

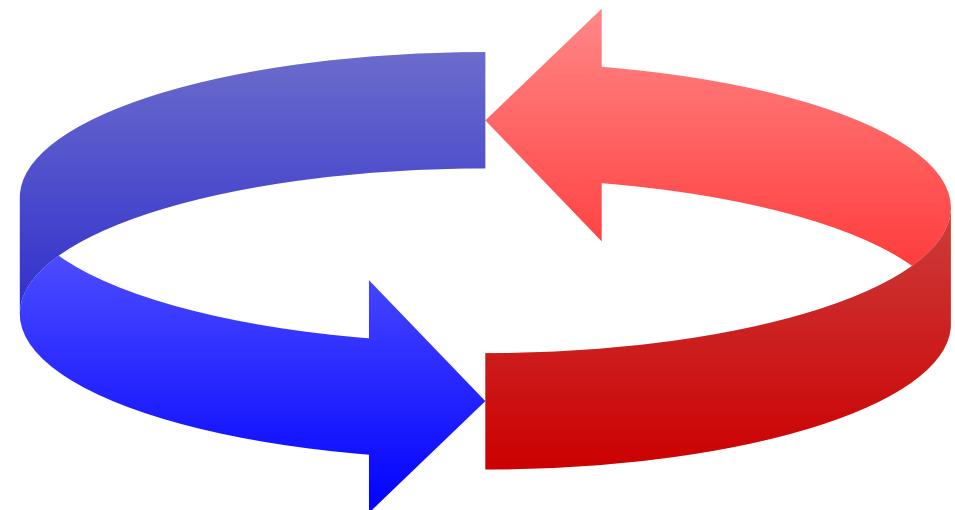
RULEBOOK

401INFINITE

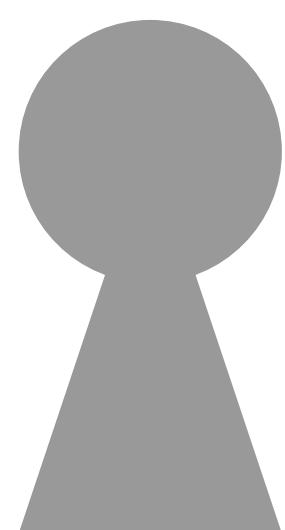


Beta 4.1

PREFACE



All instructions are the same for both Blue Side and Red Side.
All figures and examples in this rulebook are from the perspective of Blue Side
for simplicity.



This game is still in Beta.
Some components have visual placeholders, and may not reflect the final product.
If you find any errors or inconsistencies, or have any suggestions on improving the
game, please give us feedback on our feedback page.

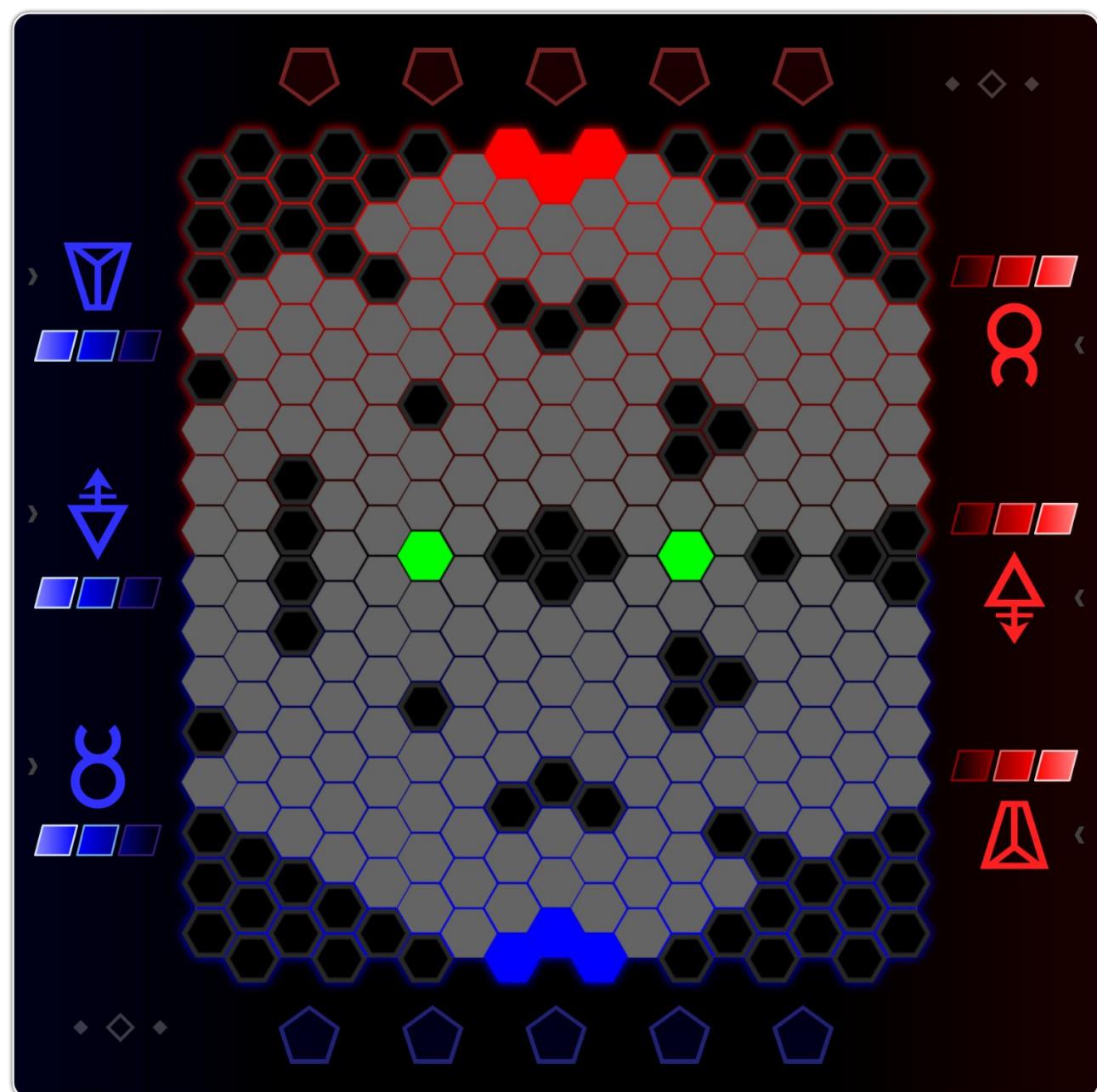


“Imagine Chess, but nerdier.”

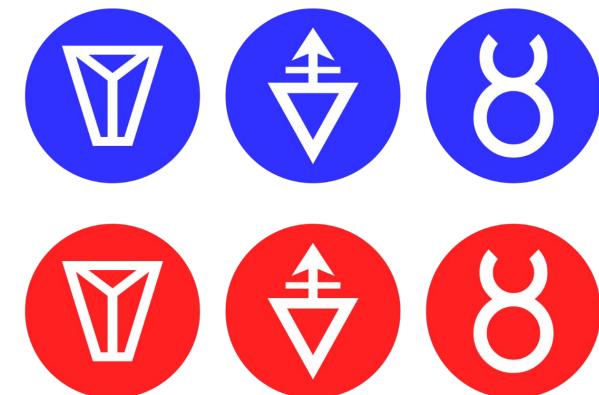
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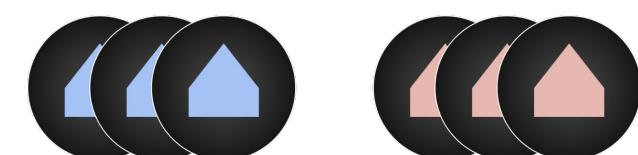
COMPONENTS



Game Board



Units
(TN×2 KN×2 LN×2)



HP Sliders (3×2)



Control Spheres (10)



Ability Cards (48×2)



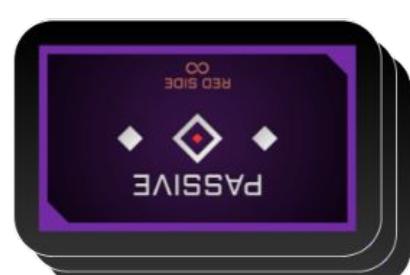
Disruptor Cards (16×2)



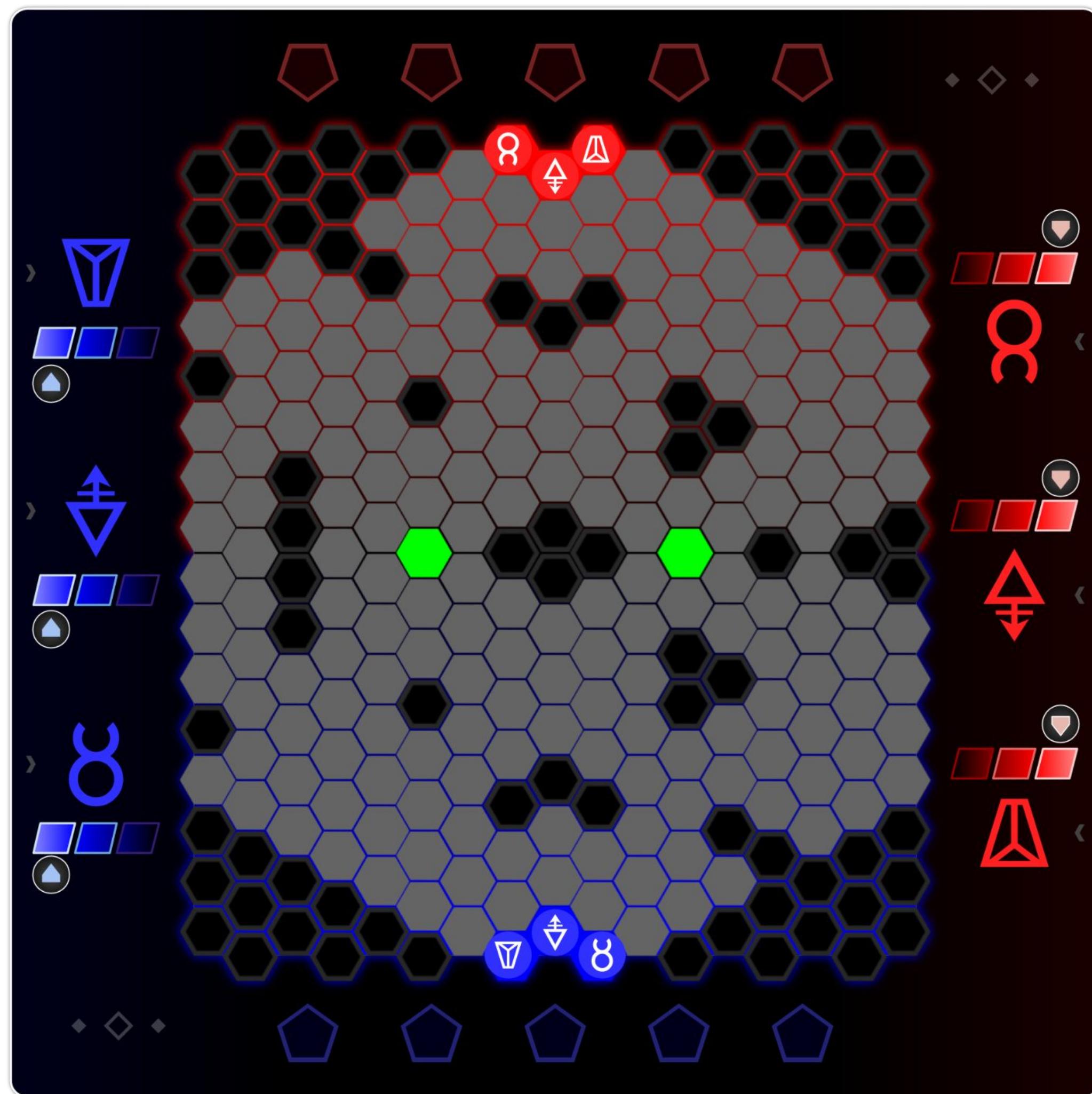
Passive Cards (16×2)

SETUP

Arrange components as shown below.



