

Re-Fused

Re-Fused is a fast paced set collection game that is fun for anyone over 5, but don't let that fool you, there's enough strategy in this 20-30 minute game to create family divides!

Contents:

The contents are simple, a deck of card and four tokens to indicate double point cards for each player.

Setup:

Shuffle the deck then place it in a common area on the play surface. Hand each player a token.

Turns:

The player wearing the most colors goes first.

At the beginning of a turn, the player will select a pile, discard or draw, and pull cards until they have five in their hand or the pile is depleted. Do not pull from another pile, play shorthanded this round if there are not enough cards in the selected pile.

Perform all legal actions that you would like.

Legal actions include: laying image cards onto your play area, collecting completed images, discarding cards from your play area, playing action cards, and discarding a card from your hand to end your turn.

There is no limit to the number of cards played or discarded as long as you have one card from your hand to discard and you have no more than five images in your play area.

If you drew the last cards from the draw pile, shuffle the discard pile (after you discard) and place the cards face down to reset the draw pile.

Play continues clockwise. If there are only two players, play may continue counterclockwise if both players agree to it.

Image cards don't need to connect, you can lay the set in any order.

Objective:

You are trying to collect as many full image sets as you can.

The first player to 15 points wins.

Points:

Each card in a set collected from the play area is worth one point.

Each card in a set collected directly from your hand is worth two points. You can use the token to mark the double point cards as you collect them.

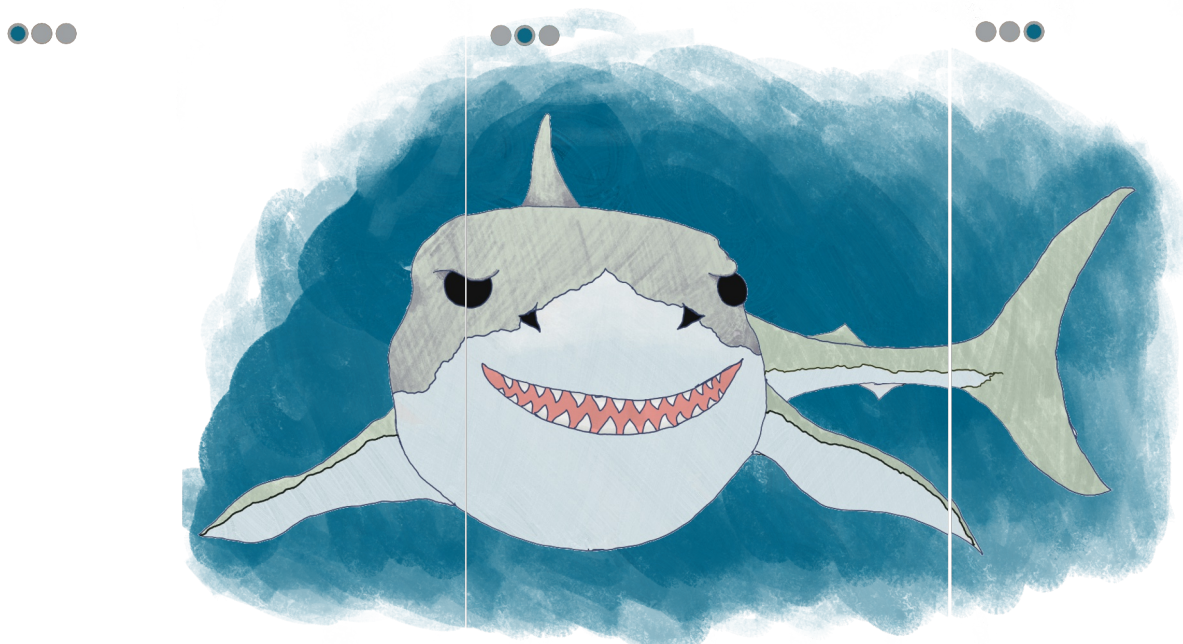
Play area:

The area in front of each player is their play area. Each player is allowed to work on up to five images at a time.

The cards:

Image cards each have a portion of an image as well as indicator dots to help players identify the set.

Below you see the images from three different cards that make up the image of a shark. On each card you see three horizontal dots indicating the direction of the set. There is a different colored dot indicating the position of the card in the set.



Action Cards:

There are three action cards that you may run into.

Relocate: Move any two image cards in the play area of any player, this means you can steal cards.

Reduce: Discard two cards from the play area in front of any player, you don't get these cards, but neither does your opponent; unless they're drawing next.

Refuse: By far the most complicated card in the game. Place it on an image to lock it down for one turn. This means the cards in the image can't move and the owner of the image can't add to or collect it. Whomever plays this card, must remember to pick it up during their next turn or it becomes free game; any player who catches this mistake can use the card on another image until their next turn (They can do this anytime after the mistake is made).