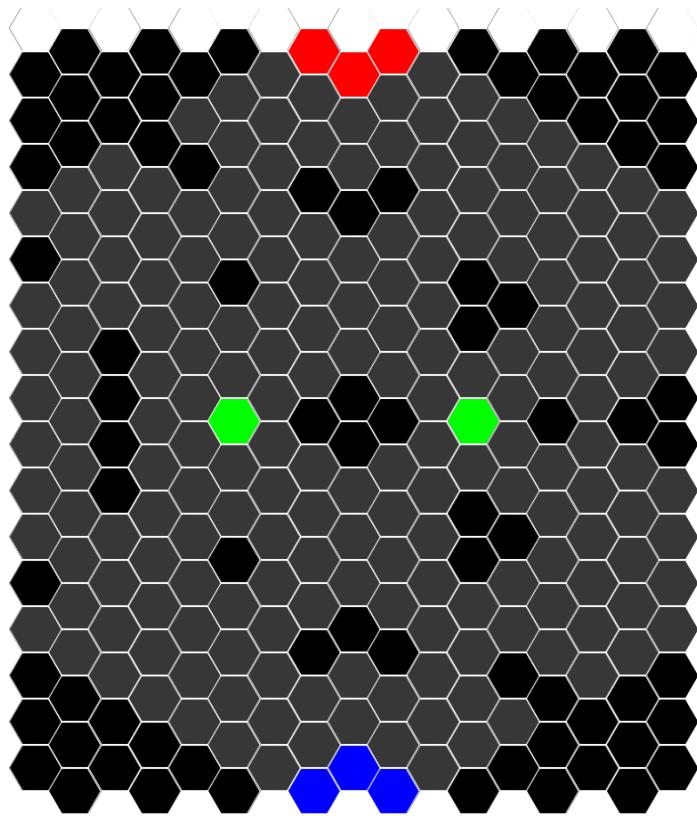


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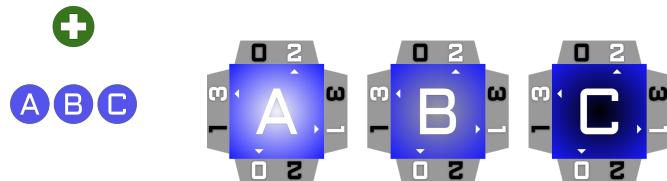
# BOX CONTENTS

1 Game Board



1 HP Token

3 Blue Units (Discs)  
3 Red Unit Indicators



3 Red Units (Discs)  
3 Blue Unit Indicators



X Blue Ability Cards  
X Red Ability Cards

X Blue Passive Cards  
X Red Passive Cards

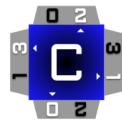
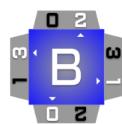
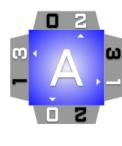
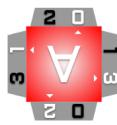
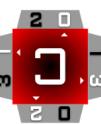
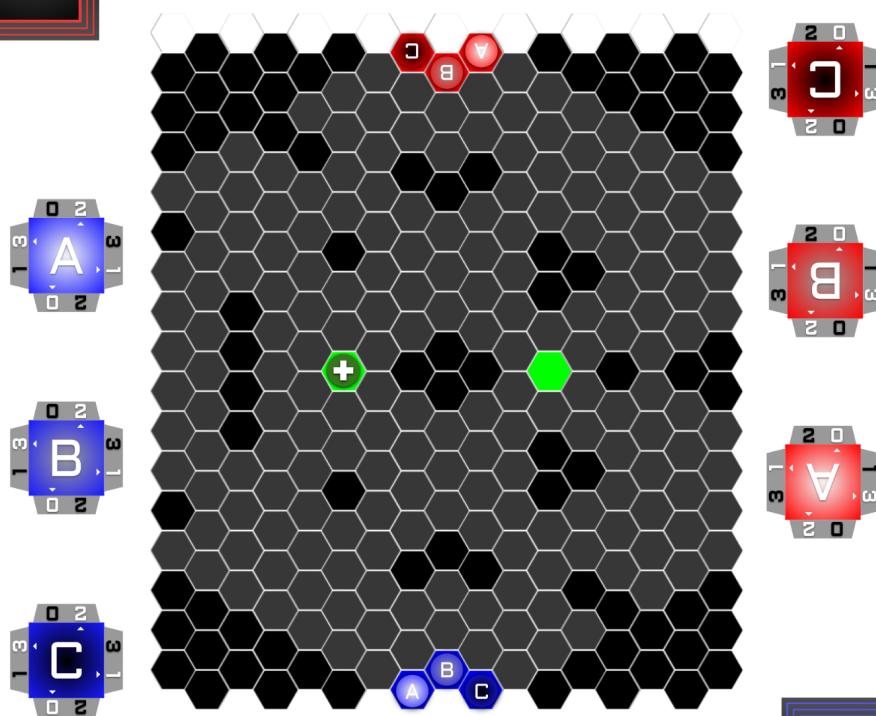


