

**Dungeons of Infinity
Quick Start Guide
Read me First!**

Introduction

The purpose of the Quick Start Guide is to quickly teach new players how to play Dungeons of Infinity. New players should read this booklet in its entirety and play along with the examples. It is the intent of this booklet to teach the game quickly and as such is not comprehensive, so we recommended that you look up rules in the Reference Guide for a detailed explanation of each rule. In many cases, there will be a reference to the Reference Guide in this booklet. Please go to the Reference Guide for a complete rule explanation.

All terms which are capitalized (beyond the first word of a sentence) and are in bold have an entry in the Reference Guide in alphabetical order. Please refer to the Reference Guide alphabetical entry of bold, capitalized terms for more details.

As you sit here with Dungeons of Infinity in your hands, the last thing you want to do is spend two hours reading rules! The purpose of this Quick Start Guide is to get you playing right away, so let's get started! First, let's go over everything that you need to play the game and set it up. Let's get the cards out then sort and shuffle them.

First you need to select one of the 10 scenarios to play. We recommend the "Money Grab" for your first game. You have the Dungeons of Infinity tiles, or **Dungeon Tiles**. There are thirty tiles or rooms, and these are for you to create your unique dungeon each time you play. You always start out with one tile on the table, the **Starter Tile**, which shows the **Merchant's** location, as seen in the first, left-hand picture below, and has Starter printed on the back side; find it and place it on the table. Please note that your dungeon will always go North, East, or West from the **Starter Tile**, never South! That **Starter Tile** is the entrance to the dungeon – or the exit when you can't handle its dangers any longer. Keep this in mind when you place the **Starter Tile**. Go ahead and shuffle the remaining **Dungeon Tiles**, and then place them in an easy-to-access place face down on the table.



Now, let's select a **Room Content Chart**. There are four Standard game and four Hard game charts. I think we will use a Standard game chart, or Standard **Difficulty**, for your first venture into a dungeon. These charts are used during the game when you select a new **Dungeon Tile**, or room, to determine what is in each room as you reveal it. Notice that the **Dungeon Tiles** have numbers on them. When you select a **Dungeon Tile**, check the number against this chart, and it will tell you what is in this newly discovered room. Please select the **Room Content Chart** shown below, and place it near the Dungeon of Infinity tiles for easy access each time you reveal a new **Dungeon Tile**.

| Room Content Chart | |
|-----------------------|---------|
| Standard Difficulty | |
| Item | Tile # |
| Body | 1 - 6 |
| Pile of Debris | 7 - 12 |
| Floor Covered in Mist | 13 - 19 |
| Treasure Chest | 20 - 25 |

Before you begin sorting and shuffling the cards, you should understand that you will not be using all the cards for your game session. There are cards that are specific for the story campaigns (see **Story Campaign Cards**). These are only used when you play a specific story campaign. These special cards have the name of the campaign in which they are needed printed at the bottom of each card's game face. You may set them aside for this example game.

Now let's set the Threat Meter just south of the **Starter Tile**. You will use this to determine when you will start drawing **Boss Event Cards** as you play. This simulates your party making too much noise as you explore the dungeon.



Now let's get and shuffle the small **Boss Event Cards**. These cards are used to determine if the **Dungeon Boss** has discovered your presence in the dungeon.



Next, let's get the **RISK Card** decks. There are four of them, and they are used to determine what is in a **Treasure Chest**, on a **Body**, amongst a **Pile of Debris**, and what lurks in the dreaded mist of the dungeon! Shuffle each deck and place them on the border of the gaming area.



Now let's get out the bad guys! There are three decks for the monsters: Enemy, Boss, and **Dungeon Boss** decks. Within the **Dungeon Boss** deck lurks the enemy leader and ruler of this particular dungeon who is hunting for trespassers like you. Shuffle these decks and place them in an easy-to-access location on the table.



Now we are ready to set up our REWARD and Store decks. The REWARD deck has all the great gear which you will find throughout your quest. There are two different Store decks with the first being weapons and armor and the second consisting of basic store equipment. Both decks of the Store contain **Items** that our brave **Merchant** has available for purchase at the entrance to the dungeon. Shuffle all three decks separately and set them on the table face down. You will access these decks less often than the room content and monster decks. (Boo!)



