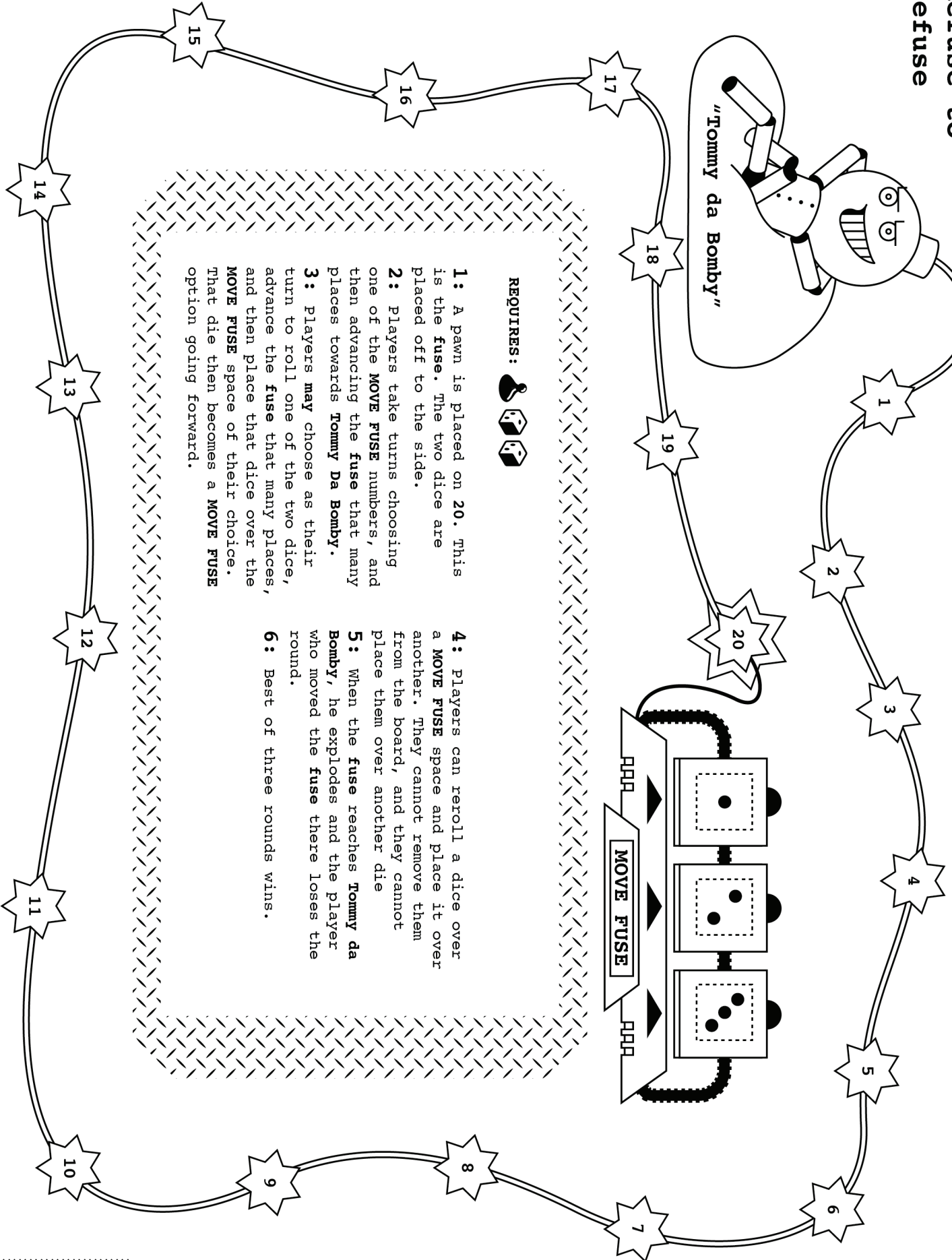
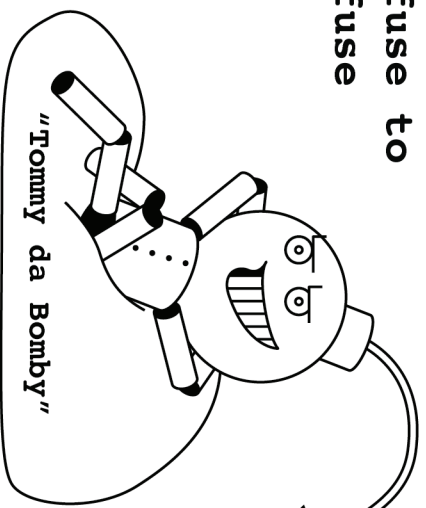


Refuse to Defuse



REQUIRES:   

- 1:** A pawn is placed on **20**. This is the **fuse**. The two dice are placed off to the side.
- 2:** Players take turns choosing one of the **MOVE FUSE** numbers, and then advancing the **fuse** that many places towards **Tommy Da Bomby**.
- 3:** Players may choose as their turn to roll one of the two dice, advance the **fuse** that many places, and then place that dice over the **MOVE FUSE** space of their choice. That die then becomes a **MOVE FUSE** option going forward.
- 4:** Players can reroll a dice over a **MOVE FUSE** space and place it over another. They cannot remove them from the board, and they cannot place them over another die.
- 5:** When the **fuse** reaches **Tommy da Bomby**, he explodes and the player who moved the **fuse** there loses the round.
- 6:** Best of three rounds wins.