# SETUP

Arrange components as shown below.



## Red Side



## Blue Side

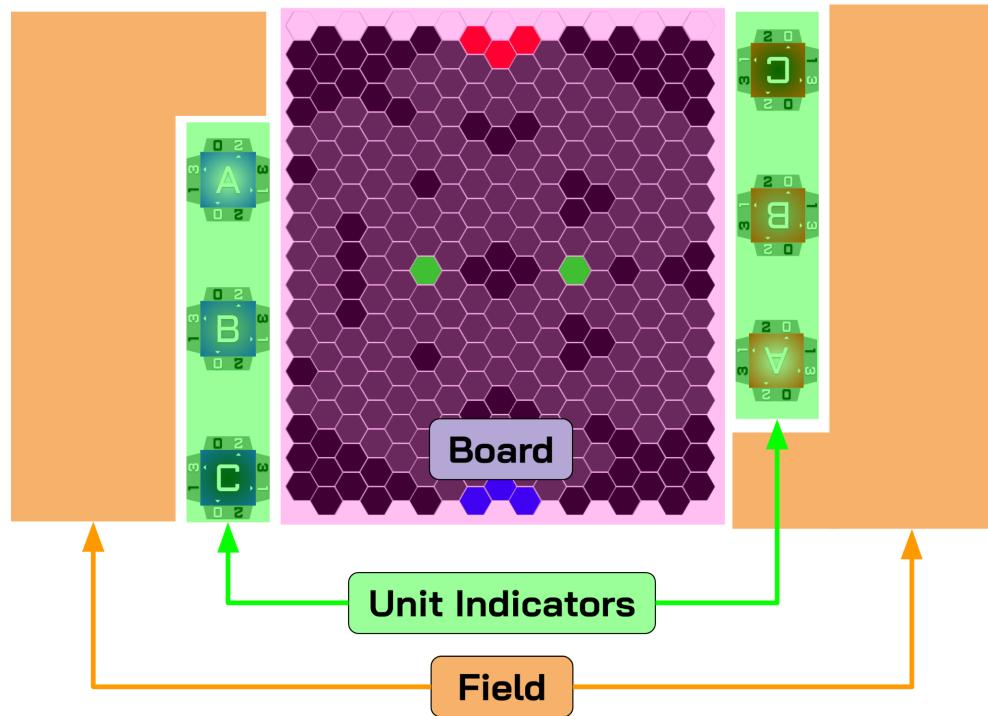


401 Infinite is a **two** player game.

Each player controls a Side, Red or Blue.

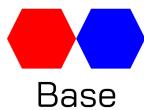
# PLAY AREA / SPACE TYPES

The Play Area is separated into 3 categories as shown below.



