

# Infinidungeon

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## Introduction


Infinidungeon is a 1-player game consisting of 9 cards and 5 dice. The goal is to make it through the ever-changing dungeon, fighting your way past monsters and avoiding deadly traps, making your way to the final room to defeat the boss and beat the dungeon. Place the 5 dice and the blue Entrance room in front of you, then shuffle the remaining 8 cards with their blue "Basic" side facing down.

## Turn Order

The game will alternate between two actions, moving to a new room and then dealing with the contents of the room.

### Moving Room

First choose in which direction you would like to move, North, East, South, or West. You may only move in a direction if your current room has a doorway present in that direction.

If the chosen doorway has a trap () in front of it, roll all of your available dice, then reroll as many of those dice as you like, and remove all of those with a value lower than the dice face below the trap. You can never lose your last dice from a trap. Whether or not you lose any dice, proceed with entering a new room. Draw rooms from the bottom of the room deck, flipping them over and checking the room for the following two criteria:


- The new room's symbol (in the lower-left corner of the card) matches with one of the two symbols in your chosen doorway on the current room
- The new room has a doorway on the opposite side of the side you choose to take from the current room (eg. if you chose to go North the new room has a doorway leading South, if you chose West the new room has an Eastern doorway)

If both of these criteria are met, place the current room on top of the room deck facing down, and place the new room down in front of you. This is now your current room.

If either or both of these criteria are not met, place the drawn room on top of the deck face-down and draw a new room from the bottom of the deck.

## Facing the Room

Whether you have just moved to a new room or you are in the same room, you now have to deal with the contents of the room. These come in several forms, described below:

- **Monster Room** - Roll however many dice you have remaining, then reroll as many of those dice as you like. Then assign each dice to one of the monsters present, the dice face must match one of the dice faces directly below that monster. Some monsters will require 2 dice of equal value, denoted by this symbol: . If, after assigning dice, there is any number of monsters with no dice assigned, you are attacked and lose 1 dice. If all monsters have a dice assigned, you defeat the monsters and they don't attack you. If you ever lose your last dice, you lose the game.
- **Healing Pool** - Immediately regain 1 lost dice. You can never have more than 5 dice.
- **Treasure Vault** - Face the monsters as described above. If you defeat the monsters, don't put the card back in the deck when you move to a new room. Instead, keep it aside to be used upon entering a new room, in order to recover up to 2 lost dice. Once used, flip the card over to its blue "Basic" side to indicate that it has been used and cannot be used again.
- **Boss Room** - Again, handled the same way as a monster room, but this monster now required 3 dice of equal value to be assigned to it. You cannot defeat it with less than 3 dice, but if you do defeat it, you immediately win the game!

## Flipping Rooms

Flipping rooms is the only way to reach the boss and win the game. The first time you defeat the monsters in a room with a crystal present, immediately flip the room to its yellow "Advanced" side and continue, fighting the new monsters who have appeared with a new roll of your available dice. When you enter a new room, be sure to flip the old room card before placing it on top of the deck, so that the side you just saw on the table is facing down. The deck will eventually consist of cards on various sides.

The moment you flip the fourth and final crystal room, flip the rest of the deck as well then shuffle it. The room deck should now have all of its blue "Basic" sides face-up. At this point, no more rooms will flip.

## Winning or Losing

If you lose your final dice, you immediately lose the game.

If you defeat the boss, you immediately win the game.