Now let's draw six cards from the top of the Store deck and four from the top of the Weapons and Armor Store deck. Place all ten cards face up on the table as shown below. These are the **Items** which the **Merchant** could bring with him from his shop to the dungeon and are available for you to purchase as the game starts. Go ahead and find and place face up the ten cards pictured below from your two **Store Cards** decks for this quick-play example.

Four cards from the Weapons and Armor Store deck.



Six cards from the Store deck



We will touch on other **Items** in the game as we need them. Now you get to select your Hero!



Let's select two Heroes for this example. Let's start with the Warrior and the Wizard. Take their character cards, or **Hero Cards**, and place them face up on the table. Place a marker cube on each of the following spots on each card:

- Place one marker on the yellow 1 on each card's Level Track.
- Place one marker on the Warrior's yellow 13 block under **Health** and one on the Wizard's yellow 15.
- Place one marker on each card's Experience Track 0.

Also, set a few markers aside for other events that need to be tracked as you play the game.



Also, take all eight of each Hero's **Ability Cards** and place them with their respective **Hero Card**. The Warrior's eight **Ability Cards** are shown here. **Each Hero starts with 4 abilities they can use at level 1.** A Hero gains a new ability each time they level up during the game. Every ability that takes 2 or more AP to perform can be started one turn and finished the next. See **Start A Ability**.



Please note that Power Dash and Whirling Jump of Infinity do not have number entries under the "1(5)" and the "1(5)" and "2(6)", respectively. That is because these abilities cannot be used until the Warrior reaches Level 2 for Power Dash and Level 3 for Whirling Jump of Infinity. Also note that when the Warrior uses the Power

Dash ability, he must draw a **Boss Event Card** (see the **Boss Event Cards** and **Drawing Boss Event Cards** sections of the Reference Guide). Whenever an **Ability Card** has this note, you must draw the **Boss Event Card** immediately after using the ability or move the Threat Meter up 1 for Each Boss Event card you were to draw if the **Threat Meter** Level has yet been reached.

Give each Hero three Coins as Dungeons of Infinity **Currency**, and place the Hero game pieces on the **Starter Tile**. Each player should then take a twenty-sided die, also called 1d20 for short, and give it a roll. The player with the lowest number rolled goes first. This is done at the start of each round (see **Rounds**), so player order changes every round. In our example, the Warrior rolls a 7 and the Wizard a 10. The Warrior goes first and takes the number 1 **Player Order Marker**, and the Wizard takes the number 2 **Player Order Marker**.



The Warrior's Turn

The first order of business is to purchase available **Items** from the **Merchant**. Normally it costs two Action Points, or 2 **AP**, to interact with the **Merchant**, but there is no Action Point cost the first round of the game when the Heroes first enter the unexplored dungeon and meet the **Merchant**. The Warrior is going to purchase the Key, the Healing Potion, and the Pickaxe. Apparently, he's worried about getting caught in a **Cave In**. That will cost him all three of his coins. The Warrior will attempt to purchase the armor and the knife later, because he needs to find more **Currency**. Items such as the Knife and Armor can be equipped by placing them under the **Hero Board** in the appropriate slot. The Knife can be placed under his Right or Left hand slot and the Armor under his Body Slot. It takes an AP to equip an item when in the Dungeon. But it takes no AP the first turn. Take these three **Items** (Key, Healing Potion, and Pickaxe) for the Warrior and place them next to his **Hero Card**. While the Warrior is completing his purchases, the **Merchant** sends a runner to fetch three more random **Items**. For this example, add the following cards to the **Items** available for sale: Poison Scroll, Scroll of Teleportation, and Scroll of Silence (see **Scrolls**).



The Warrior now has three Action Points (3 **AP**) that he can spend on his turn (see **Turns**). You can see this in the upper-right-hand corner of his **Hero Card**.



He decides to go east from the **Starter Tile**, so draw a **Dungeon Tile**. He draws this tile.



