

DUNGEONS OF INFINITY

QUICK START GUIDE

READ ME FIRST!

The purpose of the Quick Start Guide is to quickly teach new players how to play Dungeons of Infinity. We recommend you read this booklet in its entirety and play along with the examples. The intent of this booklet is to teach the game quickly, so it is by no means comprehensive. Look to the Reference Guide for a detailed explanation of each rule, especially where we have referenced it specifically. Any terms that are in bold are detailed further in the Reference Guide in alphabetical order.

GAME SETUP



Find the following decks of cards, separate, shuffle, and place them facedown on the table as outlined above.

1. Risk Cards: Body, Chest, Debris, and Mist.
2. Store cards: Item and Equipment (Deal six **ITEM** cards and four **EQUIPMENT** cards face up.)
3. Minion, Sentinel, and Dungeon Lord cards.
4. Reward Cards.
5. Lord Event Cards.
6. Tile Content Chart.
7. Dungeon Tiles.
8. Tokens.
9. Threat Meter and 1 cube. (Place the cube on 14. There are two Heroes in this walkthrough.)
10. Akachi Bello and Cephrenrene Leigh Iaomai each have four starting **ABILITY CARDS**. (The backs of these cards match the Hero's image.)

SET UP THE HEROES



Each Hero gets 3 coins. Take the Hero board and ability cards for Akachi and Cephenrene.



Set the sliders on Akachi's hero board to point at the circled value for Health (13), Level (1), Experience (0), Power (5), Defense (5), and Action Points (3).

Then set the sliders on Cephenrene's hero board to point at the circled value for Health (15), Level (1), Experience (0), Power (3), Defense (3), and Action Points (4).

Akachi Bello and Cephenrene Leigh Iaomai each have four starting **ABILITY CARDS**. (The card backs match the Heroes depicted.) The starting abilities have a Level 1 in the top right corner on the green banner. Pull out these cards for each Hero and set the remainder to the side or under the **HERO BOARD**.



Place the Starter tile on the table. You may lay tiles above (North), left (West), and right (East) of the starter tile, but never below.

You are now ready to begin the first scenario, the Coin Quest. The goal is to get in the dungeon and find loot.



INITIATIVE

Each player rolls a D20 to see who goes first. Players take their turns in order from lowest roll to highest roll number, just like counting up. Turn order changes every Round.

The player playing Cephenrene rolled a 20. The player playing Akachi rolled a 2, so Akachi will go first.

Turn order advances in counting order from lowest roll to highest roll. (The player who rolls the lowest **INITIATIVE** may choose to go last. All other players move up 1 slot in turn order. Only the player who rolled lowest may decide to go last.)

You may interact with the **MERCHANT** for free on your first turn. Afterward, it will cost 2 **ACTION POINTS** to interact with the Merchant.



Akachi goes first and takes **PLAYER ORDER MARKER** number 1 and Cephenrene takes the number 2 Player Order Marker. Place both Akachi and Cephenrene on the starter tile.

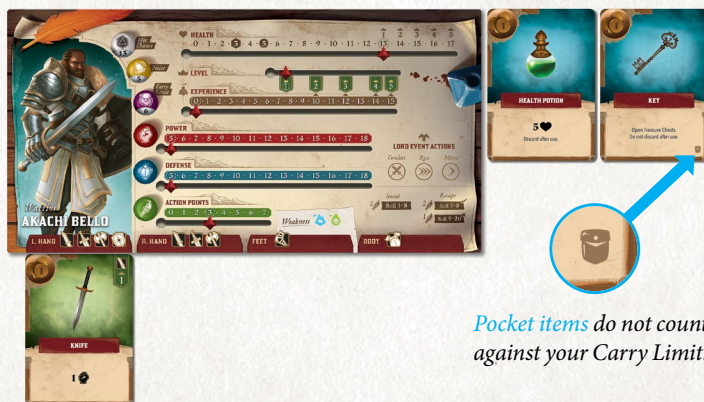


AKACHI TURN

The first order of business is to purchase available **ITEMS** from the **MERCHANT** with your three coins. The first row seen below are the 6 Store Item Cards and the next are the 4 Store Equipment Cards.



