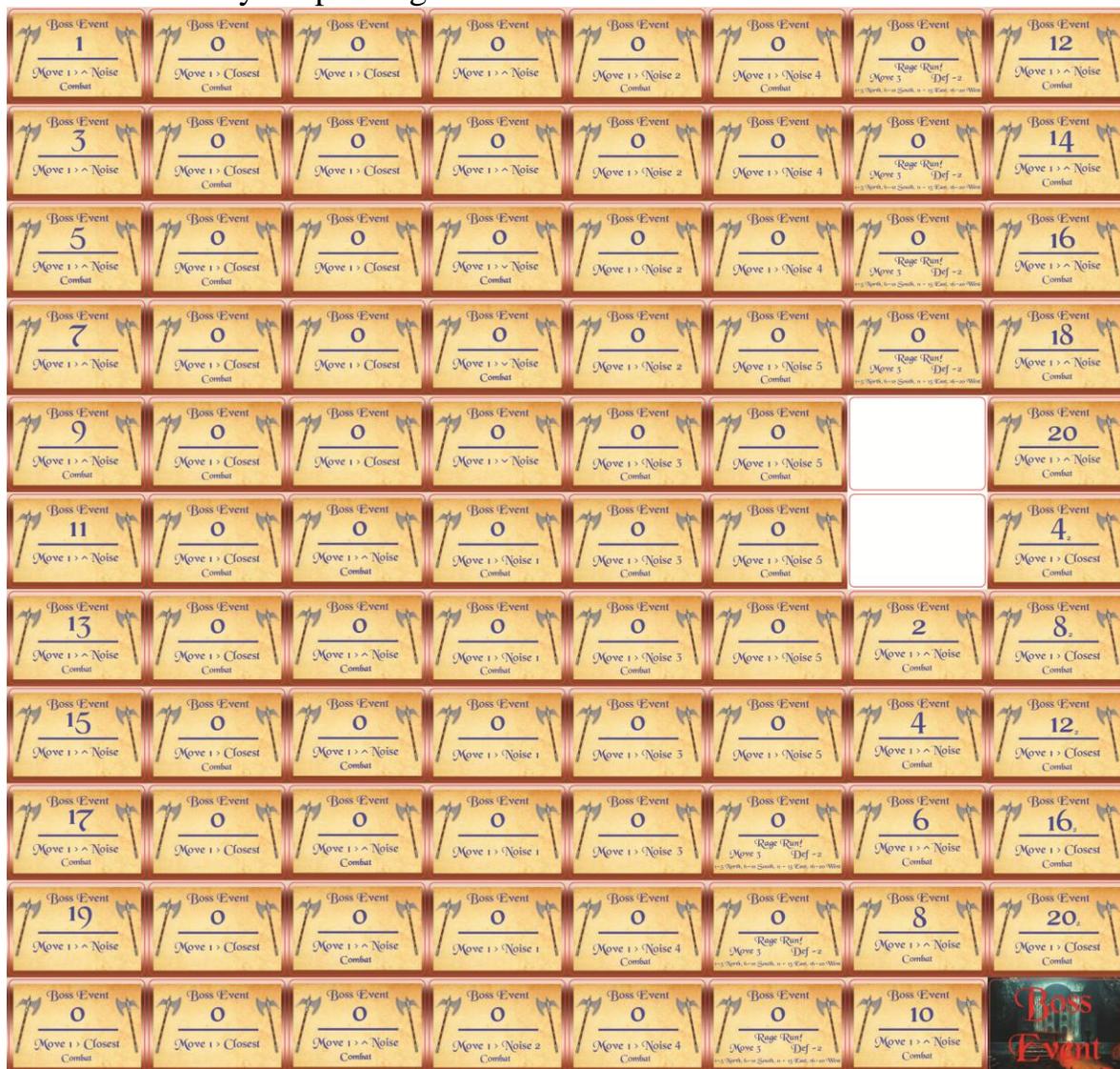


Dungeons of Infinity (November Update)

Hello and welcome to the November Update of Dungeons of Infinity. Yes, this month I have decided to lose the number on the update and just go with the month. I'd also like to point out that this month's Newsletter has been delayed due to the **Chicago Cubs!**

Things are moving forward with the Prototypes. Here is a look at a sheet of Boss Event cards ready for printing.



This month we are going to look at the merchant and how this process works.

Now we all know any level-headed Merchant is not going to set up shop in a dreary dungeon. The story here is that this Merchant saw our Heroes heading for the dungeon and saw an opportunity to make some fast cash. He grabbed whatever he could from his store and headed off to the dungeon. To see what the Merchant grabbed and is available for purchase, shuffle the Store Deck and draw the first 6 cards. Then shuffle the Store Weapons and Armor Deck and draw the first 4 cards. Place them face-up by the Merchant to show what he grabbed on his way to the dungeon. There are four different ways to interact with the Merchant:

1. Initial Purchases (0 AP). On your first turn, you may buy any of the 10 items which the Merchant brought with him (4 Weapons and Armor and 6 Equipment items) without being required to use AP. The Merchant immediately sends a runner back to his shop to replace any item which is sold, so you may add 1 item to his supply for every item sold. The new item replacing the item sold cannot be bought by the same player that turn.



2. Order Items. If you are in the same room with the Merchant, you may ask the Merchant to send a runner back into town to get a specific item. This takes 3 turns. Get the item from the Store Deck and place a Merchant Marker, as shown, for the specific Hero on the item's card with the red side up and the 3 pointing up towards the item's name. During the maintenance turn phase (see the **Dungeons of Infinity Quick Play Summary**), turn the marker 1 place counter-clockwise to decrement the number. The round after it reaches 1, turn it over to the blue side with the 5 pointed up. Your Hero now has 5 turns to purchase this item. Turn the marker 1 space counter-

clockwise until the item is purchased by the Hero or the turn after the blue 1 is reached. If the Hero who ordered it has not purchased the item, remove the marker and place the item in the general pool of items to purchase. Any Hero may now purchase the item. You may only request an item when you are in the Merchant's square.

3. Returning to the Merchant to Purchase, Order, Heal, or Repair (2 AP): You may return to the Merchant room via movement to purchase, order, or pick up more items. Dealing with the Merchant requires 2 AP. You must have 2 AP left after you enter the room to deal with the Merchant on this turn. You may consider every item left in his inventory or request he send a runner back into town for a specific item, as detailed above. Equipping new items is dependent on remaining **AP** per equipping rules (see **Equipping Items**). You may also purchase healing at the cost of 1 Farnsworth Coin per Health point and may have the Merchant repair damaged equipment for 2 Farnsworth Coins per item (see **Currency**).
4. Trading with the Merchant. The Merchant buys items found in the dungeon (**Reward Card** items) from you at 100% of their listed value. He will purchase items you bought from him (Store Items) for 50% of their value rounded up. Remember, he is only here to make cash! The Merchant will not buy back any items from you that are worth only 1 Farnsworth Coin, they are yours.

It's getting closer!

Keep searching!

Jack Spoerner

Check out our web site for past Newsletters.

www.infinityandmore.net