First note that this is Tile 15, and if you cross reference the 15 to the **Room Content Chart**, you see that this room has a **Floor Covered in Mist**.

| Room Content Chart | |
|-----------------------|---------|
| Standard Difficulty | |
| Item | Tile # |
| Body | 1 - 6 |
| Pile of Debris | 7 - 12 |
| Floor Covered in Mist | 13 - 19 |
| Treasure Chest | 20 - 25 |

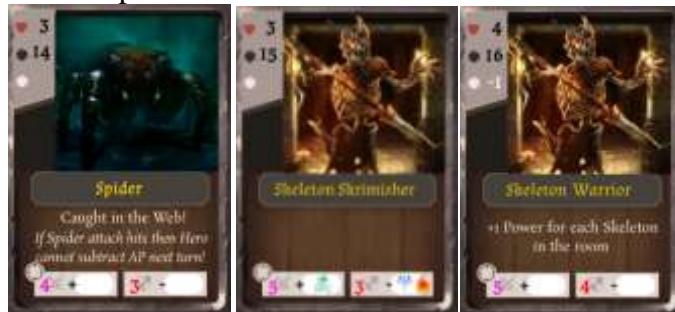
We will draw a Mist **RISK Card** next to see what danger we face in this room. Place the tile in such a way that the Warrior must cross the blue arrow on the new tile as he passes into the room. Refer to the **Dungeon Tile** section in the Reference Guide for a complete explanation of how **Dungeon Tiles** are used and are placed on the game board.



The Warrior is now in the next dungeon room. Let's draw a Mist **RISK Card**. For a complete understanding of **RISK Cards** please read that entire section in the Reference Guide.



The card we drew from the Mist deck states that we need to draw $\#H+1$ enemies. The $\#H$ stands for the number of Heroes in the dungeon, in this case two. We are to add 1 to this number, so $2 + 1$ is 3 meaning that we are to draw three **Enemy Cards** from the Enemy deck. This could have been much worse. Here are the three enemies that were drawn for this example.



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 below. You will also draw a card from the REWARD deck and place it face down near the row of enemies you just created. In Dungeons of Infinity, each row of enemies you create during **Combat** generates a **REWARD Card** that becomes available to pick up (**Picking Up Items**) when the row to which it is assigned has all enemies defeated, or no more enemies in **Combat**. Please read the entire **Combat** section in the Reference Guide for a complete understanding of combat in *Dungeons of Infinity*. These enemies are **Focused** on this hero. 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, which is RISK Card dependent.**

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



If you look at the Intimidating Presence card and read it, you see that half the enemies who encounter the Warrior using Intimidating Presence will flee if their individual **Power** is less than or equal to 4. We know this, because the Warrior is Level 1 and the number in the block below the "1/5" is a 4. When the Warrior reaches Level 2, that number goes up to 5. The numbers after the forward slash on the chart refer to the future campaign game; right now all we care about are the 1 - 5 numbers above the boxes before the slashes and the numbers below them. You play this **Ability Card**, Intimidating Presence, by placing it on your Hero's picture on his card. If you forget to play this card, then this ability has no effect. You must play the card for the ability to be used. The nice thing about this card is that it takes no **Action Points (AP)** to play; note the 0 in the yellow square at the top right of the **Ability Card**. This shows the number of AP required to complete the ability, in this case 0.



That's the good news. The bad news is that only the Spider is affected by the ability. The number to the left of the crossed-sabers icon, , is the enemy's **Power** number. We have a 4 for the Spider, a 5 for the Skeleton Skirmisher, and 5 for the Skeleton Warrior. That is only one enemy with a **Power** of 4 or less, the Spider, so half of 1 rounded down is 0. Therefore, zero enemies flee. If any had fled, you would have gained one Experience point for each one who did flee. We can put the Intimidating Presence card back in our hand. Let's go over the other icons on the cards. The number to the right of the **Health** icon, , is the total **Health** of the enemy. The number to the left of the shield icon, , is the **Defense** of the enemy. If there are symbols to the right of the crossed swords, these are effects that the enemy adds to its attacks: Fire, ice, or poison . The icons right of the shield are effects to which this enemy has an **Poison and Elemental Weakness**: Fire, ice, or poison .