RED SIDE



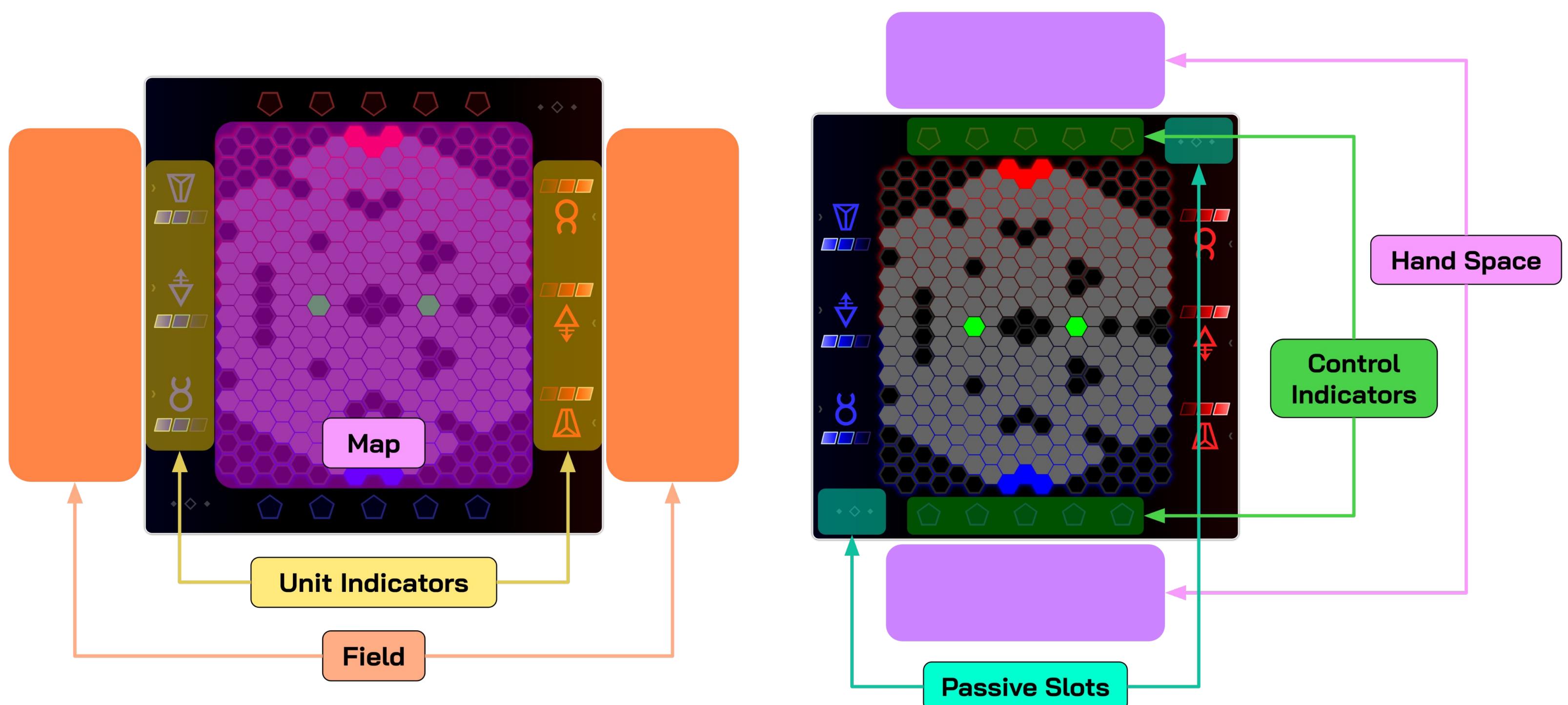
BLUE SIDE



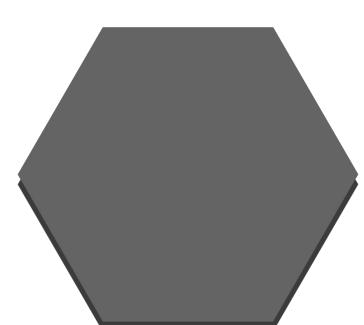
401 INFINITE is a **two** player game.
Each player controls a Side, Red or Blue.

PLAY AREA / HEX TYPES

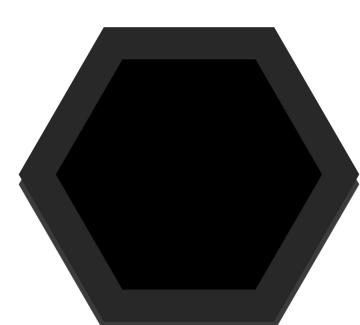
The play area is separated into zones as shown below.



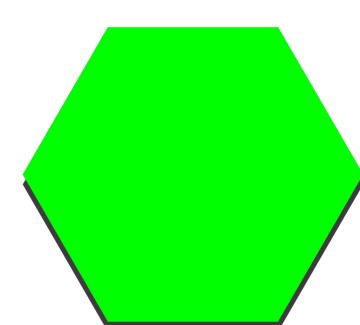
Before playing, make sufficient table-space for at least
3 inches of horizontal Field, and **4 inches of vertical Hand Space**.



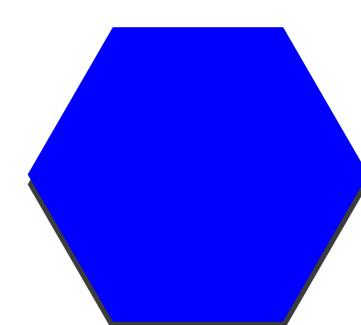
Open Hex
(Gray)



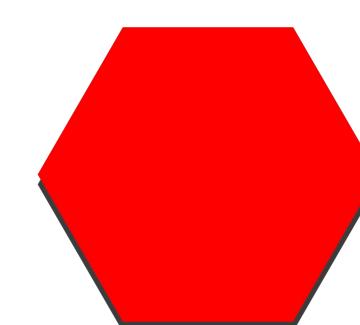
Wall (Hex)
(Black)



Control Hex
(Green)

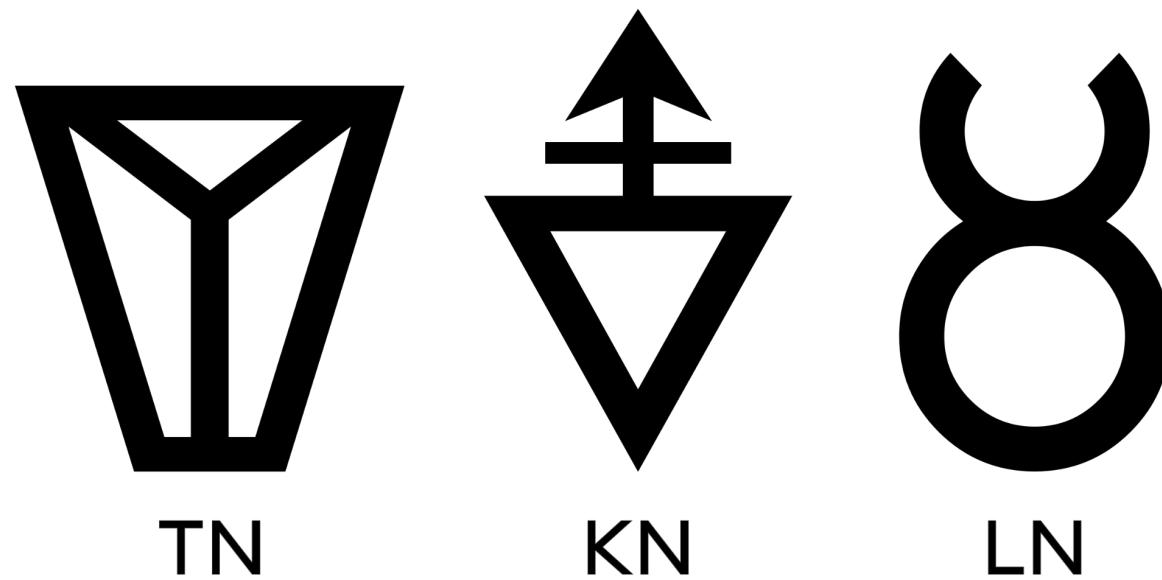


Base Hex
(Blue/Red)



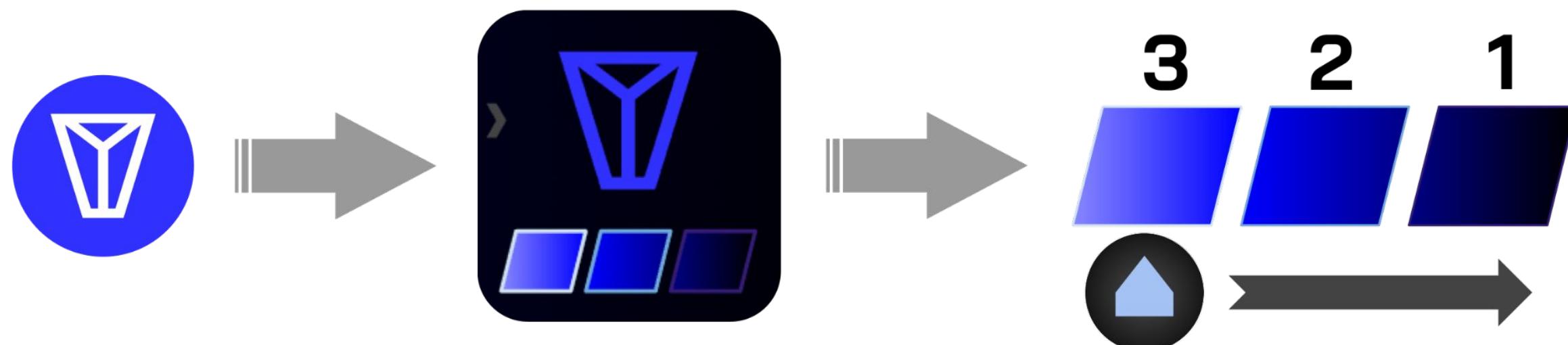
UNITS AND HP

Both sides have control of 3 Units.



Each Unit has an **HP** value that starts at 3 and can go down to 1.

A Unit's HP is indicated by the position of the **HP Slider** on its corresponding **Unit Indicator**.



If a Unit's HP drops below 1, it is **eliminated**, and it, along with its HP Slider, is placed on-top of its corresponding Unit Indicator.



Eliminated Units stay eliminated for the rest of the game.

STARTING THE GAME

VICTORY OBJECTIVE:

Eliminate all enemy Units **OR** Be the first to hold 5 Control Spheres.