Akachi is going to buy the Key, the Health Potion, and the Knife. That will cost him all three of his coins.



Equipped items do not count against your Carry Limit.

Equip the knife by placing it in the left or right hand (in the indicated space on the bottom of the Hero Board). Make sure your Hero has a matching icon on their inventory slot when **EQUIPPING ITEMS**. If a hero does not have the icon for an item, they cannot equip it in that equipment slot. It costs 0 **ACTION POINTS** to equip items on your first turn, and 1 Action Point (AP) each turn afterward.

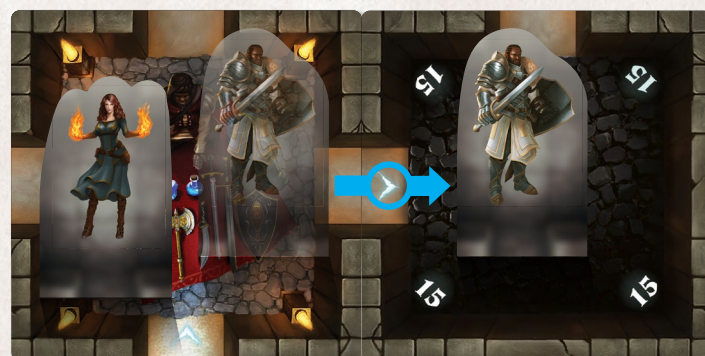
The knife adds 1 to Akachi's Power, so move the Power slider on his board up to 6. Whenever you equip items, you can keep track of the addition with the sliders. That will make calculating **DAMAGE** much more manageable.

While the Warrior is completing his purchases, the **MERCHANT** sends a runner to refresh his stock. (Draw up new **EQUIPMENT** and **ITEM** cards and place them face up in their rows.) For this example, add the Sandals of Insanity to the Equipment row, and the Scroll of Teleportation and Backpack to the Items row. These will be available to the next player at the end of Akachi's turn.



The Warrior now has three Action Points (3AP) that he can spend on his **TURN**.

He decides to go east from the **STARTER TILE** and draws a **DUNGEON TILE**. He draws tile 15. Place the tile in such a way that the Hero must cross the blue arrow on the new tile as he passes into the room.



STANDARD	
Tile Number	Risk Card
1-6	Debris
7-12	Body
13-19	Mist
20-25	Chest

The number 15 on the corners of the room indicate what dangers your Hero may be facing. Check the **ROOM CONTENT CHART** card to see that this room has a floor covered in **MIST**.

Your Hero is now standing in the next dungeon room. Draw a **Mist RISK CARD** next to see what danger you face in this room. See the Reference Guide for more detailed information on **RISK** Cards.



The card drawn from the Mist deck states that we need to draw $\#H + 1$ **Minions**. The $\#H$ stands for the number of Heroes in the dungeon. In this case, there are two. You are to add 1 to this number, so $2 + 1$ is 3, meaning that you are to draw three **Minion Cards** from the Enemy deck. This could have been much worse. Here are the three enemies that were drawn for this example. See **ENEMY CARDS** in the Reference Guide for complete details on the **Minion cards**.



The three **Enemy Cards** are placed left to right in front of the Warrior's **Hero Card** as they are drawn from the deck, as shown in the next example. You will also draw a card from the **REWARD** deck and place it face down near the row of enemies you just created. Each row of enemies you create during **COMBAT** generates a **REWARD Card**. That may be picked up (**Picking Up Items**) when the row of enemies to which it is assigned have all been defeated, or when there are no more enemies in **Combat** (sometimes you may have multiple rows of enemies!). See the Combat section in the Reference Guide for a complete understanding of Combat. These enemies are **FOCUSED** on the Hero who triggered them, so other Heroes can enter this tile without being attacked.



The Hero always attacks first, except when the Hero has no **Action Points (AP)** remaining or is **Surprise Attacked**, as indicated on the **RISK** card drawn.

First, if you check your Warrior's **Ability Cards**, you see that the Warrior has the ability **Intimidating Presence**.

