DeFuZion! Wild Dice

Good luck, have fun... DON'T EXPLODE!

DUMBOTRON GAMES
Sell Sheet / Media Kit
Kickstarter: April 2027

2 to 6 players | **15 minutes** | **Ages 10+** | **Push-your-luck dice game**



The real prototype, mid-turn. Photos by Dumbotron Games, Oct 2026.

Math with explosives

A row of cards stares you down. You roll five dice plus the Wild Die, reroll what you dare, then match dice to cards. Scoring is pure absolute value: your damage is the distance between the card and the die. Close counts, but close still burns. Bomb cards are crueler. Match the number exactly or eat 40 damage. And the player holding the Bomb Token gets to sabotage your turn by turning one of your cards into a bomb.

How a turn works

- **Sabotage window:** before you roll, the Bomb Token holder may slap it on one of your non-bomb cards. That card is a bomb for your turn only.
- **Roll and reroll:** roll all five standard dice plus the Wild Die. The Wild Die is never rerolled, and its face can nudge a die, grant a reroll, steal the Bomb Token, or cost you a die.
- **Match and stack:** place one die per card, or stack dice on a card so their values add up. Uncovered cards deal damage as if matched to a 0.
- **Survive:** your FuZe is your life. Everyone starts at 100. Drop below 0 and you explode. Finish the round and the highest FuZe wins.

In the box

- 40 Number Cards
- 10 Bomb Cards
- Bomb Token + 4 Markers
- 5 Standard Dice (red)
- 1 Wild Die (yellow)







Play the private Alpha on Board Game Arena - dumbotrongames.com/defuzion



Everything in the box, laid out.

At a glance

Publisher	Dumbotron Games (Malvern, PA)
Designer	Kevin Bonanno
Artist	Giovanni
Players	2 to 6
Time / Ages	15 minutes / 10+
Kickstarter	April 2027
Website	dumbotrongames.com/defuzion
Play it now	Private Alpha on Board Game Arena. Send your BGA username for an invite.
BoardGameGeek	boardgamegeek.com/boardgame/463962
Press contact	Kevin Bonanno kevin@dumbotrongames.com

Review and preview copies

A run of 20 finished prototypes is being made for reviewers, creators, and demo use ahead of the Kickstarter. Paid preview anchors and gifted reviewer copies ship in early 2027, with short form creator copies timed to the launch window. If you cover small box or dice games and want on the list, email Kevin with your channel, your usual format, and whether you need a physical copy. Please do not wait for a copy to talk about the game: the Alpha on Board Game Arena is playable right now, and these photos are cleared for use in coverage of DeFuZion! Wild Dice with credit to Dumbotron Games.

About the designer

Hi, I'm Kevin. Dumbotron Games is me. One guy, one desk in Malvern, Pennsylvania, and a shelf full of board games I definitely did not need to buy. I have served in the Air National Guard for 24 years, and I have been playing board games for just about as long. A while back I had an idea for a dice game about not exploding, so I built a rough copy and started putting it in front of anyone who would sit down with me. My friend Stan helped me sharpen the rules, took it to his game groups, and came back saying he could not stop thinking about it. That is when I figured this might actually be something.