<Page 11: "Control Spheres">

BEFORE YOU PLAY:

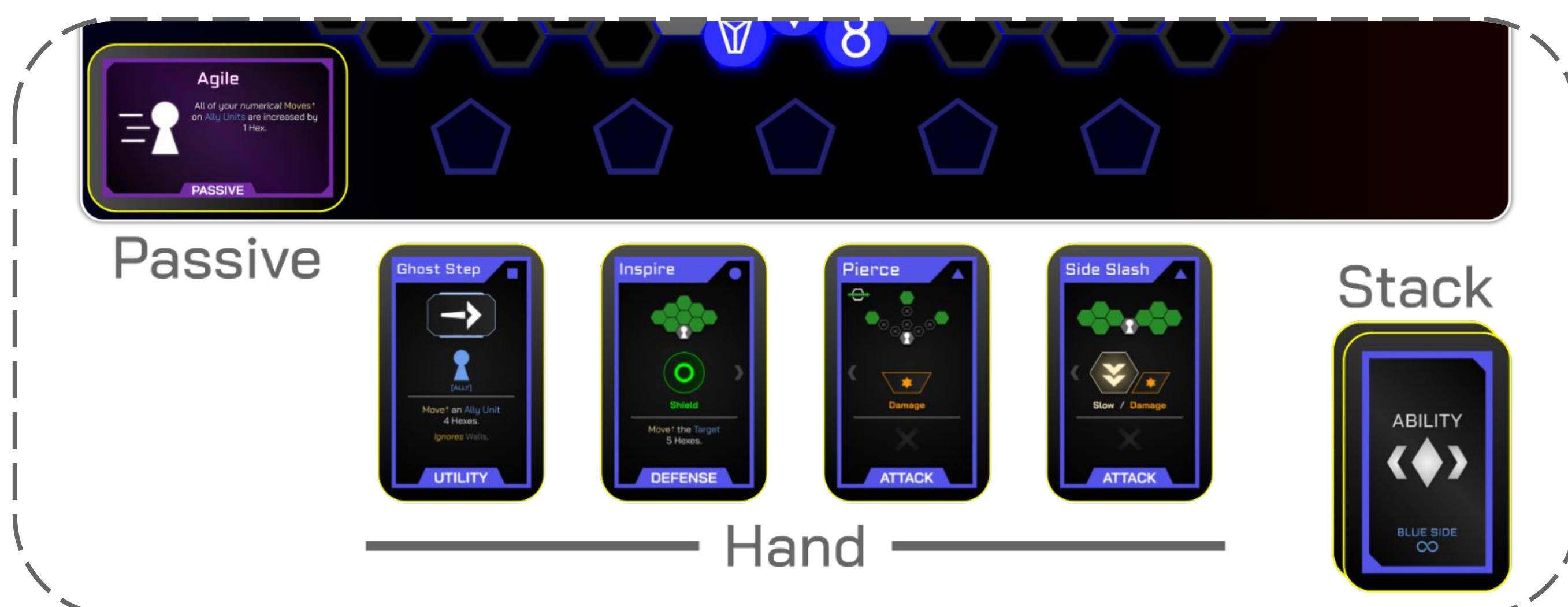
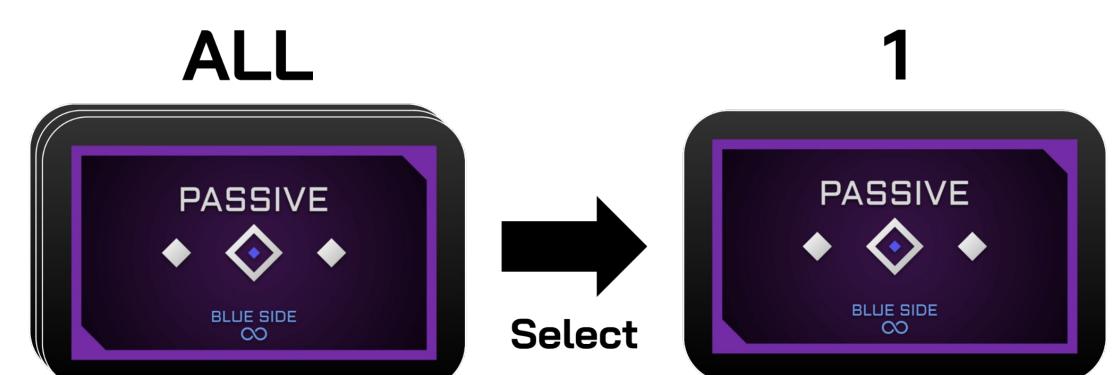
401 INFINITE is not a 1-way-to-play game; before starting a game, consider looking through the **Modifiers** booklet.

It is highly recommended for new players to play with {Generative} and {Pure} to get comfortable with basic play before playing by standard rules.

(This rulebook covers the competitive, standard rules of 401 INFINITE)

Start Instructions

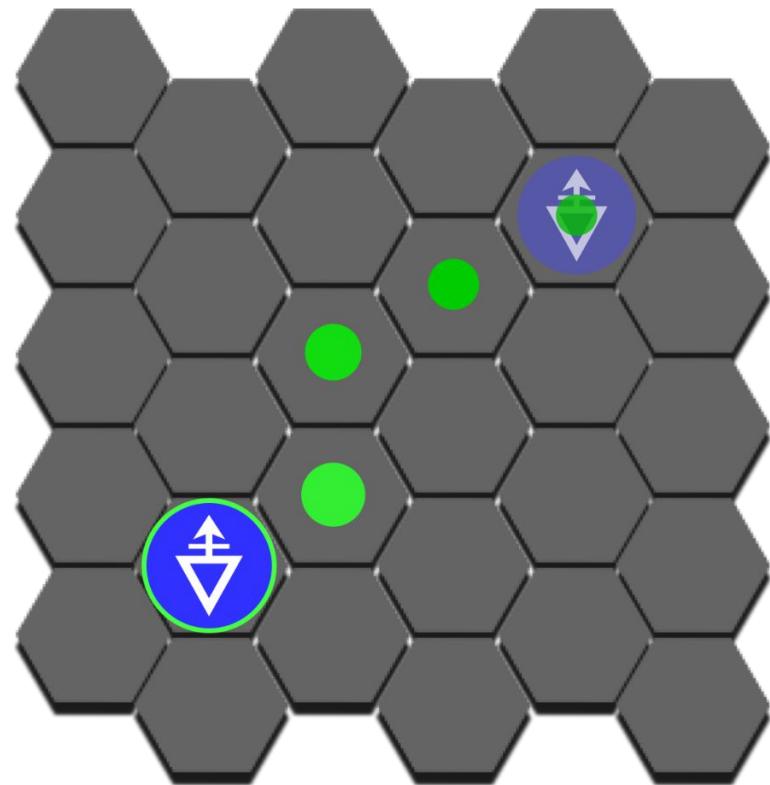
1. Players *privately* select 8 Ability Cards and 1 Passive Card from their respective sets to keep as their Deck.
Unselected cards can be put aside, as they will not be used.
2. After both players are finished, players reveal their Deck to their opponent.
3. When ready, players put their selected Passive Card face-up into their Passive Slot and select 4 Ability Cards from their Deck to place face-up as their Hand, while the rest are placed face-down as their Stack.
4. Blue starts, with only 1 Energy on their first Turn. <Next Page: "Turns and Energy">



TURNS AND ENERGY

At the start of a player's Turn, they are given 2 Energy to use.

Players can use **1 Energy** to perform one of the following actions:



Move↑ any Ally Unit
4 Hexes.

<Page 13: "Moving with
Move↑">



Play an ability.
<Next Pages: "Playing
Abilities">



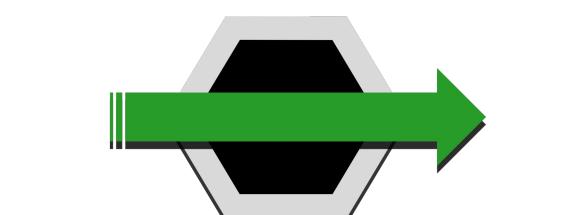
Move an ability from
your Hand to the
bottom of your Stack.

After a player uses all of their Energy, it is their opponent's Turn.

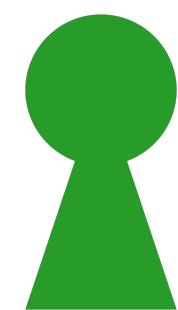
*Players are allowed to pass their Turn while they still have Energy left,
but Energy does not carry over from Turn to Turn.*

PLAYING ABILITIES

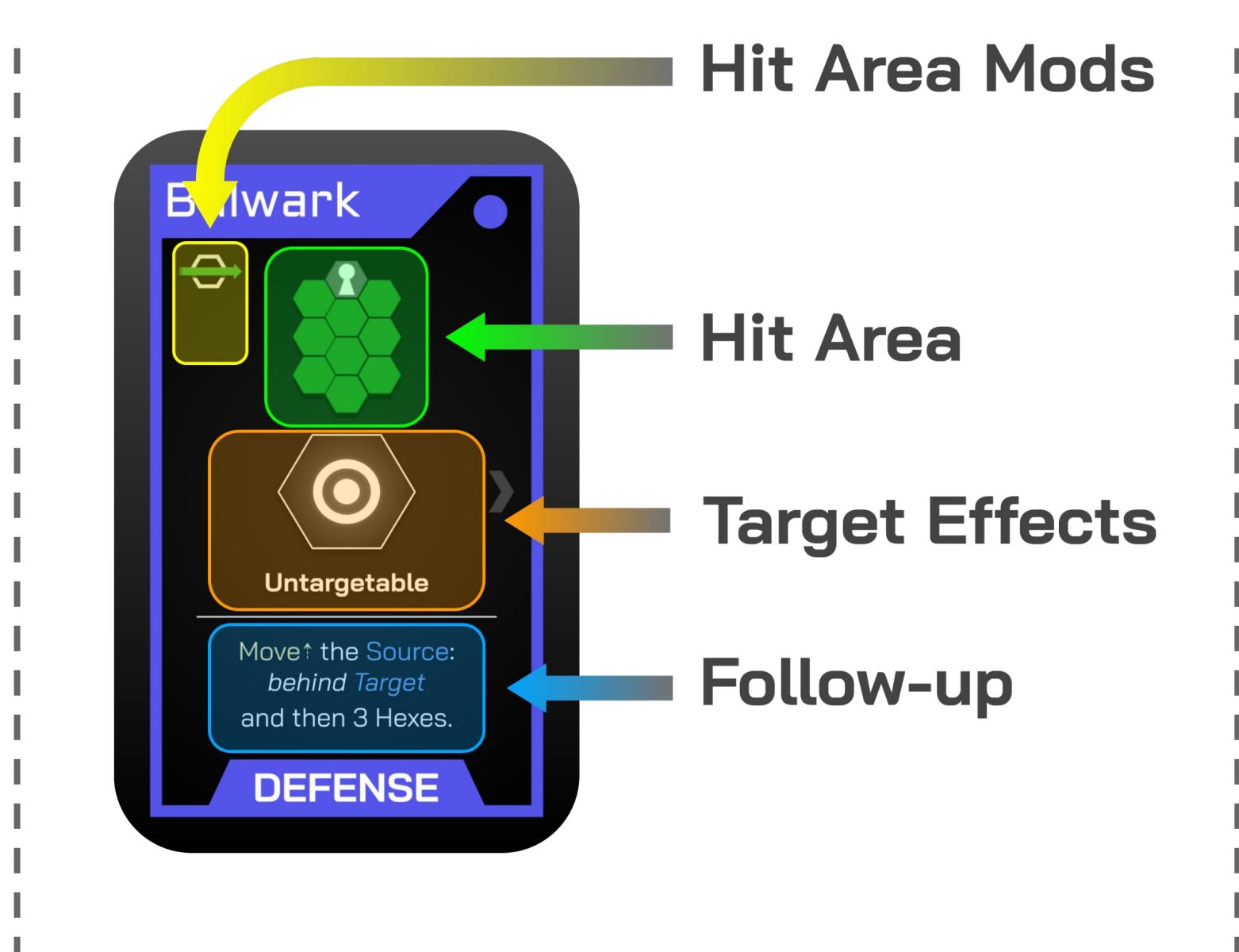
ATTACK / DEFENSE



Ignores Walls
Does not require line-of-sight.

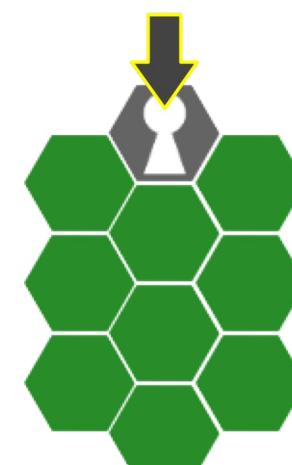


Self-Target
The Source can be the Target.