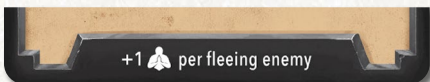
This Ability means that half the enemies who encounter Akachi using **Intimidating Presence** will flee if their own **Power** is equal to or less than the number corresponding to the Hero's level. Akachi is Level 1 (gray ribbon on Ability card), so if the enemy's Power is ≤ 4 (red ribbon on Ability card) they may flee from battle. When the Warrior reaches Level 2, that number goes up to 5. You play this **Ability Card** by placing it on your Hero's image on his **Hero Board**. **This Ability has no AP cost**, as indicated by the number next to the AP symbol in the top right corner of the card.

Note: You must play (place on your Hero Board) no-cost Abilities or they will not be in effect.





The number on the lower left of the Minion card is its **Power**. Both Spiders have a Power of 4. The Skeleton Skirmisher has a Power of 5. Since two Minions meet the criteria, one of them will flee and leave the Combat. Randomly pick one of the Spiders to retreat. In this case, the Poison Spider runs away. Make sure you give the Warrior an experience point, as shown on the bottom of the **Ability Card**.



A Hero also gains an experience point for every **Normal Attack** that hits an enemy.

Akachi spent 1 **AP** entering the room and so has 2 **AP** left. He can **Retreat**, but he's a pretty tough guy, so I think he will stay and fight. It might be best if he takes out the Skeleton Skirmisher first, as his attack causes Poison Damage, and Akachi is weak to poison.

All **Heroes** and **Enemies** take 2 extra damage points when attacked by an element they are weak against.

Normal Attacks cost 1 **AP**. Attacks based on your Abilities cost the number of action points listed on the card. See **Ability Cards** for more details. Akachi will make a normal attack against the Skeleton Skirmisher.

Let's see if the attack hits the Skeleton Skirmisher. Roll a twenty-sided die, or 1d20. Let's say that the result is a 7. How do we know if this is a hit or not? Looking at the Warrior card, we see that he has a **Hit Chance (HC)** of 13. That means without any modification, **an attack roll of 1 through 13 will hit the enemy.**



We also need to look at the **Enemy Card**. **Does the Skeleton Skirmisher have a number below the white die on its card?** It does not, so there is no modification to the Heroes **HC** number.

So we hit the Skeleton Skirmisher, but how much Damage do we do? **We subtract the enemy's Defense (3) from our Hero's Power (6), so $6 - 3 = 3$.** We have done 3 **Damage** to the Skeleton Skirmisher's **Health**. The number in the upper left of the card is the Skirmisher's Health (3). He has been eliminated. Remove him from the formation and place him at the bottom of the Minion Deck.



With his last **Action Point**, Akachi will use a normal attack against the remaining Spider. Roll a D20 and you get a 12. This is also a hit. Again, Damage is Power – Defense.

Note: A result of 1, 0, or -1 will all do 1 damage. If the result is lower than -1, it does no damage.

Akachi has a Power of 6 (remember the equipped knife) and the Spider has a Defense of 4. So $6 - 4 = 2$. You have done 2 damage to the Spider. Place two **Damage Tokens** on the Spider's card.



Next, any remaining enemies attack the Warrior once. They attack from left to right. Since the Spider is the only remaining Minion, it gets one attack. This is calculated in the same way as the Hero's attack against the Skeleton Skirmisher. The only difference is that the Hero's AP act as a **Hit Chance** minus for enemies' attacks. The Warrior has 3AP; thus, each enemy has an **HC** -3 modifier to each attack against the Warrior. (See **Enemy Combat**.)

Note: The Warrior gets this AP modification even if he uses all his Action Points during his turn.

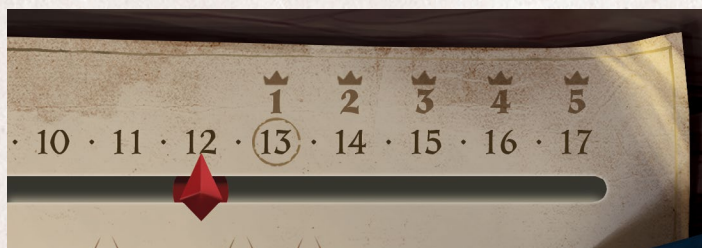
In most cases, only the first row of enemies can 'activate' and attack during the enemies' turn. The exceptions are enemies with a **Range** ability, special powers, and abilities that are explained on certain **Enemy Cards**. These enemies will also have the chance to attack or use special abilities, even if they are not in the first row.

