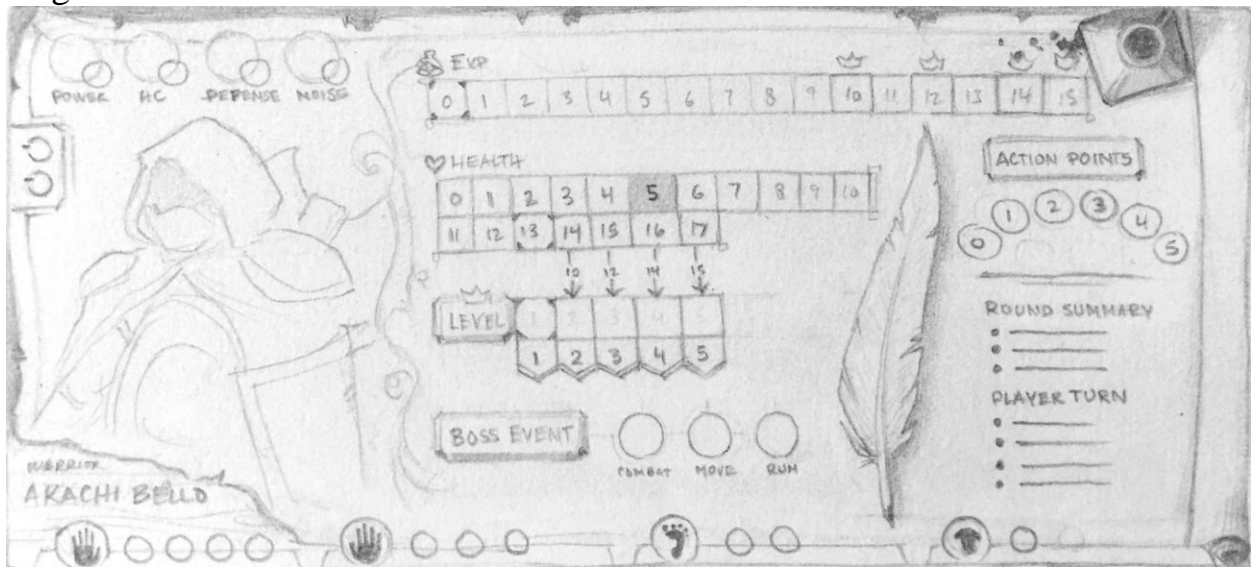


Dungeons of Infinity (April 2017!)

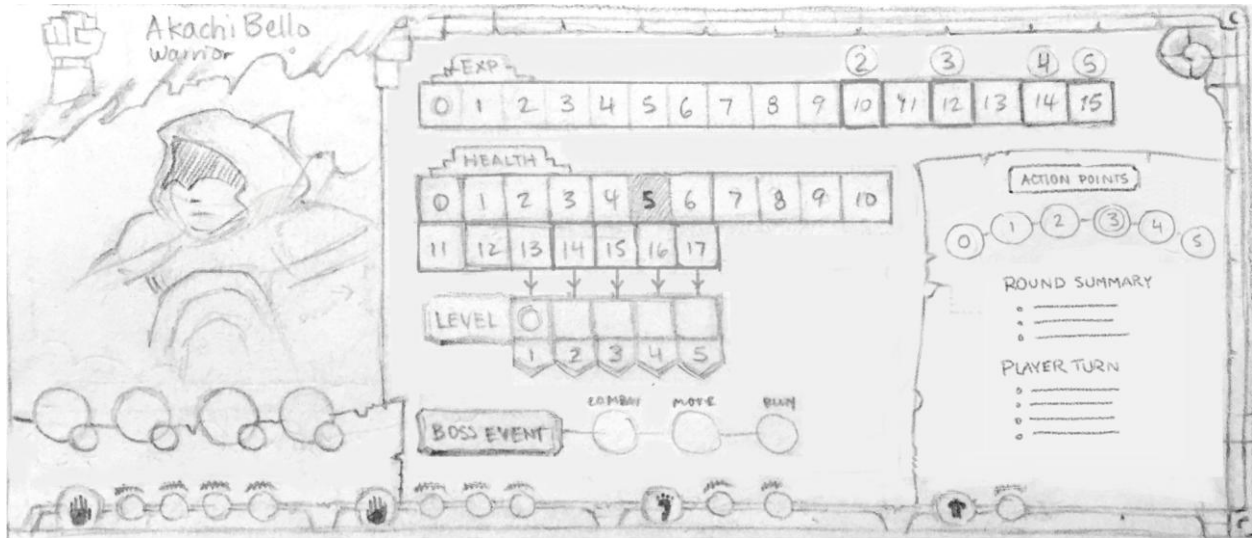
Hello and welcome to the April 2017 update of Dungeons of Infinity.

I met with Jeremy and David of Man vs. Meeples on March 24th. I'd have to say things did not start out that well. They told me the graphic design was enough to cause them to not play the game. Then they told me that they did not usually like Dungeon Crawl games with dice. (They are Euro gamers) So with that grand beginning we began to play the game. Five hours later they were talking about how much they liked the game and how they wanted to game to be shown in the best light possible. Could I get some final graphic design to show off when we did record?

Long story short the answer is yes I can get some final graphic design to show off. Corry and I have been working on that and here are some designs in rough format. I'm excited!



One thing I'd like to point out is the Action Points are going to be set up in such a way that you can keep track of how many you have left each turn. Just move a cube from 3 to 0 in the case of the warrior.



The good news is the Kick Starter will have some final graphic design to show off. The bad news is that this does delay the Kickstarter.

Here is a link to a new review and give a way. Yes, not only can you win a copy of the prototype from me, but you can also win one in the next couple weeks from Gamer Node. Go to their web site, check out the review and enter the contest.

<http://www.gamernode.com/doi/>

It's getting much closer!

Keep searching!

Jack Spoerner

Check out our web site for past Newsletters.

www.infinityandmore.net