(NOT ROTATABLE)

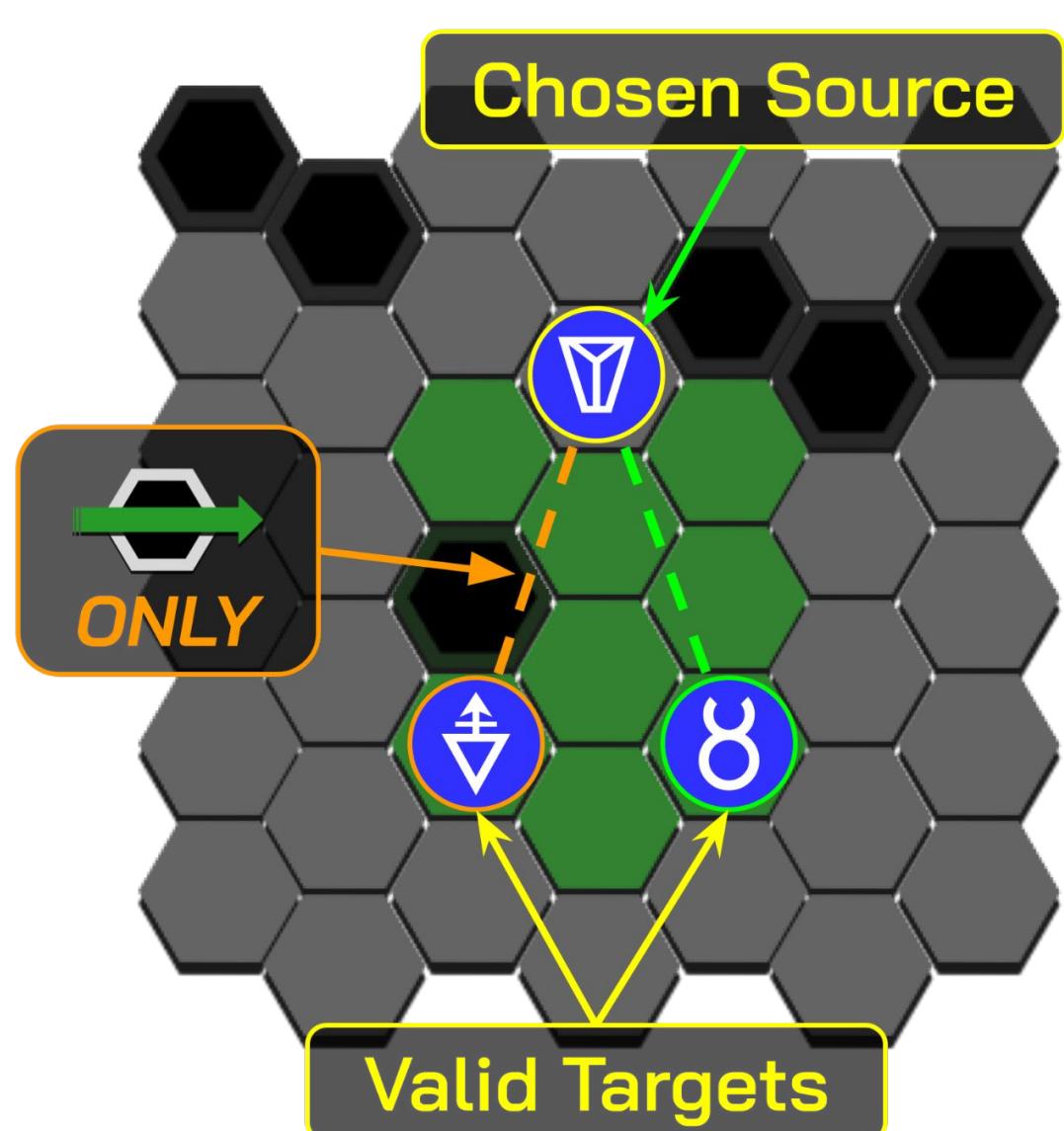
Source



Valid Target Positions (Green Hexes)

Source must also have a straight line-of-sight to the Target.

To play an Attack/Defense:



1. Choose a Source and Target.

The Source must be an Ally Unit that has **NOT already been a Source** this Turn.

The Target must be a Unit that is within the Hit Area, relative to the Source.

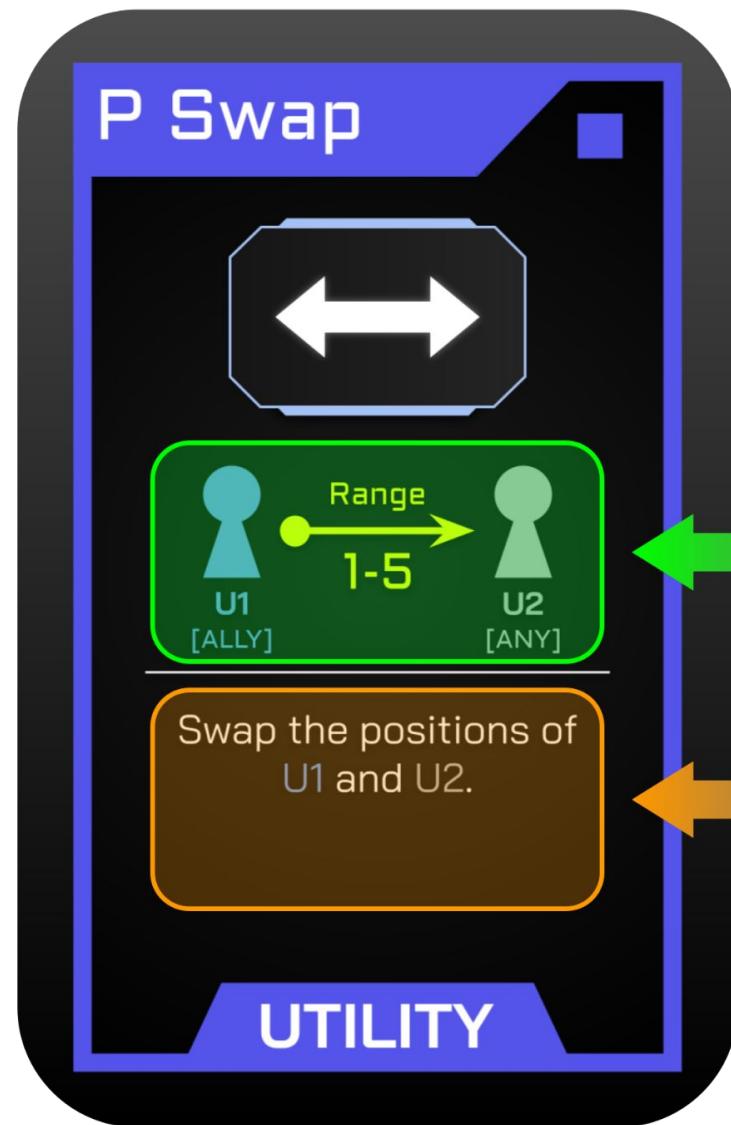
Defenses target Ally Units.
Attacks target Enemy Units.

2. Inflict Effects and Follow Up.

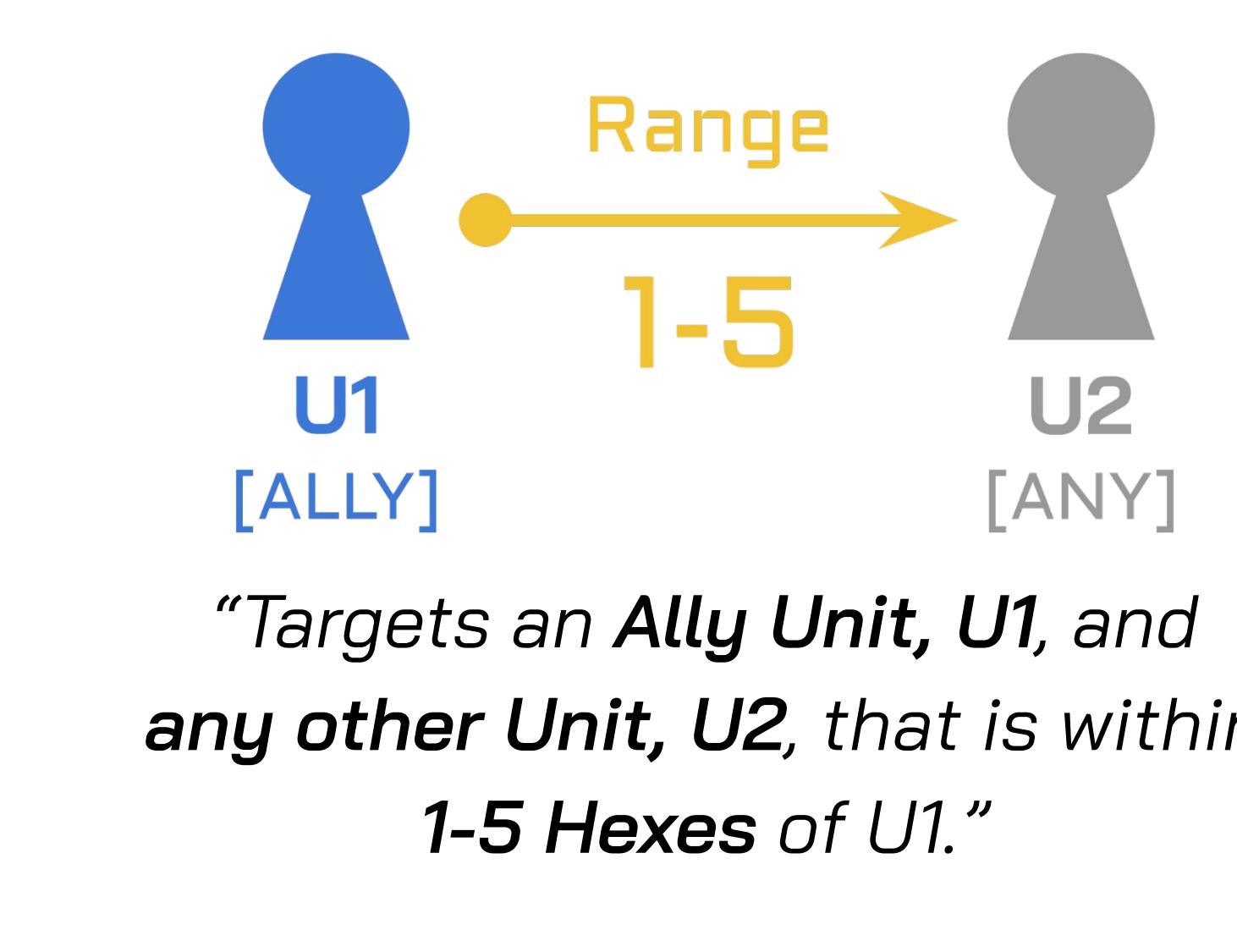
Place the Ability Card onto the Field, next to the **Target's Unit Indicator**. The Target now has the Target Effects of the ability. *<Page 10: "Ability Effects">* If the ability has a **Follow-up**, proceed with its action.

PLAYING ABILITIES

UTILITY



Targeting Conditions
Action



To play a Utility:



"Using P Swap."



1. Choose appropriate Target(s).

Choose Target(s) according to the **Targeting Conditions**.