The Spider attacks. Roll a D20. You roll a 7. The Spider's card has a unique ability. If the Spider's attack hits, the Warrior will not be able to subtract his AP from any attacks on his next turn. The Spider has an **HC** of 14. We get an **HC** -3 because the Warrior has 3 AP for $14 - 3 = 11$; the Spider will hit the Warrior with a roll of 1 through 11. It rolled a 7, and that falls between 1 and 11. See if you can calculate the **Damage**. You can look back at the section where the Warrior attacked.



Did you get a **Damage** of -1?

The Spider has a **Power** of 4, and the Warrior has a **Defense** of 5, so $4 - 5 = -1$. Per the rules, a hit with a damage calculation that results in a 1, 0, or -1 will, in fact, do 1 point of **Damage**, so the Warrior loses 1 point of **Health**. His **Health** is now 12, so move his **Health Slider** from 13 to 12.



The Warrior's turn is now over, and the player turns in their **Player Order Marker**.



On his turn, the Warrior discovered a new Dungeon tile and also began Combat. Look at the bottom of the **Threat Meter**, and you will see that the cube moves 1 square when you discover a new tile. You would move the cube 1 for each new tile discovered. You also see that you move the cube 2 when you begin Combat. (Only move the cube once for Combat. It does not matter how many rounds the Combat lasts.) The cube on the Threat Meter will move from 14 to 11.



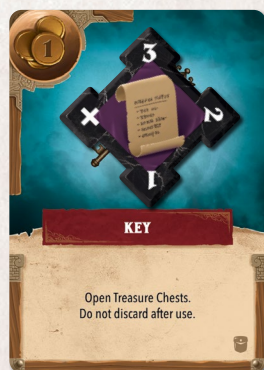
CEPHENRENE'S TURN



Above, you see the updated items in the store. Two items really stand out for a wizard: the Staff and the Thick Robe. The Staff adds 1 Power, and the Thick Robe adds 2 Defense to Cephenrene's base stats. Let's use her 3 gold to buy and equip those items. There is no **Action Point** cost to equip items your first turn. It will cost 1 AP to equip items after the first turn. Below you see her **Power (4)** and **Defense (5)** updated on her **Hero Board**. The Staff is two-handed, so it is placed between the right and left hand, taking up both slots.



Cephenrene is also going to send the **Merchant** back to his shop to fetch a Key for purchase. Any Hero can always ask the **Merchant** to go get one item that is not in his current inventory in the dungeon. It takes 3 **Turns** for him to send a runner for the item and for the runner to return with the item. Find the Key in the **Store Item** deck and place a **Merchant Token** on it with the number 3 pointing up. Decrease this counter during the end of **Round** actions.



Cephenrene can now use her 4 **Action Points**. She has an Ability Card called Fire Light. This allows her to reveal what is in a tile without actually going into the tile.

Read over the card. You can see that as the ability grows in Power, you can reveal more undiscovered rooms. At Level 1, Cephenrene reveals one room with the Fire Light ability. She must draw a **Lord Event Card**, which means the Threat Meter will move one closer to zero. **This ability costs 1 Action Point to use, as shown in the upper right corner, next to the AP Icon.** Use this Ability by placing the card on your Hero Board.

Note: There is no experience gain for this ability.



Draw a Dungeons of Infinity room tile, which is 22 for this example, and place it in such a way that the spell travels over the blue arrow.

Let's check the **Tile Content Chart** on the next page.

You see that a 22 is a Chest. Place a Chest Token on the tile. When you enter tile 22, you can open the Chest if you want or just move on. (Currently, Cephenrene cannot open the Chest as she does not have a Key. Akachi has an **Ability** that allows him to open Chests without a key.)

STANDARD			
Tile Number		Risk Card	
1-6		Debris	
7-12		Body	
13-19		Mist	
20-25		Chest	



Cephenrene has used 2 **Action Points** to cast Fire Light twice, and she also moved one tile, so she has used 3 Action Points and has 1 left. Her **Action Point** slider would now show 1 Action Point remaining.