The Warrior has 2 **AP** left as he spent 1 moving from one dungeon square to another. The Warrior can **Retreat**, but he would lose two of the three **Items** he just bought and 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, to negate the +1 **Power** that the Skeleton Warrior gets from its presence in the attack. So let's attack the skirmisher with a **Normal Attack**. **Normal Attacks** take 1 **AP**. Attacks based on your abilities take the number of action points listed on the card.

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 enemy 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 white **HC** on its card? It does not, so there is no modification to the **HC** number. Look at the Skeleton Warrior card, and you will see a white **HC -1**. A white **HC** means that this will modify the Hero's **HC**, subtracting 1 from the **Hero's HC**. In this example, a hit on 1-13 becomes a hit on 1-12. We rolled a 7, which is within the 1-12 chance and is a hit. Because we are not attacking the Skeleton Warrior, there is no modification to the **HC**.

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** of 5, so $5 - 3$ is 2. We have done 2 **Damage** to the Skeleton Skirmisher's **Health**.

We then need to place a **Damage** marker of 2, , on the Skirmisher's card. Let's not do that right now as the **Warrior** has another action point meaning he can still make another attack. We roll a 12 for the second attack, and this also is a hit which does 2 more **Damage**. The Skeleton Skirmisher has a **Health** of 3, so we have defeated it and can remove it from the battle. Place the Skeleton Skirmisher card in a discard pile by the enemy deck.



The Warrior hit the Skeleton Skirmisher twice during his attack which gives the Warrior an Experience point for each hit, so move the **Experience** marker from 0 to 2 on the Warrior's **Experience Meter**. Note on the **Experience Meter** the numbers in arrows above the 10, 12, 14, and 15. The upper number in the arrow is the **Level**, and the arrow is pointing to the amount of Experience the Warrior needs to acquire to gain a specific **Level**. Also, note the colors as to which color code represents each **Level Up**. **Level** two is green, so when a Hero reaches **Level** two, their **Health** will go up to the **Level** 2, or the green box for 14, on the **Health Meter**. When the marker on the **Experience Meter** reaches 10, the Warrior will advance to **Level** 2 which will give him new abilities and **Health**. The Warrior, as with all Heroes, will become more powerful as his level increases.



Next, each remaining enemy attacks the Warrior once. This is calculated in the same way as the Hero's attack against the Skeleton Skirmisher above. The only difference is that the Hero's standard **AP** act as an **HC** minus for the enemies' attacks. Since the Warrior starts each turn with 3 **AP**, each enemy has an **HC** -3 modifier to each attack against the Warrior. **See Enemy Attack.**

The enemies attack from left to right. 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 and 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.

Being the front, left enemy, the Spider will attack first. As can be seen on the Spider's card as its special 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** 14, ***14**, and we get a **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. Let's say we roll a 19 meaning that the Spider's attack is a miss.

The Skeleton Warrior will attack next. See if you can figure out the **HC** for its attack.

Did you get 13? The Skeleton Warrior has an **HC** of 16, ***16**, and the Warrior subtracts 3 due to his **AP** for $16 - 3 = 13$. Let's say we roll a 13 which is a hit, so the Skeleton Warrior hits the Hero Warrior.

See if you can calculate the **Damage**. You can look back at the section where the Warrior attacked.

Did you get a **Damage** of 0?

The Skeleton Warrior has a **Power** of 5, and the Warrior has a **Defense** of 5, so $5 - 5 = 0$. Per the rules, a hit with a damage calculation that results in a 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 Marker** from 13 to 12.



The Warrior defeated one enemy, the Spider missed on its attack, and the Skeleton Warrior did 1 point of **Damage** to our Hero. The Warrior's turn is now over, and the player **Turns** in the **Player Order Marker**.

The Warrior has used all his **AP** for this turn and can do nothing else, so we need to check if he has done anything that requires the **Threat Meter** to be advanced. **Note: The introduction scenario does not use Boss Event Cards, so this can be skipped on your first game.** Looking at the **Treat Meter** you see that you are to advance the meter 1 when you discover a new Dungeon tile or if you run this turn. You also advance the meter 2 if you begin a new combat. Also, if an ability card causes you to draw **Boss Event Cards** you advance the meter 1 for each card the Hero Ability would require you to draw. The Warrior discovered 1 new dungeon tile and begun a new combat. So the meter is advanced 3 spaces.