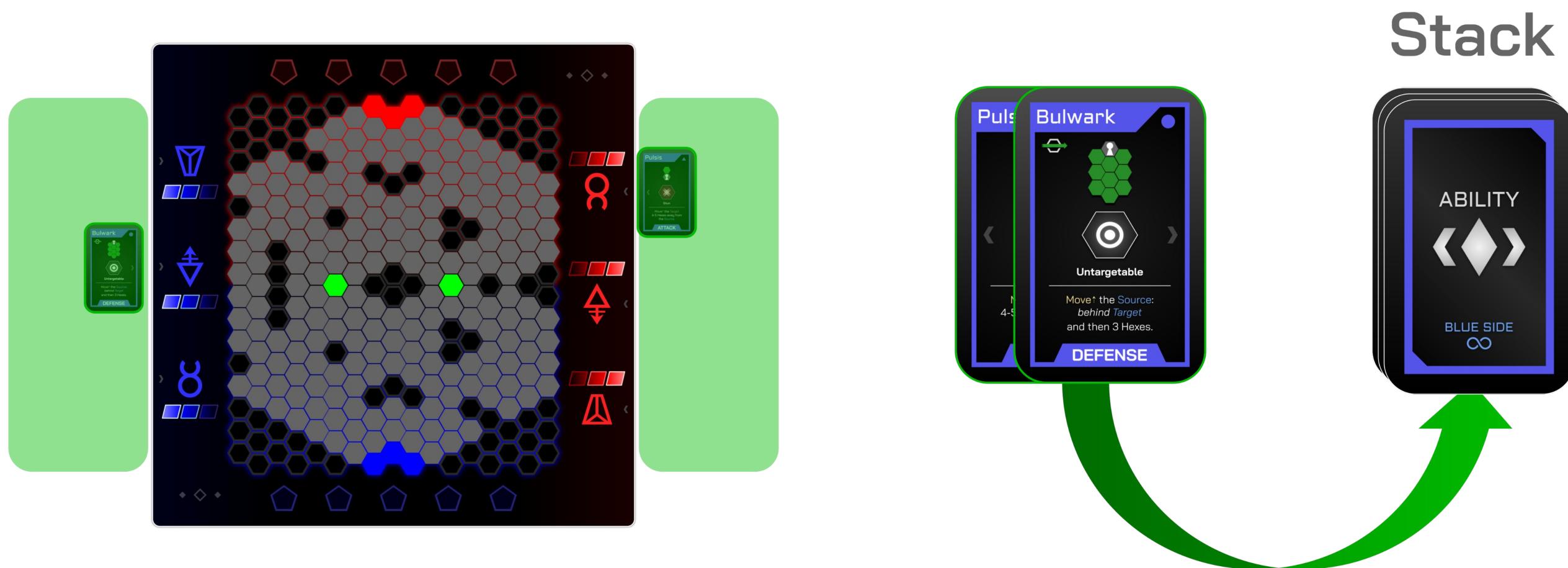
Ranges stated in Targeting Conditions
ignore Walls and other Units.

2. Proceed and Discard.

Make it known to your opponent that you are playing the ability, then proceed with the **Action**. Once finished, put the Ability Card on the **bottom of your Stack**. Utilities are not put onto the Field.

CARD FLOW

At the **START** of a player's Turn:



The player takes all of their own Ability Cards **off of the Field** and returns them to the bottom of their Stack.

At the **END** of a player's Turn:



The player draws however many Ability Cards from the top of their Stack to **refill their Hand**.

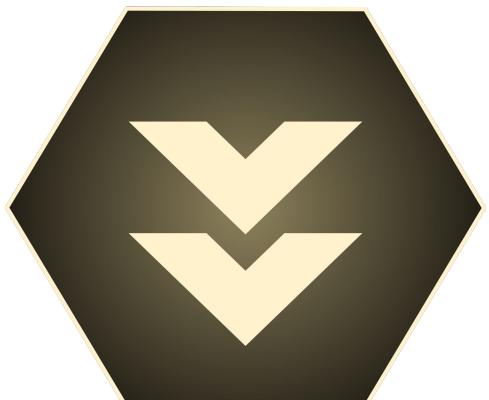
Once a card is removed from the Field, it's Status Effects no longer apply.
(i.e. Status Effects only last for 1 Turn.)

ABILITY EFFECTS

This page is also available at the back of this Rulebook.

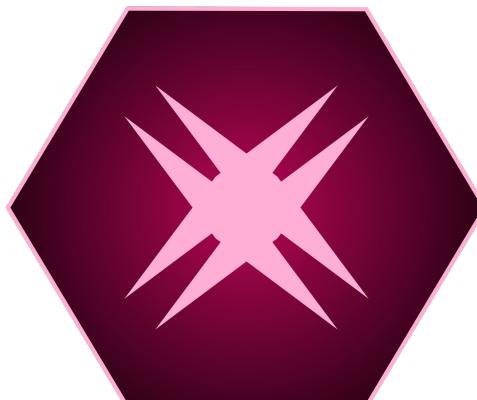
The following are Status Effects :

Status Effects are active for 1 Turn after they are inflicted. (opponent's following Turn)



Slowed [-]

This Unit's numerical Moves \uparrow are halved.
(Rounded down)



Stunned [-]

This Unit is cannot Move \uparrow or participate in any ability.



Grounded [-]

This Unit cannot Move \uparrow by any means.



Untargetable [+]

This Unit cannot be the Target of Attack.



Silenced [-]

This Unit cannot be the Source of Attack/Defense.

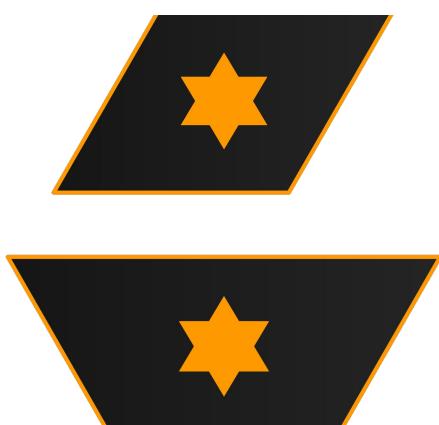


Shield [+]

Acts as 1 temporary HP for this Unit. (*absorbs 1 Damage*)

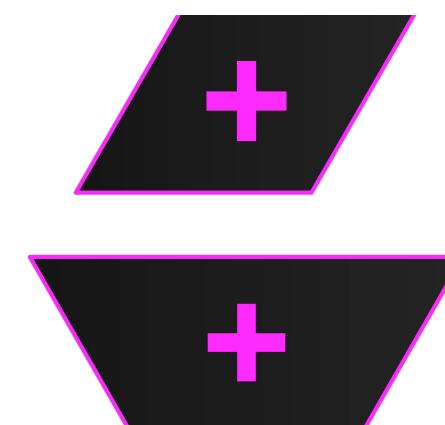
The following are HP Effects :

HP Effects permanently affect a Unit's HP and activate immediately upon being played.



Damage [-]

Subtract 1 HP from this Unit.



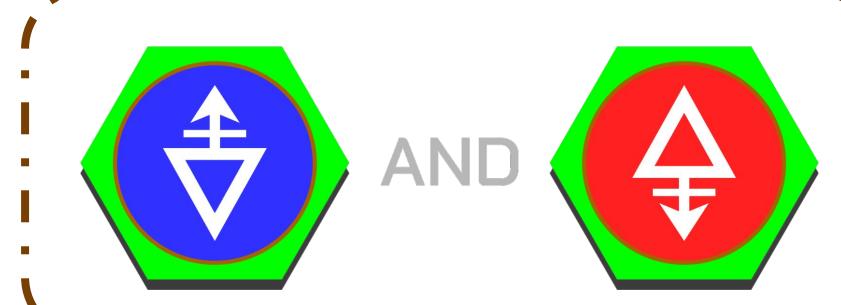
Heal [+]

Add 1 HP to this Unit.

CONTROL SPHERES

Control Spheres can be obtained via:

2 Energy



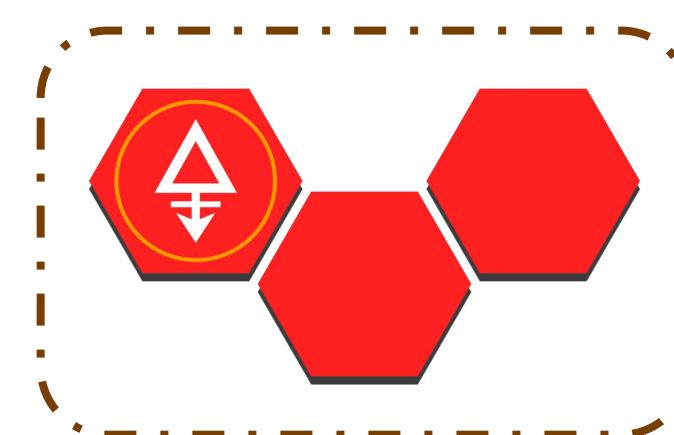
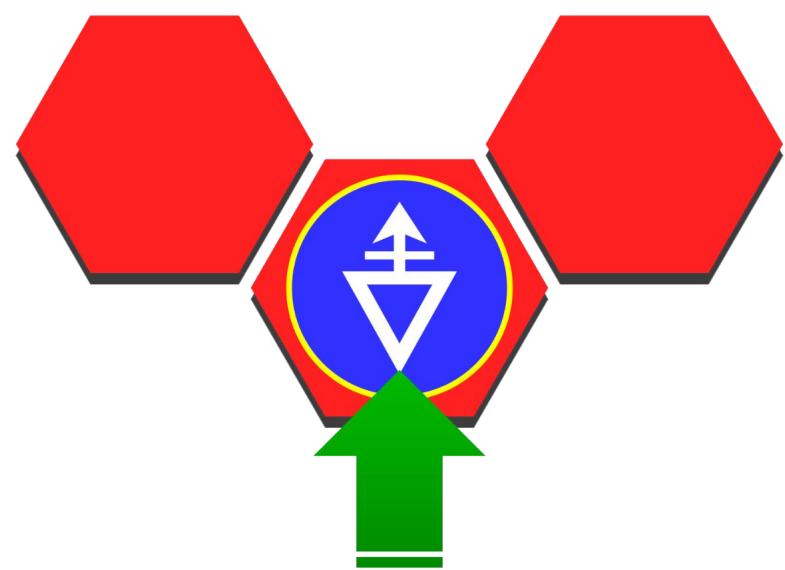
Domination Blocked

Domination:

Using 2 Energy while one of your Units is occupying a Control Hex.

Dominating grants 1 Control Sphere. A player may only Dominate once per Turn.

Players are unable to Dominate if an Enemy Unit is occupying another Control Hex.

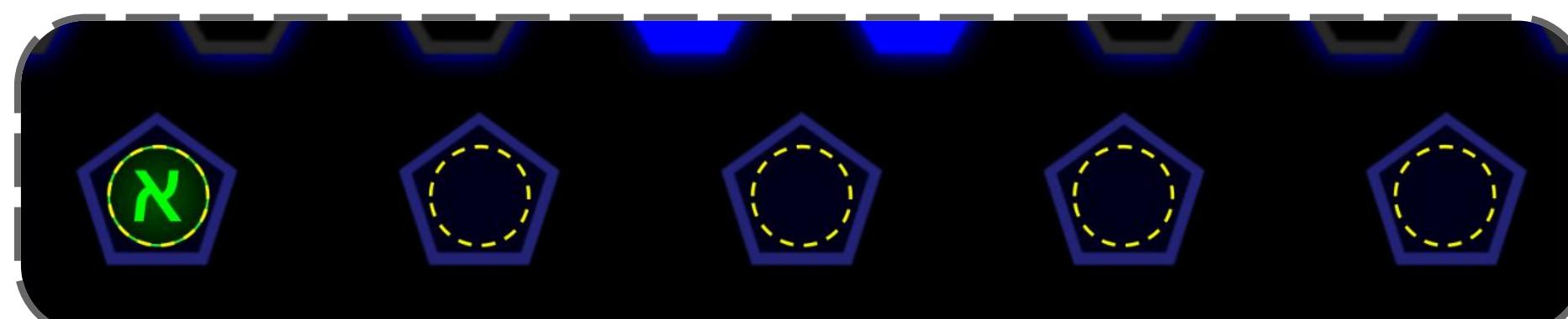


Invasion:

Moving one of your Units onto the opponent's Base.

Invading grants 1 Control Sphere and places the Invading Unit back onto its own Base.