With her Last Action Point, let's start her Ability, Infusion of Elements. She doesn't have enough AP left, but you can always start an Ability one turn and finish it the next. You must finish the ability first thing the next turn. Infusion of Elements takes 2 Action Points to use. Place the Ability Card on the image of your Hero and place a cube on the ability to show that you have applied 1 Action Point to its use.

Let's move Cephenrene into the tile where Akachi is fighting the remaining Spider. Since the Spider is **Focused** on Akachi, she can enter the tile and it will not attack her.

She now has a choice. She can attack the Spider, in which case it will move its Focus to Cephenrene, or she can explore the dungeon more. Since Akachi seems to have his Combat under control, she will again cast Fire Light, this time to the north. She draws Tile 1 and consults the Room Content Chart (above).



This ends Cephenrene's turn; she cast Fire Light twice, decreasing the threat meter by 2. No additional threat is added for revealing the rooms as that is the Ability effect.



To end Cephenrene's turn, turn in the **Player Order Marker**.

END OF ROUND ONE

To end a round, apply any changes to:

- ♦ counters,
- ♦ event length, and
- ♦ enemy abilities

on the table. Since the Wizard is waiting on the Key, she would decrease the **Merchant** Counter by one after her turn, as shown below. That indicates the **Merchant** will have the Key available for the Wizard to purchase in two more **Turns**. The first Round is over.

Again you place the tile so that the spell travels over the Blue arrow. You also put a **Debris Marker** as the Room Content chart shows that tile 1 will have a Debris.



BEGIN ROUND TWO

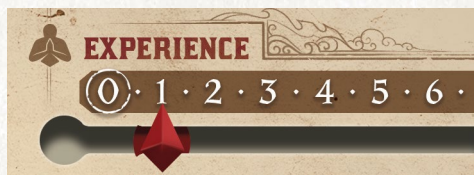
The first thing players must do at the start of each Round is to roll for initiative.

The player playing Cephrenrene rolls a 6, and the player playing Akachi rolls a 13. Cephrenrene will take the first player Order Marker and Akachi the second.

Below you see that Cephrenrene is in the same tile as Akachi and will attack the Spider that is focused on him. Since she began *Infusion of Elements* and applied 1 Action Point to its use, she must now complete it at the beginning of this turn. This ability does 3 things:

1. First, it allows Cephrenrene to attack with 3 extra Power added to her attack. (See the level chart in the middle of the card. The amount of added Power grows as Cephrenrene levels up.) With her Staff equipped, her current Power is 4.
2. Second, the Ability will enable her to add fire or ice damage to the attack, and
3. Third, it will add 3 to her Hit Chance. So her Power will be 4 + 3, or 7. Her Hit Chance would be 14 + 3, or 17.

If an enemy is weak to fire or ice, they would take 2 additional damage. Additionally, **Elemental and Poison** Damage would cause 2 damage if the attack hits, even if the main attack causes no **Damage**. She rolls a 12, which is a hit. Move her experience slider up 1.



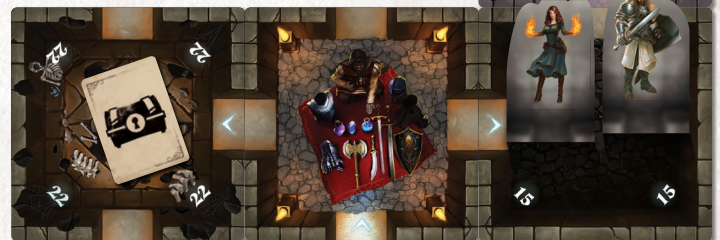
In the lower-right of the Spider card, you can see that the Spider is weak to poison, not fire or ice. You may still use the Ability and take advantage of the added Power. The Spider has a defense of 4; thus, if the attack hits, the Spider will receive, 7 – 4, or 3 damage. The Spider had already sustained 2 damage the previous round and has now received an additional 3 damage. The Spider's total Health was 4, so it has now been defeated.



Since all minions are defeated, you can turn over the reward card. When you do, you reveal Stormwind Sabaton. These are a level 3 item, which she will not be able to equip until she reaches that level. These sandals will grant the wearer 1 extra AP.