Please note the yellow 14 on the **Threat Meter**. When there are two Heroes in the Dungeon you begin drawing **Boss Event Cards** when the Meter reaches a threat level of 14.



The Wizard's Turn

The first thing that the Wizard does is purchase from the **Merchant**, which again does not cost any **AP** when you start the game. When you later return to the **Starter Tile**, after your first turn, it costs 2 **AP** to interact with the **Merchant**. The Wizard is going to purchase the Staff, a two-handed item, and the Sandals of Silence. She equips them by placing them under the appropriate slot of her **Hero Card**. Normally it would cost 1 **AP** to equip an item, but on the first turn there is no **AP** cost for purchasing or **Equipping Items**. A nice feature of the Sandals of Silence is at the end of your turn, your Hero has a 50% chance of drawing one less **Boss Event Card**, so on a roll of 1 through 10 on 1d20, you would draw one less **Boss Event Card**, which could come in real handy when you start drawing Boss Event Cards.



The Wizard is also going to send the **Merchant** back to his shop to fetch a Key for purchase. You can always ask the **Merchant** to go get one item that is not in his current stock in the dungeon. It takes three **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 deck, and place a **Merchant** Counter on it with the number 3 pointing up. You will decrement this counter after each of your **Turns** to keep track of when the item arrives at the **Merchant**, or at the **Starter Tile**.



The Wizard has only one coin left after spending two on the sandals and staff and decides to stop shopping. Before entering a new room, the Wizard will now use the ability Fire Light which can be used to light an unknown **Dungeon Tile** and reveal what is in the room without the risk of entering.



Read over the card. You can see that as the ability grows in power, you can reveal more undiscovered rooms. At Level 1, the Wizard reveals one room with the Fire Light ability. Also note that the Wizard must draw a **Boss Event Card**, which means the Threat Meter will advance one by using this ability. Looking in the yellow square in the upper right corner, you can see the ability costs 1 AP to use. You use the ability to reveal the room to the west. (*Also you do not get an experience point for using this ability.*) You draw a Dungeons of Infinity room tile, which is 19 for this example, and place it in such a way that the spell travels over the blue arrow.



If you look at the **Room Content Chart**, you will see that tile 19 contains a **Floor Covered in Mist**. Draw a **Risk Mist** card and see what we avoided.



You draw a surprise event. Good thing you cast Fire light as you can now avoid the surprise event. If you had walked into this room blind you would have been attacked by 5 enemies, you would not have been able to subtract your Action Points when they attacked you for 2 turns, making you easier to hit. Draw 5 enemies and two reward cards. Place them in a stack on the table. Take a room marker, let's use A, and place one on the tile and one on the stack you just created. This way you know that these enemies are in tile 19. Any hero who enters that tile now will have to attack these enemies, but they will not get to use their surprise attack.

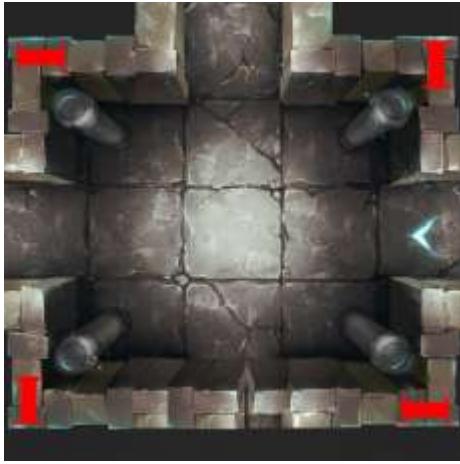
The Wizard wisely decides to avoid tile 19 for now. She will go East and then cast Fire Light again to see what is in the tile above her and the Warrior. (*Note she can go into a tile where there is combat and not be attacked as long as all the enemies are focused. In this case they are all focused on the Warrior.*)

She could decide to join combat with the Warrior; she could do this by picking an enemy to attack and attacking it. That enemy would then move to the front of her Hero board and would now be focused on her. She feels that the Warrior has this combat under control and she will explore some more.