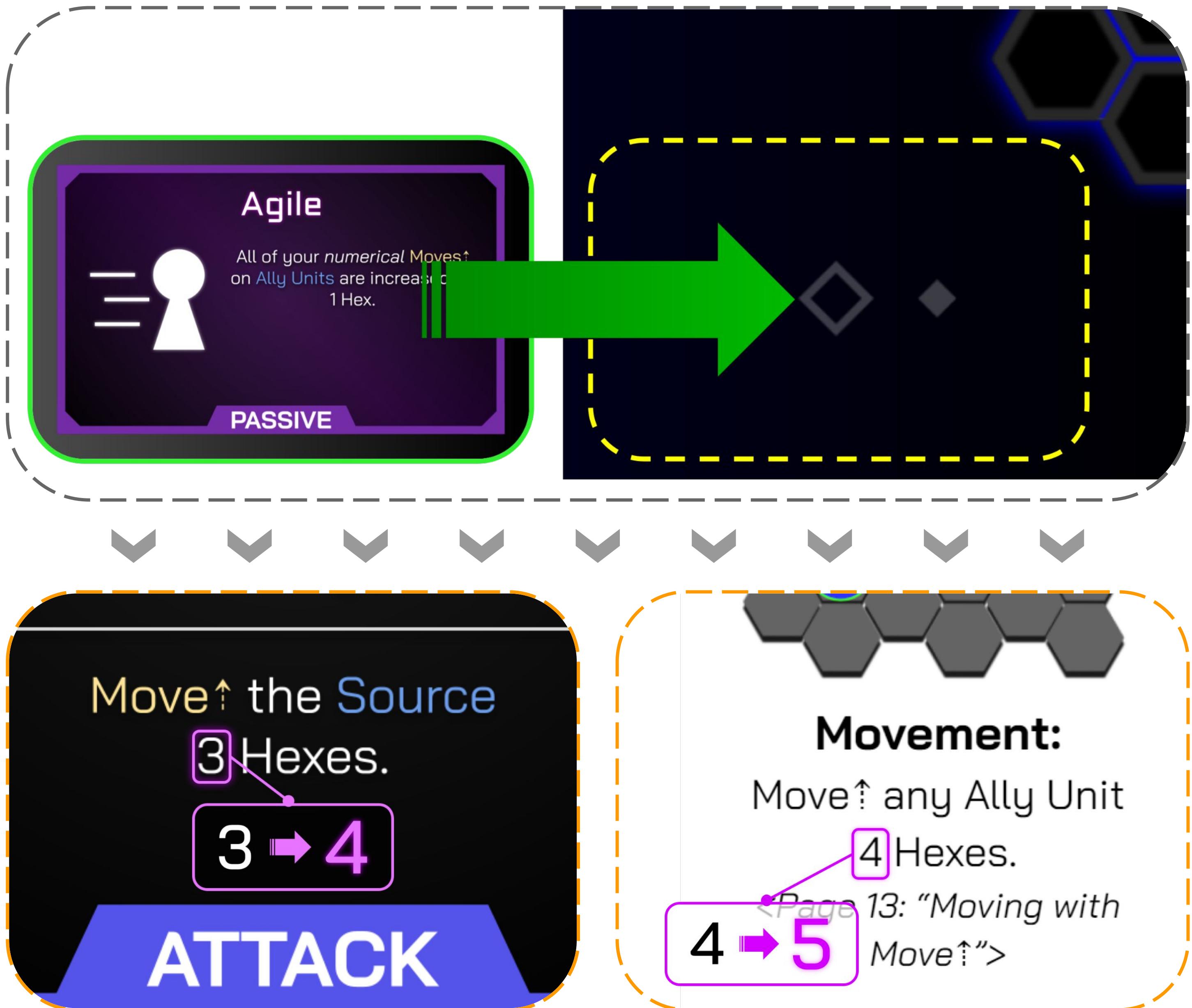
Players are unable to Invade if an Enemy Unit is inside the opponent's Base.



Control Spheres are placed onto the player's Control Indicator as shown.

Obtaining 5 Control Spheres will immediately win the game.

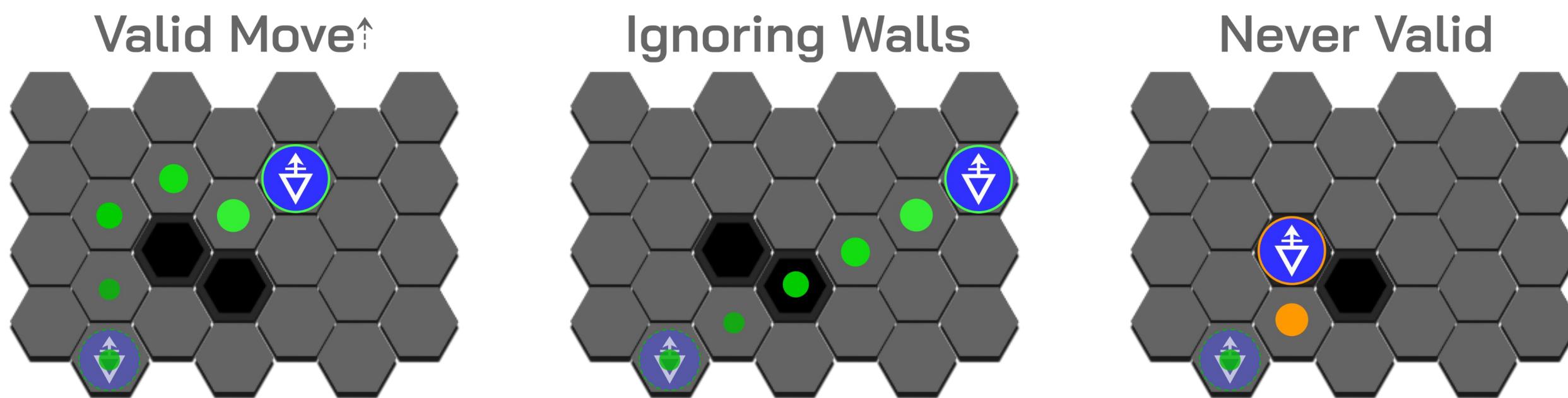
PASSIVES



Passives grant unique, rule-bending powers to a player while they are in the player's **Passive Slot**.

*Passives are never played or moved, they only passively affect gameplay.
(The figures above show examples of the powers that "Agile" would grant.)*

MOVING WITH MOVE[↑]

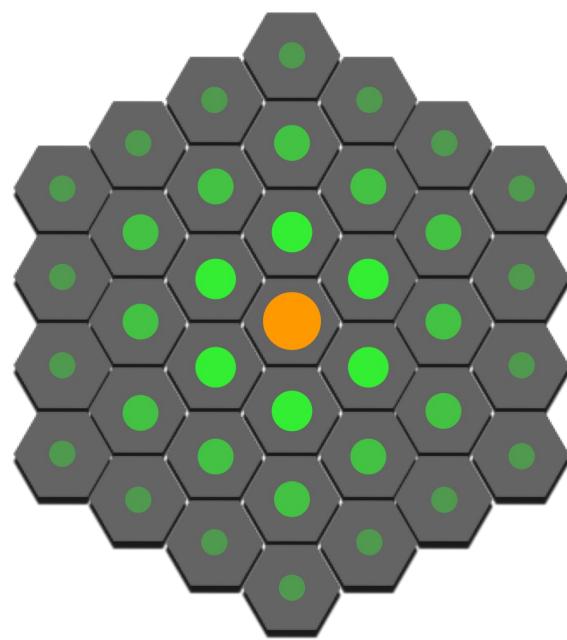


Basic Moves[↑]

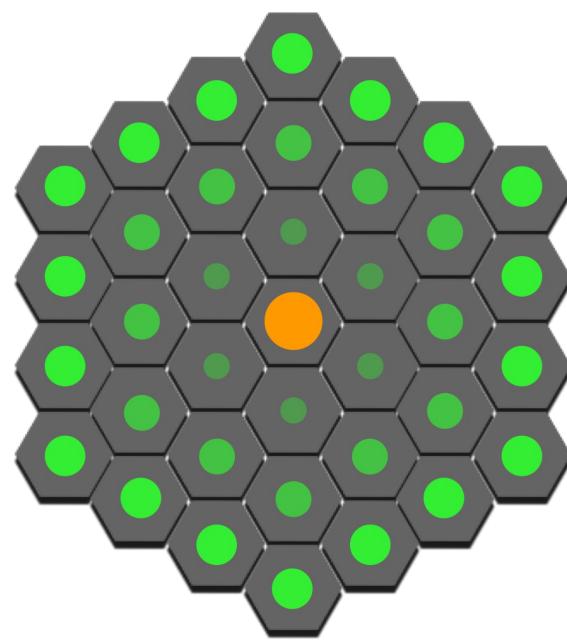
"Move[↑] a Unit X Hexes."

Basic Moves[↑] may move the Unit in any direction **up to** X times.

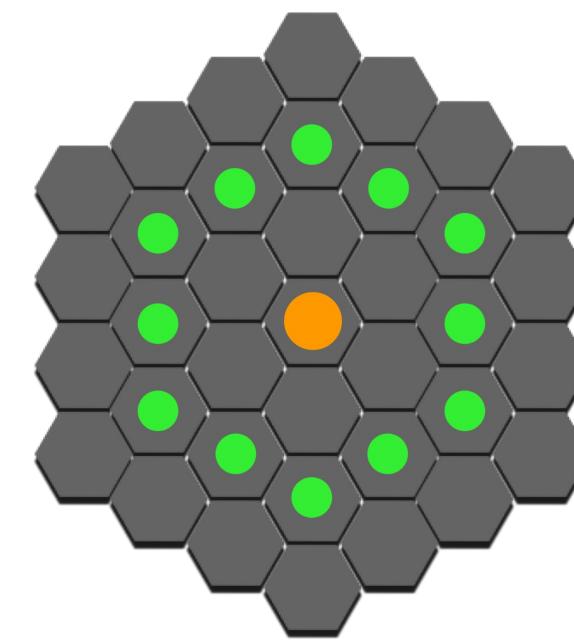
Toward
(Decreasing radius from object)



Away From
(Increasing radius from object)



Around
(Same radius from object)



Directionals

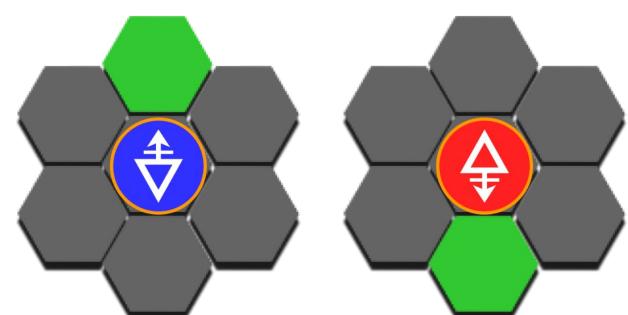
"Move[↑] a Unit X Hexes <toward/away from/around> some object."

Directionals must move the Unit **exactly** X times.

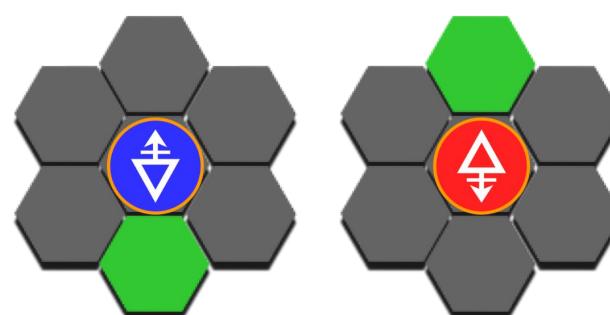
Every move within the Move[↑] must respect the radius rule of the direction.

(If moving exactly X times is blocked, the Move[↑] ends early.)