Before playing, Make sufficient table-space for at least 5 inches of horizontal Field, and 5 inches above and below the Board/Field for general use.

## Board Space Types



# UNITS AND HP

Both sides have control of 3 Units.

Each Unit has a corresponding **Unit Indicator** that represents their **HP** based on the indicator's rotation.



**From YOUR perspective:**

Look at the **TOP WHITE** number when viewing **your own** Units' HP (left).

Look at the **TOP BLACK** number when viewing your **opponent's** Units' HP (right).

*All other numbers do not matter.*

When **Adding(+) HP**: Rotate the Unit Indicator 90° **Clockwise**.

When **Subtracting(-) HP**: Rotate the Unit Indicator 90° **Counter-clockwise**.

**A Unit is Eliminated when it reaches 0 HP.**

*All Units start at 2 HP*

# STARTING THE GAME

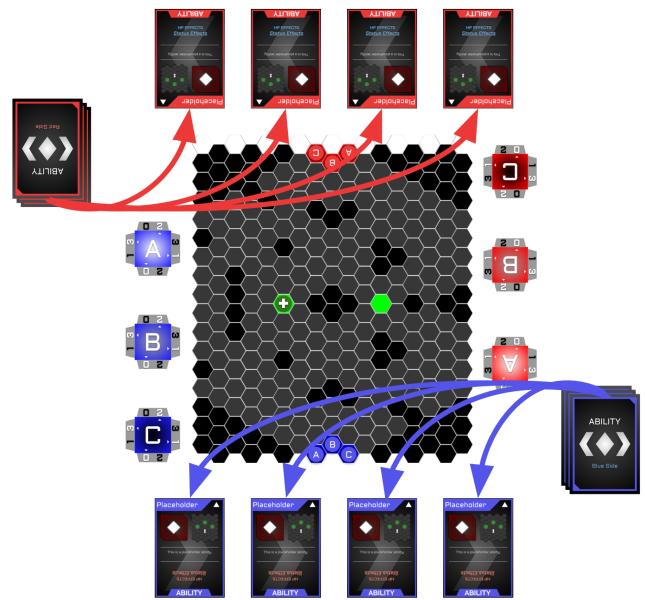
## **VICTORY OBJECTIVE:**

***Eliminate all of your opponent's Units.***

### **Quick Start** (Recommended for beginners)

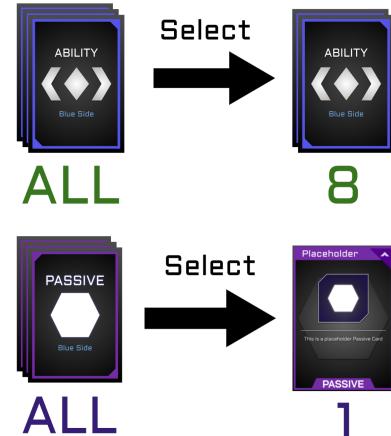
1. Both players shuffle their sides' Ability Cards and place them face-down.  
*This is your Stack.*
2. Place the Passive Cards aside, as they are not included in Quick Start games.
3. Both players draw 4 Ability Cards from their Stack and place them face-up for both players to see.  
*This is your Hand.*
4. Flip a coin to determine which player gets the first turn.

<Next Page: "Turns and Actions">



### **Competitor's Start**

1. Players *privately Select* 8 Ability Cards to make up their Deck, as well as 1 Passive Card.  
<Page 11: "Passives">
2. When both players have finished, players **Select** 4 Ability Cards from their Deck to be their starting Hand.  
*The other 4 make up their Stack.*
3. As shown in Quick Start, place your Hand face-up, and your Stack face-down. Place your Passive face-up next to your Hand.
4. Blue always goes first, but has only 1 Action on their first Turn.