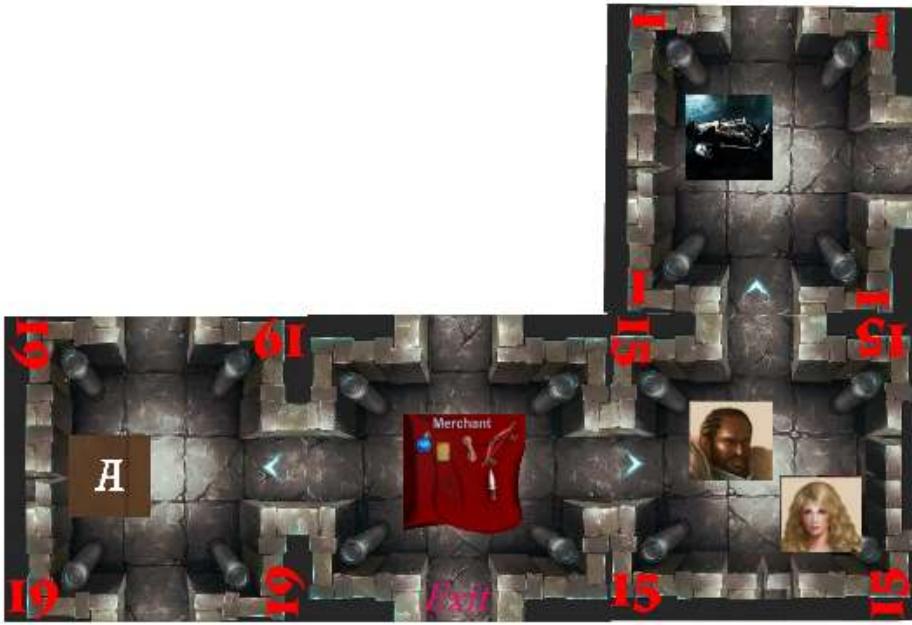
She casts Fire Light again, a hero can use an ability as many times a turn as their Action Points will allow. In fact they can even begin an ability one turn and finished it first thing the next turn. (**Start an Ability.**)

She casts Fire Light again to the north. She draws Tile 1 and consults the Room Content Chart.



| Room Content Chart | |
|-----------------------|---------|
| Standard Difficulty | |
| Item | Tile # |
| Body | 1 - 6 |
| Pile of Debris | 7 - 12 |
| Floor Covered in Mist | 13 - 19 |
| Treasure Chest | 20 - 25 |

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



The Wizard has 4 AP each turn. She used 2 to cast Fire Light twice and she also moved one tile, so she has used 3 Action Points and has 1 left. With her final AP she moved north into tile 1. A Hero does not have to stop to look at a Body, debris or a Treasure chest it is the Heroes choice. A Mist cannot be avoided.

This ends the Wizards' turn, she cast Fire Light twice. Thus the Threat Meter must be advanced 2. She also discovered two new rooms. But, she used Fire Light to discover them and the Threat Meter can only be advanced once per discovered tile. So the Threat Meter goes up two and is now at 5.



To end the Wizard's turn, you turn in her **Player Order Marker**.

End of Round One

The last thing you do before you end a round is to apply any changes that need to be done with any counters, event length, and enemy abilities on the table. Since the Wizard is waiting on the Key, she would decrement the **Merchant** Counter 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.



We will move ahead a few turns to when the Threat Meter has reached 14. Look at the Dungeon Below. The Fire Wizard had just cast Fire Light, which caused the Threat Meter to reach 14. At this point the Threat Meter is set aside and from this point forward you refer to the Boss Event section on your Hero's board or draw a **Boss Event Card** instantly if an ability requires you to draw one. The Wizard cast Fire Light from tile 13 north, revealing Tile 10 and a Treasure Chest, Fire Light requires you to draw a Boss Event card. Because the Treat Meter was still in use and not at the target number you must move the Meter up one. The Threat Meter is now at 14! Set it aside and draw Boss Event cards from now on. She then moved to Tile 10 and across too Tile 9. This ends her turn.