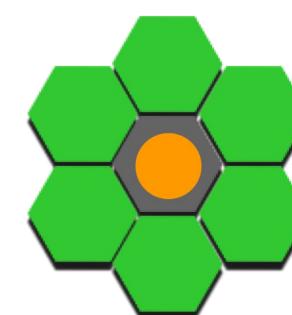
In Front



Behind



Adjacent



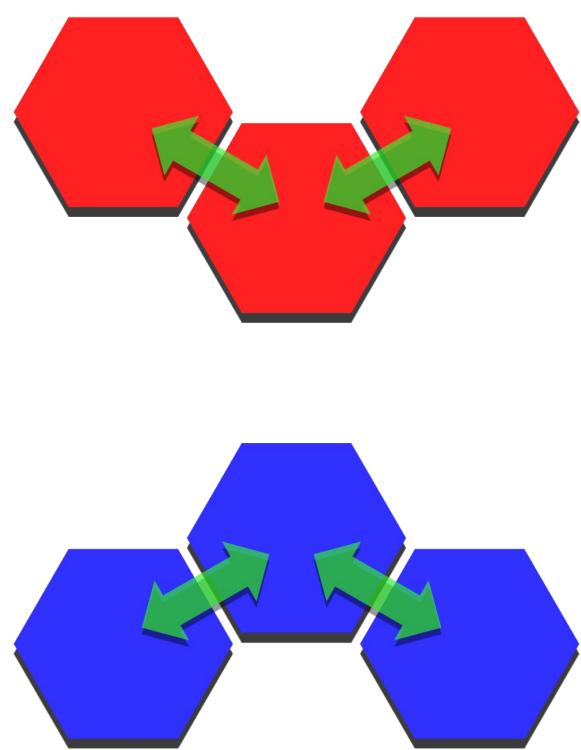
Positionals

"Move[↑] a Unit: <in front of/behind/adjacent to> another Unit."

Positionals directly place the Unit onto a Hex with no move path.

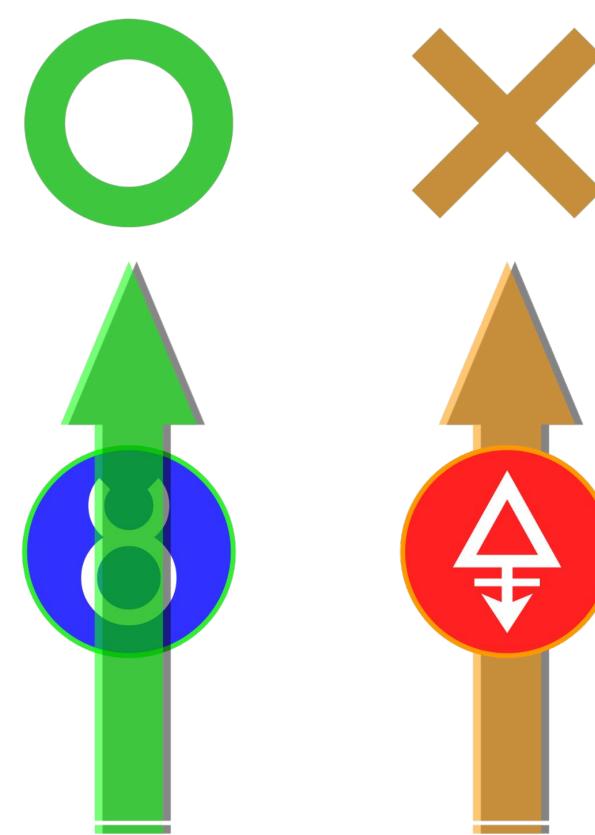
(If a card would place a Unit onto an unavailable Hex, the card is unplayable.)

TECHNICALITIES



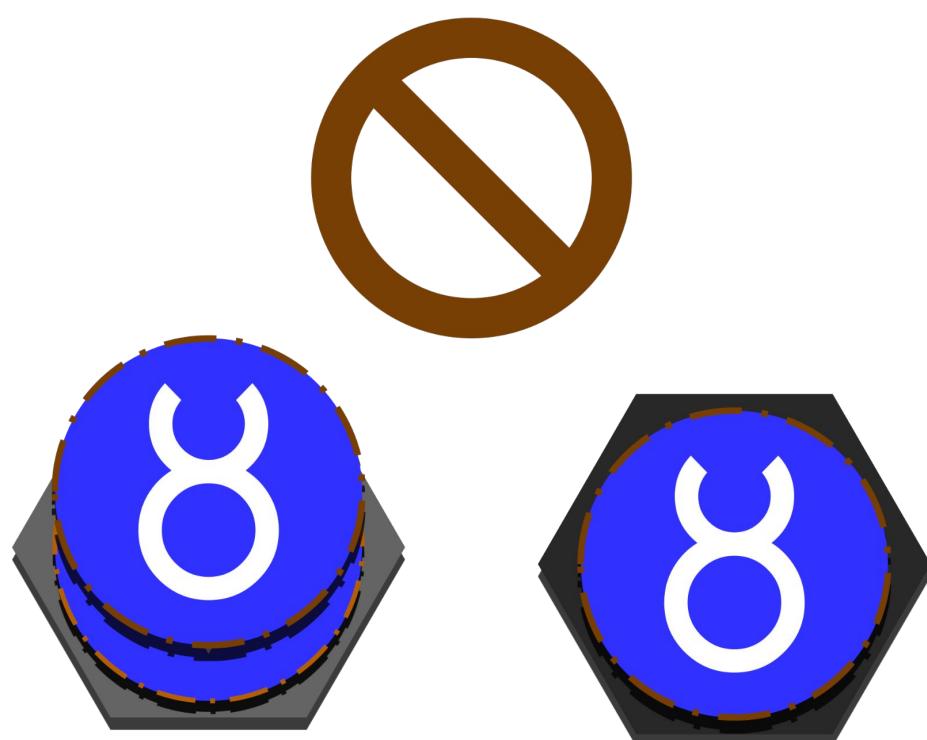
Connected Base Hexes

Units may move within their own Base for no Energy cost.



Unit Collision

Ally Units may be passed through when Moving↑ or targeting.
Enemy Units are treated as Walls.



One Object per Hex

Units may **NEVER** land on Walls or other Units.



Stack Peeking

Players may observe the order of their own Stack at any time.

GLOSSARY

Definitions of Proper Terms only apply when the word is capitalized.
(Ex: *attack* ≠ *Attack*)

Ally Unit - A Unit from your own Side.

Attack - An ability that applies it's Target Effects to an Enemy Unit. <Page 7: "Playing Abilities">

Base - Refers to all of the Base Hexes of a specified Side. <Page 3: "Play Area / Hexes">

Control Hex - A green Hex on the Map that allows a player to Dominate if one of their Units is occupying. <Page 3: "Play Area / Hexes"> <Page 11: "Control Spheres">

Control Indicator - The 5 slots on either side of the board, indicating the amount of Control Spheres a player has. <Page 3: "Play Area / Hexes"> <Page 11: "Control Spheres">

Control Sphere - See Page 11: "Control Spheres".

Damage - See Page 10: "Effects Reference".

Deck - The collection of chosen cards that make up a players Stack, Hand, and Passive. (May not always include the Passive when referenced). <Page 5: "Starting the Game">

Defense - An ability that applies it's Target Effects to an Ally Unit <Page 7: "Playing Abilities">

Directional - A Move↑ that has a specified direction (away/toward/around).

<Page 13: "Moving with Move↑">

Discard - To take an Ability Card from your Hand and put it at the bottom of your Stack.

Draw - To take an Ability Card from the top of your Stack and add it to your Hand.

Effect - A defined status change that is inflicted upon a Unit. Refers to both Status Effects and HP Effects. <Page 10: "Effects Reference">

Eliminate - To bring a Unit's HP down to 0, removing it from the Map for the rest of the game.

<Page 4: "Units and HP">

Enemy Unit - A Unit from your opponent's Side.

Energy - A currency used to carry out actions on your Turn. <Page 6: "Turns and Energy">

Field - The spaces on the horizontal sides of the board where Ability Cards are placed when played. <Page 3: "Play Area / Hexes">

Ground - See Back: "Effects Reference".

Heal - See Back: "Ability Effects".

HP - A value every Unit has, ranging from 1-3 (0 if eliminated). <Page 4: "Units and HP">

(Continued on next Page)

GLOSSARY

(Continued)

HP Effect - An Effect that changes a Unit's HP. <Page 10: "Ability Effects">

Hand - The 4 face-up Ability Cards that a player may play on their Turn.

Hex - A hexagon space on the Map.

Hit Area - The component of an Attack/Defense that specifies where a Target can be relative to the Source. <Page 7: "Playing Abilities">

Land - To occupy a Hex at the end of an action (usually a Move[↑]).

Manual/Manually - An action requiring the direct usage of 1 Energy.

Map - The area on the board meant for Unit interaction across Hexes. <Page 3: "Play Area / Hexes">

Move[↑] - A defined way to move Units across Hexes. <Page 13: "Moving with Move[↑]">

Nullify - Cancel and undo; as if it did not exist.

Numerical Move[↑] - Any Move[↑] with a specified amount of hexes (Basic Moves[↑] & Directionals). <Page 13: "Moving with Move[↑]">

Open Hex - A gray Hex on the Map that is open space. <Page 3: "Play Area / Hexes">

Passive Slot - The slot that holds a players chosen Passive. <Page 3: "Play Area / Hexes">
<Page 12: "Passives">

Place[↓] - To directly place a Unit onto a Hex, is NOT considered a Move[↑].

Play - To proceed with a cards action, usually placing it onto the Field. <Page 7-8: "Playing Abilities">

Positional - A Move[↑] that has a specified position relative to an object, and not a numerical Hex amount. <Page 13: "Moving with Move[↑]">

Shield - See Back: "Effects Reference".

Side - Refers to either Red Side or Blue Side. <Page 2: "Setup">

Silence - See Back: "Effects Reference".

Slow - See Back: "Effects Reference".

Source - The chosen Ally Unit that the Hit Area is relative to when playing an Attack/Defense. <Page 7: "Playing Abilities">

(Continued on next Page)

GLOSSARY

(Continued)

Stack - The stack of face-down Ability Cards that a player draws from and discards to.

Status Effect - An Effect that alters a Unit's state for 1 Turn after being applied.

<Page 10: "Effects Reference">

Stun - See Page 10: "Effects Reference".

Target - A chosen Unit to be the subject of an ability. <Page 7-8: "Playing Abilities">

Turn - A period in which a specified player can carry out actions and use Energy.

<Page 6: "Turns and Actions">

Type (ability) - Specifies whether an ability is an Attack, Defense, or Utility.

Unit - The named pieces on the Map that each player has control of (TN \blacktriangleright , KN \blacktriangleleft , LN \blacktriangledown).

<Page 4: "Units and HP">

Unit Indicator - A region on a horizontal side of the board that indicates a Unit's HP and Effects.

<Page 4: "Units and HP">

Untargetable - See Back: "Effects Reference".