She **Picks** them up, which takes 1 AP. If she could equip them, it would take another AP. This leaves her with 2 AP.

Let's go north and check out that pile of Debris. It takes 1 AP to move into Tile 1 and 1 AP to search through the Debris.

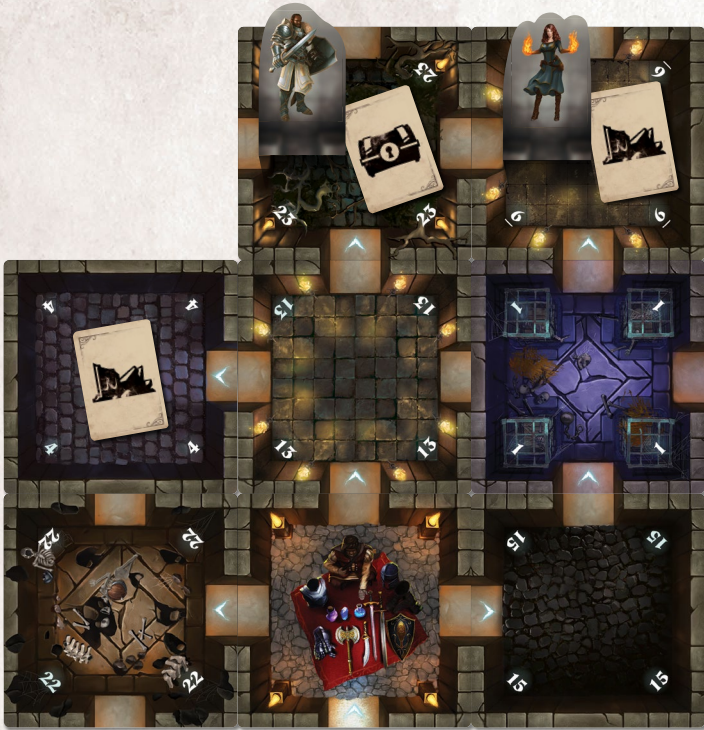


Remove the **Debris Token** and draw the top card of the **RISK Debris** deck. She gets the **Emerald Orb**, which can be installed into a sword, axe, bow, or knife. Every time the weapon the **Orb** is installed in hits, the Hero gains two Health. Great find!

That finishes Cephrenrene's turn. The Threat Meter does not move as she did nothing that requires it to move. She was in Combat, but if you recall, you only move the Threat meter when you first start Combat.

...FAST FORWARD...

We will move ahead a few turns to when the **Threat Meter** has reached 0. Look at the dungeon below.



CEPHENRENE'S TURN

Cephenrene has just cast Fire Light, which caused the **Threat Meter** to reach 0. At this point, the Threat Meter is set aside. From this point forward, you refer to the **Lord Event Actions** on your Hero Board or draw a **Lord Event Card** instantly if an ability requires you to draw one. Cephenrene cast Fire Light north from tile 13, revealing tile 23 and a Treasure Chest (see **Room Content Chart**).

STANDARD	
<i>Tile Number</i>	<i>Risk Card</i>
1-6	 Debris
7-12	 Body
13-19	 Mist
20-25	 Chest

She then moved through Tile 23 to Tile 6. This ends her turn.

During her turn, she cast Fire Light, which moved the Threat Meter to 0. She then moved from tile 13 to tile 6. Looking at the Lord Event section of her Hero Board. We see Combat and Run. She did neither of those ac-

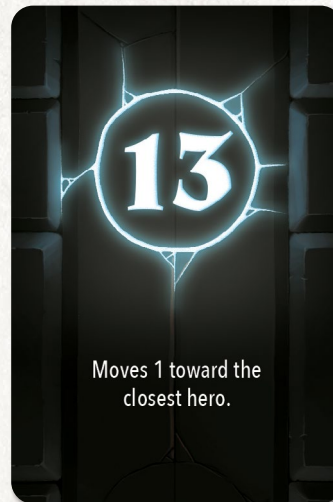
tivities after the Threat Meter reached zero. So you do not have to Draw a Lord Event Card

AKACHI'S TURN

The Warrior was in tile 22 and moved 3 tiles to move into tile 23 with the Treasure Chest. (He purchased a key and plans on opening the Treasure Chest next turn.) Now let's look at the **Lord Event Actions** on his card.



