand limit (5 by default).

MILITARY POWER

Is a sum of many sources that contribute to Fleet's total strength: Population, Allies, Tactic card, Planning or Support cards, Traits, Location rules…

Player needs ⊕ to colonize planets and win battles with other Fleets.

VOID PARTICLES

Each ⚛ adds some ⊕ during a Final Fusion attempt. The value of extra ⊕ is set by the Gameplay Mode Card.

HOMEWORLD

It is a special Location near Player Board, available only by this Player's Fleets. Both Player's Fleets may be present in Homeworld at the same time.

A Fleet may Retreat to Homeworld after a lost battle. A Fleet with 0 🟢 is automatically forced to go to Homeworld unless it is Extracting ⚛ or performing Final Fusion 📧.

While in Homeworld a Fleet may Use Location action to regain 3 🟢 (as depicted on the Player Board) or Mobilize. A fleet cannot initiate Final Fusion while in Homeworld.

Homeworld is not considered adjacent to any other location. A Fleet can leave Homeworld by Space Jump, but not by Move action.

TRACK ADVANCEMENT

Each player board has Colonization and Domination tracks.

Colonization track advances when a player establishes their first colony on a Location.

Domination track advances when a player wins the battle as the attacker.

When a player advances a track they collect a reward depicted on the spot.

TRAITS

Traits are special abilities that permanently upgrade a Fleet. Traits can be obtained by advancing the tracks.

When receiving a trait player takes one Military Trait and one Commerce Trait then picks one to put beside one of his fleets. From now on this Fleet benefits from the ability written on Trait Card. A fleet can have only up to two Traits.

PLAYERS TURN

Game is played in turns. Each turn player perform these steps:

1. **Pick First Fleet**

    a. Perform 2 diffrent 🔵 actions

2. **Take Second Fleet**

    a. Perform 2 diffrent 🔵 actions

3. **End Turn**

    a. Discard to 5 ⬜ cards
    b. Reduce Science ⚗ to 5
    c. Restock Tech ⚙ Cards

Players may perform any number Free Actions 🔵 at any point in between his actions.

ACTIONS 🔵

A fleet cannot perform the same Action in one turn.

Move

A Fleet moves from one location to a neighboring location. Moving through Black Holes requires paying an extra cost of losing 1 🟢.

Attack: If a Fleet moves to a location occupied by opponent's Fleet, a battle is initiated immediately. (See Battle on page 10)

Swap: If a player wants to move to an adjacent location occupied by his other Fleet, he can make his Fleets swap places (this requires only 1 action of one of the Fleets).

Space Jump (Cost 2 🔵)

A Fleet moves from one location (or Homeworld) to any location. It may attack or swap.

Use Location

Use the ability marked with 🔵 on the location the Fleet occupies. Note that Homeworld also has its own specific Use Location action.

Mobilize

Fleet generates 1 🟢 OR 1 ⚗ OR 1 ⬜.

Colonization

All locations have spots for colonization. A player needs to have at least as much 🔴 as the lowest requirement on the spot he wants to colonize. Player counts his 🟢 and may contribute 1 ⬜ (!) to add it's Base Military Power. If the requirement is met, put 1 🟢 from the Fleet on the Colonization spot. If this is the first colony that player puts on target planet, move once on the Colonization track.

Start Extraction ⚙ or Final Fusion 🟡

Extraction ⚙: Player moves the VP token from the location to the Fleet to mark the attempted Extraction. If the Extraction is not stopped until the beginning of this Fleet's next turn, the player obtains the VP token.

Final Fusion 🟡: Player puts Final Fusion Token next to the Fleet to mark the attempted Final Fusion. During Final Fusion attempt this Fleet receives combat modifiers based on the number of ⚙ the player has. If the Final Fusion is not stopped until the beginning of this Fleets next turn, the player **WINS THE GAME.**

Play a 🔵 Card

Cards with 🔵 can be played as an Action.

FREE ACTIONS 🔵

Players may perform any number Free Actions at any point in between his actions. Free actions cannot be performed during battles.

Buy technology

Player picks a technology card from the market, pays its ⚗ cost and adds it to the hand.

Play a 🔵 Card

Cards with 🔵 can be played as a Free Action.

BATTLES

The Fleet that moved to a location occupied by another player's Fleet is the Attacker. The fleet that was occupying the location is the Defender.

Both sides try to get higher total ✠ (Military Power) than the opponent. The ✠ is the sum of:

- Population 👾
- Allies
- Colonies
- Commands Cards played as:
  » Tactic Card
  » Planning Cards
  » Support Cards
- Traits
- Location Abilities

Before the fight Attacker and Defender mark their ✠ based on their 👾 on the Battle Board.

Each Battle has 6 simple steps. Attacker is expected to do each step first, but Defender can go first, if she wants to.

1. ALLIES AND COLONIES

Allies

For each fleet on a neighboring location, its owner must decide which side he allies with. Each allied Fleet grants +1 ✠ bonus to that side. A player might decide not to ally with either side. Fleets can ally across the Black Holes without losing population.

Colonies

Owner of each colony on the location, must decide which side he allies with. Each colony grants +1 ✠ bonus to that side. Owners may decide not to ally with either side.

2. TACTIC CARDS

Players pick a card from their hands to play FACE-DOWN as a Tactic Card for the battle. "Base Military Power" and the "Ability as Tactic Card" will be applied to this Battle.

No cards? If a player does not have any cards, he draws a card from the draw pile, takes a look at the card, then puts it down as a Tactic Card.

3. PLANNING 🧠

Players may play FACE-UP any number of cards with 🧠 from their hand. This Step continues until both players say they don't want to play any more Planning cards.

4. REVEAL

Tactic Cards are turned face-up.

5. SUPPORT 👁

Players may play FACE-UP any number of cards with 👁 from their hand. This Step continues until both players say they don't want to play any more Support cards.

6. OUTCOME

Player with higher total ✦ is considered to achieve Victory, the opponent suffered a Defeat. In case of a tie Victory goes to the attacker. Both players discard all cards used in the battle. Then they proceed to apply the consequences based on their result.

Retreat: When retreating, Players decide to either move to a neighboring empty location or move his Fleet to Homeworld.

WINNING THE GAME

To win the game a player needs to initiate a Final Fusion action with their Fleet.

If that fleet remains undefeated until their next turn, that player wins the game.

During the Final Fusion attempts defending Fleet receives bonuses to ✦ based on the 🛡 according to the Game Mode Card.

If a player should lose a battle during their Final Fusion attempt, the attacker steals 1 🛡 and may immediately initiate his own Final Fusion.

Example

Player with 0 🛡 in Short Game will have -5✦ during Final Fusion, but with 3🛡 this bonus would be a whoopping +10✦

ATTACKER	
Victory	Defeat
• Activates: "On victory" abilities • Moves on Domination Track • Stays in the location • On 📀: Steal 🛡 and may start 📀	• Activates: "On defeat" abilities • Loses 1 👥 • Draws 1 ⚪ • Retreats

DEFENDER	
Victory	Defeat
• Activates: "On victory" abilities • Draws 1 ⚪ • Stays in the location	• Activates: "On defeat" abilities • Loses 1 👥 • Draws 2 ⚪ • Stops Extraction and Final Fusion • Retreats