Utility - An ability that has 1 or more Targets and does not have a Source. <Page 8: "Playing Abilities">

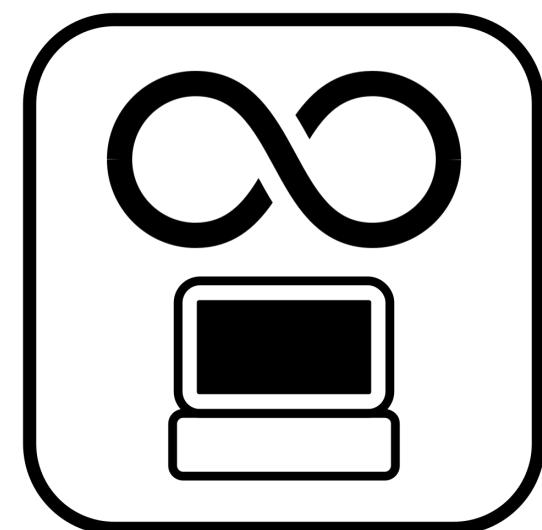
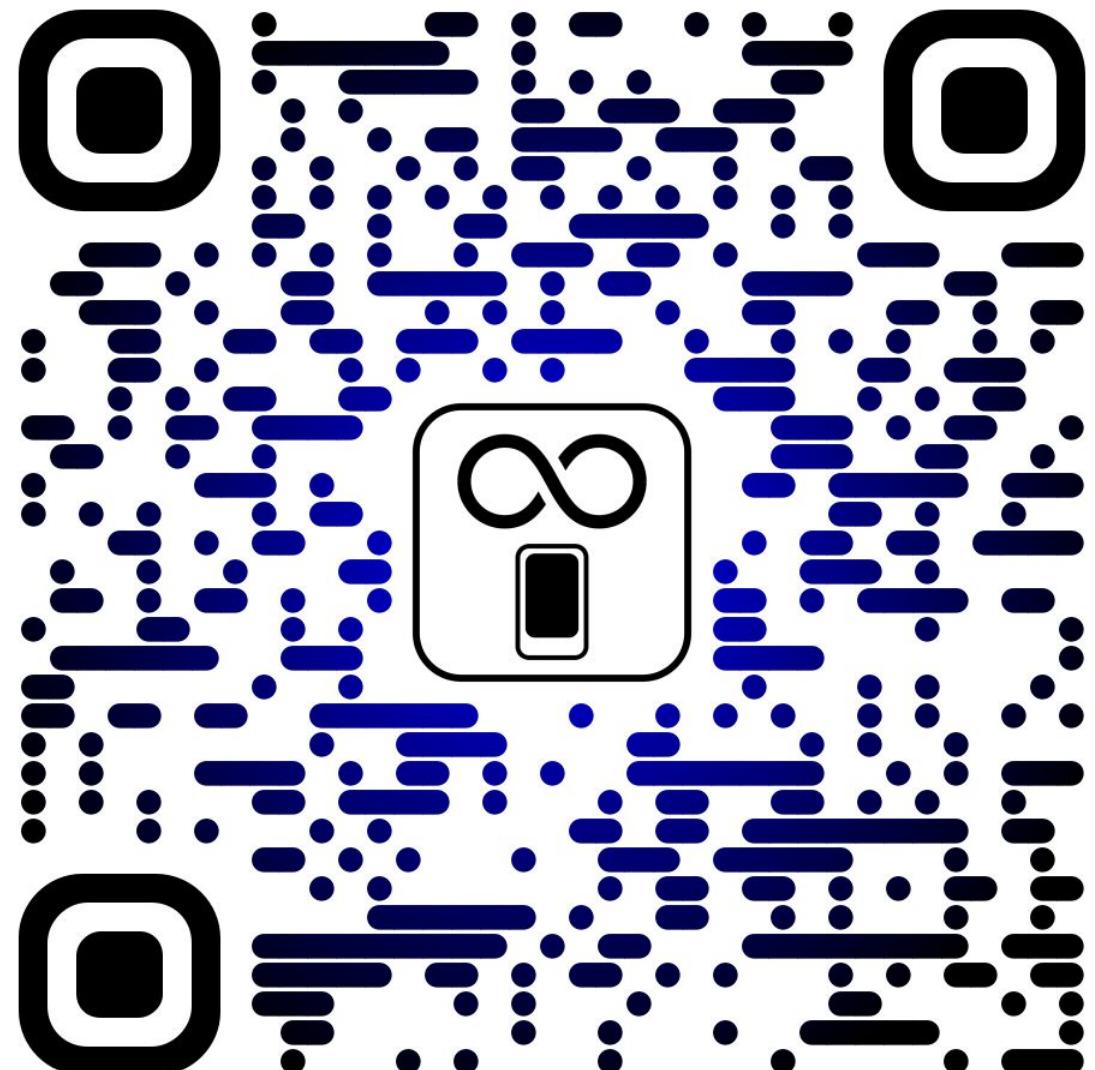
Wall - A black outlined Hex on the Map that blocks Moves \uparrow and ability targeting.

<Page 3: "Play Area / Hexes">

This page exists for formatting reasons.
(The following pages are the BACK of the Rulebook.)

Give us Feedback!

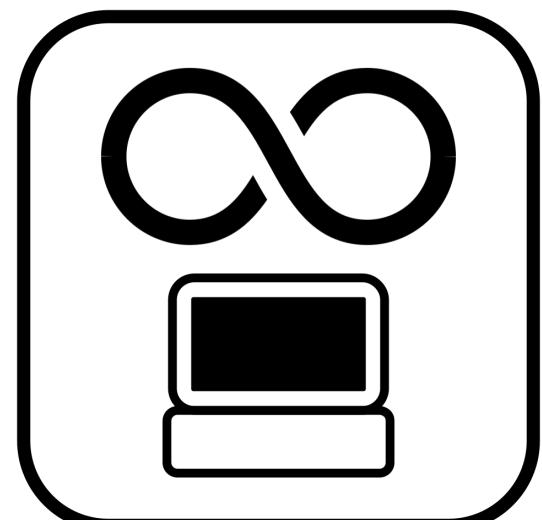
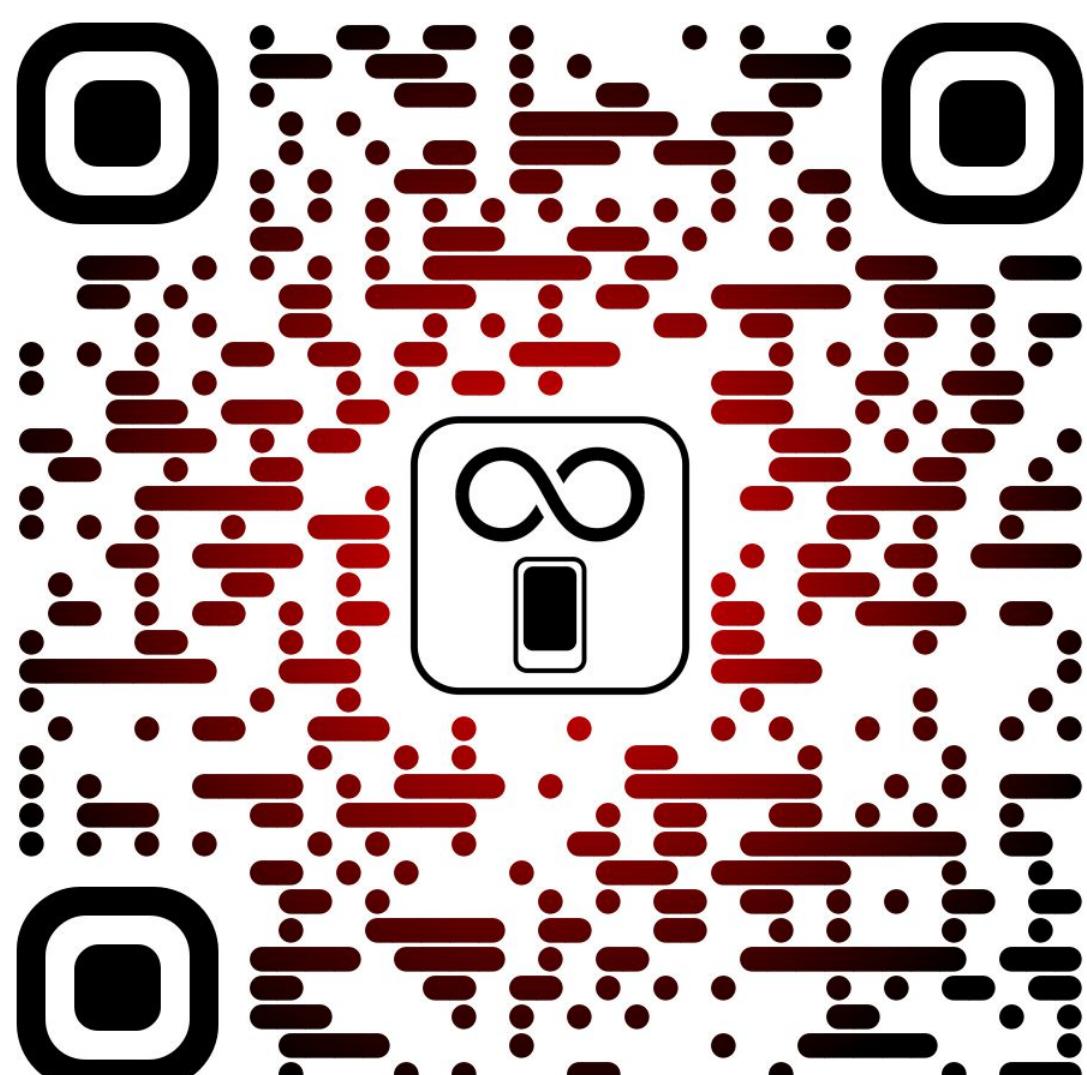
It would be greatly appreciated <3



[Surveymonkey.com/r/
401BETAQS](https://www.surveymonkey.com/r/401BETAQS)

Playtesting Experience Survey

Take a few minutes to tell us what you think of the game.



[Surveymonkey.com/r/
401BETAQS](https://www.surveymonkey.com/r/401BETAQS)

Quick Feedback / Suggestion(s)

If you find any errors/issues, or just have a quick suggestion, submit it here.

(Ability Effects Reference)

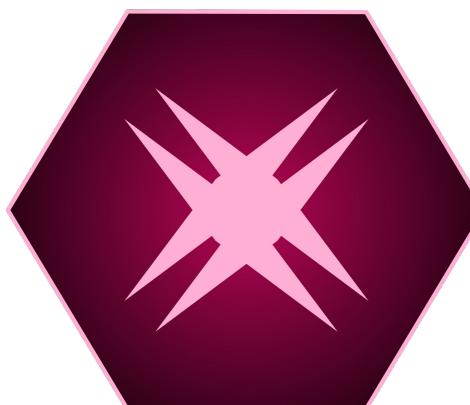
The following are Status Effects :

Status Effects are active for 1 Turn after they are inflicted. (opponent's following Turn)



Slowed [-]

This Unit's numerical
Moves \uparrow are halved.
(Rounded down)



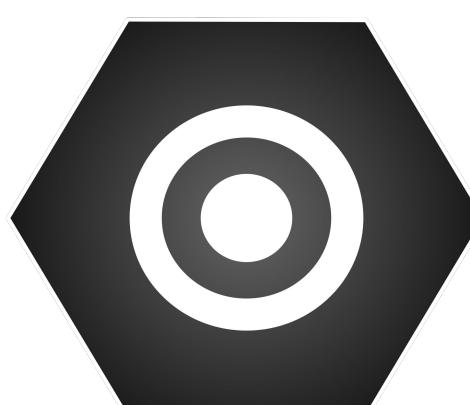
Stunned [-]

This Unit is cannot Move or
participate in any ability.



Grounded [-]

This Unit cannot Move \uparrow
by any means.



Untargetable [+]

This Unit cannot be the
Target of Attack.



Silenced [-]

This Unit cannot be the
Source of Attack/Defense.

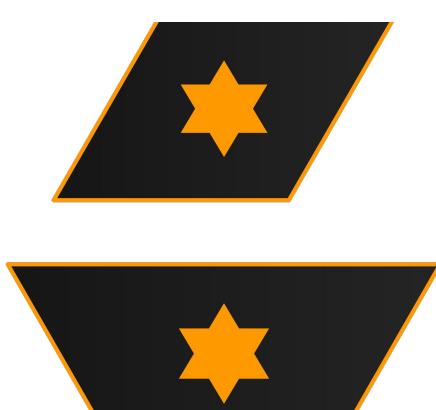


Shield [+]

Acts as 1 temporary HP for
this Unit. *(absorbs 1 Damage)*

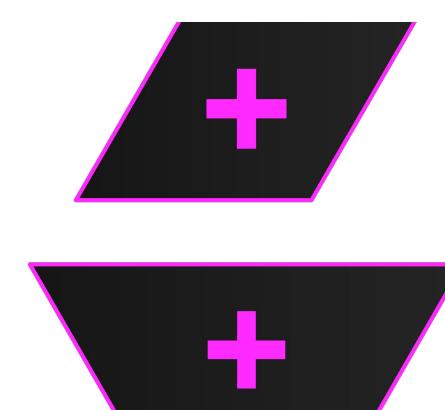
The following are HP Effects :

HP Effects permanently affect a Unit's HP and activate immediately upon being played.



Damage [-]

Subtract 1 HP from this Unit.



Heal [+]

Add 1 HP to this Unit.



RULEBOOK

FIND YOUR STYLE
BREAK YOUR LIMITS