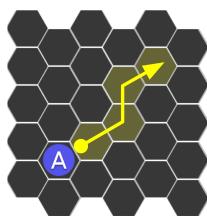


*Both Starts have no difference in rules after this page.*

# TURNS / ACTIONS

On a player's Turn, they can perform up to **2 Actions**  
*in any combination or order.*

**An Action is defined as:**



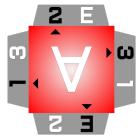
## Movement

Moving any one of your Units up to four (4) Spaces

- OR -

## Ability

Playing or Cycling an Ability Card



<Page 7: "Playing Abilities">



Above is an example of a valid Turn from Blue Side

**Action 1:** Moves their A Unit 4 spaces, getting in-range to use "Serration".

**Action 2:** Uses "Serration" from their A Unit onto the opponent's B Unit.

# PLAYING ABILITIES

**>> See Reference Sheet <<**

To play an **Attack** or **Defense** ability, choose a **Source Unit** from your side to use the ability from, and a **Target** that is *in-range*, relative to the Source Unit.

*Attack abilities target opponent Units | Defense abilities target your own Units*



Above is an example of Blue Side using "Chainbind" (Range projected onto Board) with A as the Source Unit and B as the Target.

Then, place the Ability Card onto the Field next to its **Target's** corresponding Unit Indicator, and proceed with the effects stated in the ability's Description.

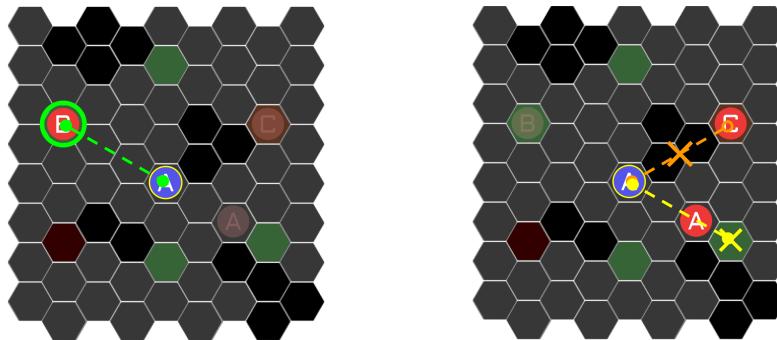
**Each Unit can only be the Source Unit of 1 ability per turn.**

(I.e. You cannot use 2 abilities that share the Source Unit on the same turn.)

# PLAYING ABILITIES

Continued

## Valid Target O      Invalid Targets X

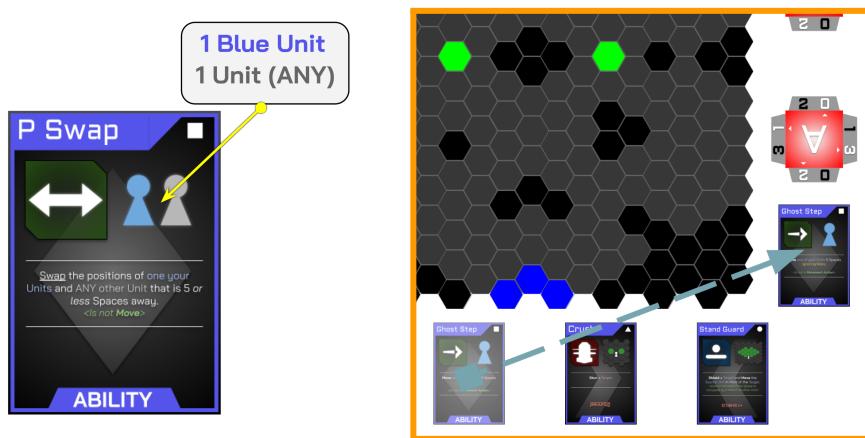


*Above refers to the previous page's example*

**Utility** abilities do not have Source Units or a Range, **only Target(s)**.

To use a Utility ability, choose appropriate Target(s), and then place the Ability Card onto the Field below the opponent Unit Indicators (regardless of Target).