During her turn she cast Fire Light, but the **Boss Event** Card the ability requires her to draw was used to move the Threat Meter to 14. So she does not have to draw a Boss Event card for using that ability. Looking at the Boss Event section of her card you see **Combat** and **Run**. She was not in Combat and she did not run after the Threat Meter level was reached. So she does not draw any **Boss Event** cards.



The Warrior was in tile 4 and moved 3 tiles to move into tile 10 with the Treasure Chest. (He purchased a key and plans on opening the Treasure Chest next turn.) Now let's look at the Boss Event section of his card.



You see **Combat, Move, and Run**. He moved 3 tiles, so he must draw one Boss Event card. (Man, he must be loud!) You only draw one 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 Boss Event cards, one for each action he took. He moved 3 tiles so he must draw one **Boss Event card**.



Above was the Boss Event Card that was drawn. It has a 13, you need to search the Dungeon for tile 13. If it is in the dungeon then the Dungeon Boss appears in that tile. Our dungeon does have a 13 so look who just showed up next to our Warrior. If 13 was not in our Dungeon you would discard the card and nothing happens. Let's randomly pick a Dungeon Boss, some scenarios tell you which Dungeon Boss to use. We picked the Enraged Giant.



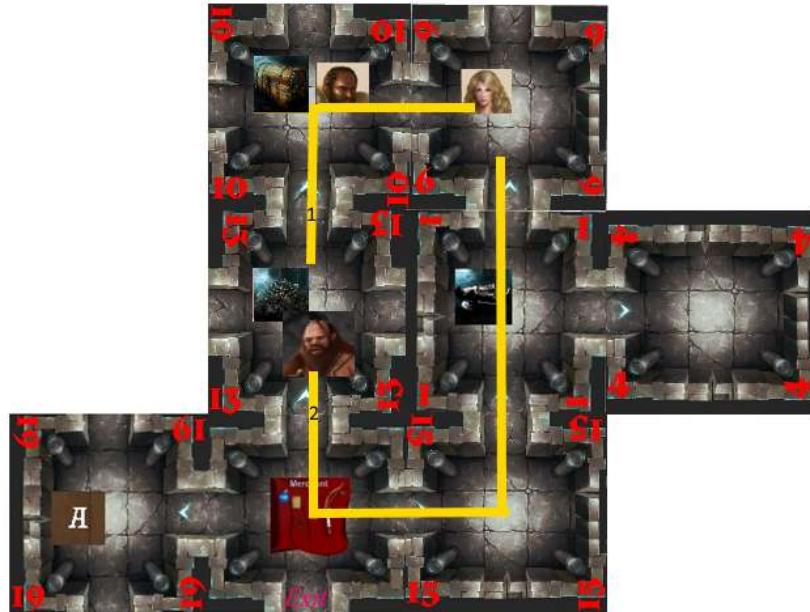
Look at his Power, Defense and Health. Ouch, I think you need to avoid him for awhile. Let's look at our Dungeon now.



Looks like our Heroes will be heading either north or west to avoid the Enraged Giant. Let's do one more thing before we turn you loose to play Dungeons of Infinity. What if this was the Dungeon when the Warrior drew a **Boss Event Card**? So let's draw a different card.



The Dungeon Boss is going to move 1 towards the Hero with Noise 3. Look at the Wizard card. That is her. The Dungeon Boss is going to move one tile, taking the shortest path, towards the Fire Wizard. Path 1 is two tiles and Path 2 is 4 tiles. So the Enraged Giant will go north into tile 10 and then immediately attack the Warrior.



Enjoy the limitless options which 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 events and game details simple. In very short order, you will be referring to the Reference Guide less and less as you play.

There are many actions you can perform in the game that have not been covered in this guide. If you want to Retreat, Escape another Hero's attack, Sneak, Shout, Run, dig, fight (PvP or Player versus Player combat), or Trade Items with another hero, read that section in the Reference Guide first.

Also, please look over the Quick Play summary to help with combat, turn order, and available actions.