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+** | **$19.99 MSRP** | **Push-your-luck dice game**



Final production card art. Art by Giovanni, finalized November 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 total of the dice on it. Close counts, but close still burns. Bomb cards are crueler: match the exact total or eat 40 damage. It may look like luck, but the wins live in the decisions: which bombs to settle first, when to spend a reroll, where to stack your dice, and when to fire the Wild Die. 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; you get two rerolls and may keep dice between them. The Wild Die is never rerolled. Its plus-or-minus modifier is mandatory on exactly one standard die, and it can supercharge a bomb die; its other faces can 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. Every die must be assigned to a card. Uncovered cards deal damage as if matched to a 0.
- **Fuzed Rule:** if a Bomb Card is in the row, every number card with the same number becomes a bomb too, marked with a Bomb Marker, up to a maximum of 4 markers.
- **Survive:** your FuZe is your life. Everyone starts at 100. Drop below 0 and you explode. Finish the round, and the highest FuZe wins. You do not need to survive to win.

In the box

- 50 cards (40 Number Cards and 10 Bomb Cards)
- 5 standard dice
- 1 custom Wild Die
- 1 Bomb Token
- 4 Bomb Markers
- Rulebook







Play it now - dumbotrongames.com/defuzion

Board Game Arena: playable in Private Alpha, with designer tables running. Send your BGA username for an invite.
Tabletopia (private, not in the public catalog; ask Kevin for access): tabletopia.com/workshop/games/defuzion-wild-dice
Screentop (browser play, no install): screentop.gg/@DumbotronGames/defuzion-dice - Tabletop Simulator (Steam Workshop, unlisted): steamcommunity.com/sharedfiles/filedetails/?id=3841572596



The finished box back.



At a glance

Publisher	Dumbotron Games (Malvern, PA)
Designer	Kevin Bonanno
Artist	Giovanni
Players	2 to 6
Time / Ages	15 minutes / 10+
MSRP	$19.99
Kickstarter	April 2027, $15,000 goal, pre-launch page live now. Follow the project: https://www.kickstarter.com/projects/dumbotrongames/defuzion-wild-dice
Estimated delivery	February 2028
Website	dumbotrongames.com/defuzion
Play it now	Online on Board Game Arena, Tabletopia, Screentop, and Tabletop Simulator. Full play links are on page 1.
BoardGameGeek	boardgamegeek.com/boardgame/463962
Press contact	Kevin Bonanno kevin@dumbotrongames.com

Review and preview copies

Twenty finished demo copies are in production right now for reviewers, creators, and demo use ahead of the Kickstarter, including demo tables at PAX Unplugged in December. 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 game is playable online right now (see Play it now, on page 1), designer tables are running, and the art in this kit is cleared for use in coverage of DeFuZion! Wild Dice with credit to Dumbotron Games.

Kickstarter, April 2027

DeFuZion! Wild Dice launches on Kickstarter in April 2027, self-published by Dumbotron Games, with a $15,000 funding goal and estimated delivery in February 2028. The pre-launch page is live now at the link above.

Tiers:

- $1 Supporter
- $20 Base Game
- $29 Deluxe (the Base Game plus the premium metal Bomb Token)
- $38 Two Copies
- $49 Deluxe Black and Gold Edition (alternate art box, black and gold variant Bomb Token, and black and gold playmat)

Add-ons: the premium Bomb Token at $10, and the black and gold playmat at $20.
Join the launch list before launch day and back at the Base tier or higher, and the DeFuZion playmat goes in your parcel free. The free playmat is for launch list backers and is part of the launch list offer.

About the designer

Hi, I'm Kevin. I founded Dumbotron Games in Malvern, Pennsylvania. Dumbotron Games is a board game publisher and production company that supports game creators, not only its own games. The brand line says it plainly: Games with personality. If it is fun, we will play it and make it.

I have served in the Air National Guard for 24 years, and I have been playing board games for just about as long. DeFuZion! Wild Dice is my first game: 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.

DeFuZion! Wild Dice comes to Kickstarter in April 2027: 2 to 6 players, about 15 minutes, ages 10 and up. Want to follow along? Join the launch list, and if you need anything else, let me know.

Kevin Bonanno
Founder, Dumbotron Games