*You must choose Target(s) according to the Side color indicated on the Ability Card.  
(See Below)*



If desired, you may **Cycle** an Ability Card by putting it at the *bottom* of your Stack and then Drawing a new one.  
*Just as playing an ability would, Cycling uses 1 Action.*

# CARD FLOW

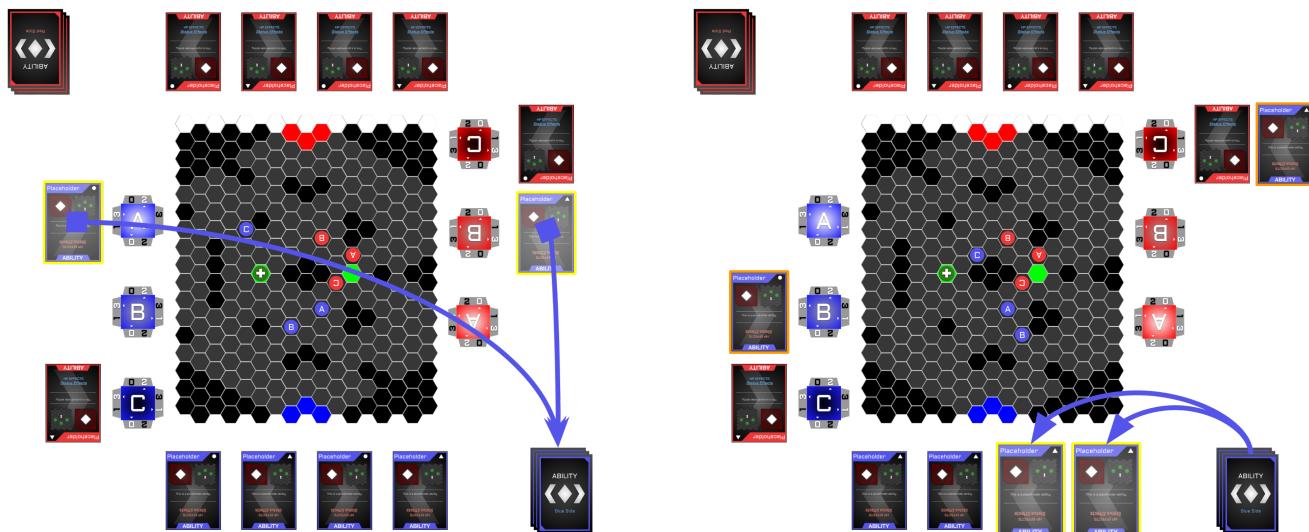
A **Rotation** is a set of 2 consecutive Turns (1 Blue Turn, 1 Red Turn)

## At the Beginning of your Turn:

Remove all Ability Cards that you played last Rotation from the Field, and return them to the bottom of your Stack.

## At the End of your Turn:

Draw as many needed from the top of your Stack to refill your Hand with 4 Ability Cards.



Above is an example of a Turn Beginning/End from Blue Side.

LEFT : Turn Beginning, took back 2 Ability Cards played last Rotation.

RIGHT : Turn End, drew 2 Ability Cards to replace the 2 that they played this Turn.

**Once a Card is removed from the Field, it's Effects (except ±HP) no longer apply.**

(i.e All Effects only last for 1 Rotation.)