You see **Combat**, **Move**, and **Run**. Akachi moved 3 tiles, so he must draw one **Lord Event card**. You only draw one **Lord Event Card** for each action you take, no matter how many times you did that action during your turn. If the Warrior was in Combat, moved, and ran during his turn, he would draw 3 **Lord Event Cards**, one for each action he took. He moved 3 tiles, so he only draws one **Lord Event card**.



To the left is the **Lord Event Card** that was drawn. When there is no Dungeon Lord in the dungeon, refer to the top part of the **Lord Event Card**. If a tile matching the number on the card is in the dungeon (in this case, tile 13), then the **Dungeon Lord** appears in that tile. Our dungeon does have a 13, so look who just showed up next to our Warrior. If tile 13 was not in our Dungeon, you would discard the card, and nothing happens. Let's randomly pick a Dungeon Lord. (Some scenarios tell you which **Dungeon Lord** to use.) We picked Zagan the Giant.

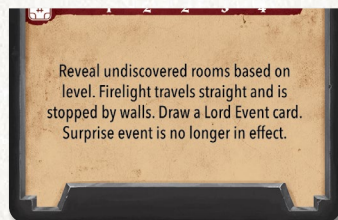
Look at his Power, Defense, and Health. It would be best to avoid him for now. Let's look at our Dungeon now.



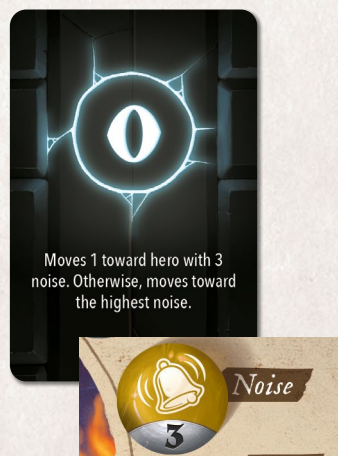


To conclude the **Round**, our Heroes will be heading either north or west to avoid Zagan the Giant. To start the new round, the players roll for initiative. Cephenrene rolls a 7 and Akachi rolls a 12. Cephenrene will go first. She decided to cast Fire Light to the north. She draws tile 3 and places it with a **Debris Token** based on the **Tile Content Chart** (see left on page 10).

As you read the text on the Fire Light card, you see that you must Draw a Lord Event Card. When an Ability Card requires drawing a Lord Event Card, you draw it immediately if the Threat Meter has been removed from the game.



To the right is the card that was drawn. When the Dungeon Lord is in the dungeon, you look at the bottom half of the Lord Event Card. The Dungeon Lord is going to move 1 towards the noise of 3. The Noise a Hero makes is indicated by the yellow bell icon to the right of their portrait on their Hero Board. Cephenrene makes 3 Noise, while Akachi makes a noise of 5. Zagan the Giant will move 1 tile towards Cephenrene.



Zagan the Giant has two routes he may take to reach Cephenrene. He will always take the shortest route to his objective. In this case, he will move one tile north. When Zagan enters tile 23, he immediately attacks and **Focuses** on Akachi. Roll as you would in Combat to calculate damage. It is now Akachi's turn. Does he attack or retreat? If he retreats, does he dare to retreat into an undiscovered tile?

Enjoy the limitless options Dungeons of Infinity opens to you!

As you play your first full game, it is highly recommended that you look up each event in the **Reference Guide** as it occurs. The Reference Guide has an alphabetical index that makes looking up game details simple.

There are many actions you can perform in the game that have not been covered in this guide:

- ♦ Retreat
- ♦ Run
- ♦ Sneak
- ♦ Shout
- ♦ Drop items
- ♦ Trade Items
- ♦ Carry Limit
- ♦ Leveling up
- ♦ Merchant Interaction
- ♦ Hero vs. Hero combat
- ♦ Escape
- ♦ Block

Refer to the back of the **Reference Guide** for a gameplay summary.

Dungeons of Infinity is dedicated to Jack F. Spoerner who made this game possible.

February 21, 1931 ~ July 13, 2020