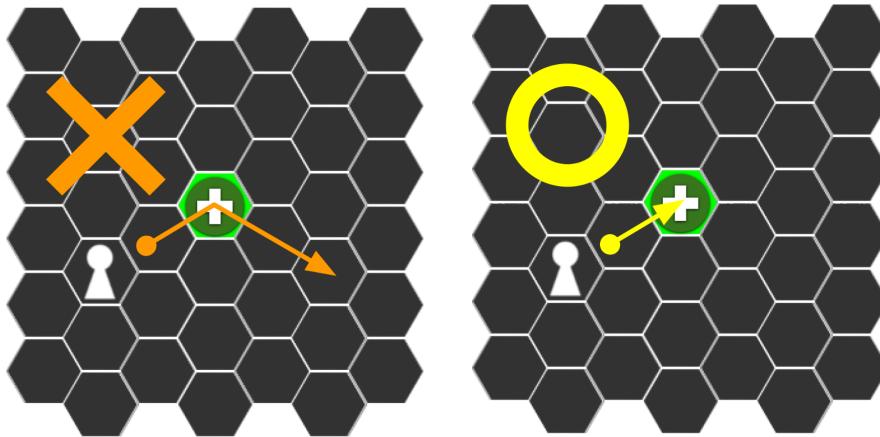
## **Competitor's Start only:**

Players are allowed to view the order of cards in their own Stack at any time.

# THE HP TOKEN

The HP Token is the only way to heal/gain extra HP.  
*(Excluding Passives)*

When a Unit collects the **HP Token**, that Unit immediately gains **1 HP** (Max 3) and the HP Token is moved to the other **Spawner** <Page 3: "Space Types">. *The HP Token is collected by landing directly on top of it.*

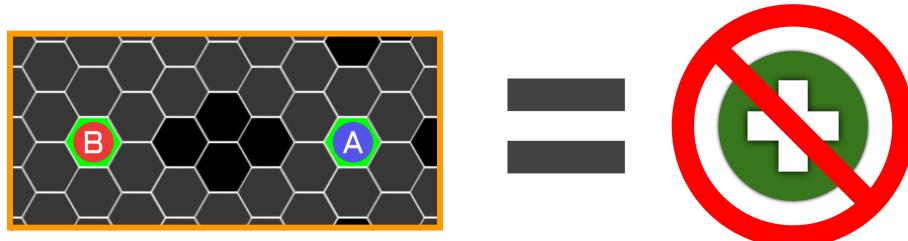


*Unit must occupy the Space at the END of an Action.*

**The HP Token can NOT be collected more than once in 1 Turn,  
regardless of Unit.**

## Deadlock

If the HP Token is collected but both Spawner Spaces are occupied by Units, the HP Token is removed from the Board for the rest of the game.

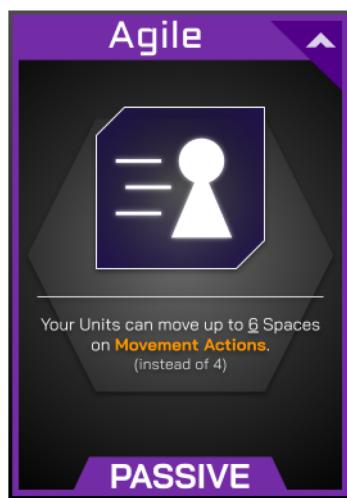


# PASSIVES

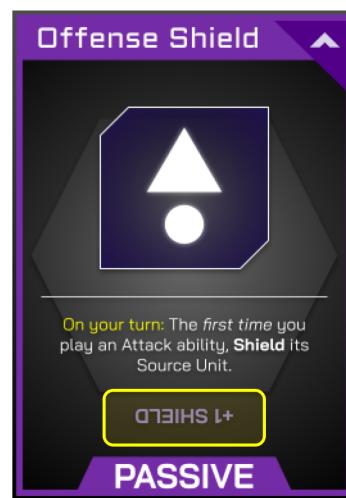
**Passives** are unique rule-bending buffs that can give you a significant advantage over your opponent if utilized well.

**Passives are ALWAYS in effect once the game starts.**

I.e they do not need to be played, they *passively* affect the game.



(No Effect Text)



(Effect Text)

Some Passives directly affect Units and have **Effect Text** on their card.

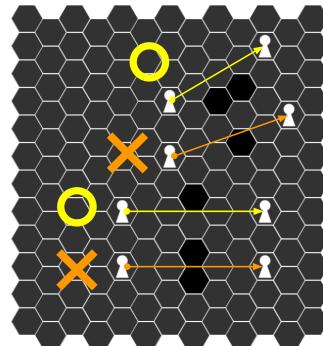
These Passive Cards should be placed onto the Field similar to Attack/Defense abilities when appropriate, but unlike abilities, do NOT cost any Actions to do so.



# TECHNICALITIES

## **Straight Line To Target**

If you cannot draw a straight line between the Source Unit and the Target without hitting a Wall, the Target is invalid.



## **Runner's Rule**

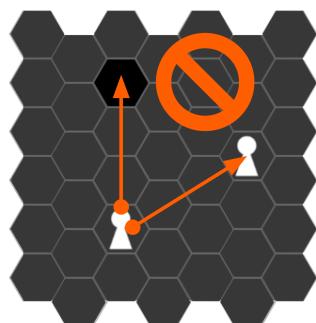
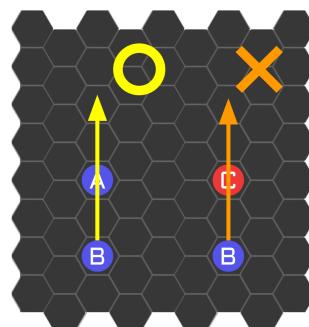
If one of your Units lands on the opponent's Base, it is immediately placed back at your own Base, and you can subtract 1 HP from any opponent Unit (*Ignoring all Effects*).

Units cannot enter (by any means) the opponent Base if an opponent Unit is occupying ANY one of the Base Spaces.

## **Unit Collision**

Units may Move/Target through their own side's Units.  
(treated as Open Spaces)

Units cannot Move/Target through opponent Units.  
(treated as Walls)



## **One Object One Space**

Units can NEVER land on a Space occupied by a Wall or another Unit.

*If an ability were to place a Unit onto an unavailable Space, the ability is unplayable.*

# GLOSSARY

**Definitions of Proper terms only apply when the word is capitalized.**

**Cycle** - To Discard an ability from your Hand and then Draw a new one.

**Deck** - The collection of 8 Ability Cards selected to make up your Hand and Stack.  
(Competitor's Start only)

**Discard** - To put onto the bottom of your Stack.

**Draw** - To take from the top of your Stack.

**Effect(s)** - Shorthand for the combination of HP Effects and Status Effects.  
(Anything included in the Effect Text of a card is an Effect. Anything not included is not an Effect.)

**Field** - The region around Unit Indicators where Ability Cards are placed when played.  
<Page 3: "Play Area">

**Hand** - The collection of face-up Ability Cards that the player is able to play.

**Ignores/Ignoring [X]** - Proceed as if [X] does not exist.

**Land** - To occupy a Space at the end of an Action (that the Unit was not occupying before).

**Move** - Movement across Spaces with a path that is affected by Walls and Status Effects.  
**(Includes \*)** Directly place the Unit onto a Space regardless of movement path.

**Movement Action** - When a player Moves one of their Units directly using 1 Action.

**Play** - To put a card onto the Field and proceed with its description.

**Self-Targeted** - The Target of the ability is the Source Unit.

**Self-Targetable** - The ability can be Self-Targeted if desired.

**Stack** - The stack of face-down Ability Cards on a player's side that they Draw and Discard from.

## **See Reference Sheet for:**

**Effect Text**

**HP Effects**

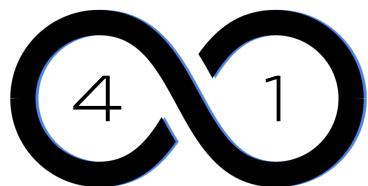
*Damage | Shield*

**Positionals**

*In-front | behind | adjacent | away/toward*

**Status Effects**

*Grounded | Silenced | Slowed | Stunned | Untargetable*



*Find your style. Break your limits.*