



Players: 3-8
Play Time: 30~60m
Weight: Lightweight
Genre: Absurd Comedy
Game Type: Storytelling

Infinity Dungeon seems to attract the strangest and most hapless adventurers in the world to its depths. Will you have the uncanny wit to overcome its many dangers?

Infinity Dungeon is a storytelling card game for 3 to 8 players. The players are individuals who have wound up trapped in the famous Infinity Dungeon, either by happenstance, audacity, stupidity, or any combination thereof.

You can mix together any number of Infinity Dungeon sets to build your character and room decks. We recommend using at least two different sets (and two different sets are included in the minigame library).

Materials

20 character cards (10 per set)
80 room cards per set (40 per set)
1 voting card per player (4 in a set)
1 Active Player card
1 Active GM card

Setup

Deal each player 2 character cards. Each player chooses one of these cards and places it in front of him, then puts the rest back onto the bottom of the character deck.

Randomly determine which player will be the first Active GM, and then give the Active Player card to the player on his right. Give the other players 1 voting card each.

Introductions

Starting with anyone and moving left, each player introduces his character. This may be as simple as reading the text on the character card, or may be a fully improvised introduction they invent themselves.



Once everyone is introduced, it's time to head into the dungeon.

Dungeon Rooms

The game takes place in a series of rooms. Players decide how many rooms their dungeon will consist of—usually one room per player (or two per player for groups of 5 or less) makes a respectable dungeon.

Deal 5 cards from the top of the deck, and arrange them so that the items on the bottoms of the cards are visible, and the top card is fully visible.

The Active GM reads aloud the dungeon room card and the items that are below it. If the players have any questions (*What's on the map? What kind of stone is the statue made of? Is there a roof overhead?*) then the GM can answer these questions. Only questions about observable phenomena are allowed. For example: *"Can I get the attention of the gnomes?"*, *"If I jump down will I*

survive?", and *"What happens if we just wait?"* are not allowed, because they can't be discovered by simply looking around. If you want to know the answers to these questions, you have to try them.

The Plan

Now it is up to the Active Player to come up with a plan that will get himself and his allies (including the Active GM) out of the current room and into the next room.

He takes a few seconds to discuss the plan with everyone at the table, and then makes his final proposal. Once the proposal is made, each player (starting to the Active Player's left and moving left) may either vote to agree with the plan or challenge the plan.

Agreeing



If you agree with the plan, turn your voting card to the agree side. This provides a number of points to the overall plan's strength.

Challenging

If you think the plan is simply not awesome enough, you can challenge. When you challenge, you must then announce a condition that will get you to accept the plan. *"I want to see you jump over a shark."*, *"I want to know how you're going to involve George Washington in this."* or *"I think this would be a great plan if something exploded at some point."* would all be valid challenges. The only restriction is that a challenge must have a clearly defined condition. Outside of that, it may be as ridiculous as you wish.

The Active Player has about 30 seconds



to think about the challenge and decide whether he wants to accept it. If he does, he must add the challenge into the original plan somehow. The element requested as part of the challenge must be made integral to the

revised plan, not simply tacked on at the end.

If the Active Player presents a revised plan, the Challenging player turns his voting card to the challenge cleared edge and counts as extra points for the strength of the plan.

If the Active Player declines to accept the challenge or cannot come up with a suitable plan, the challenger leaves his challenge card turned 90 degrees on its side, to show that the Challenge was not cleared.

Attempting the Plan

After all players have voted (including the Active GM, but not the Active Player himself), then it's time to resolve the plan and see what happens.

Using the chart on the Active GM Card, determine what the plan's strength is by adding the base number, plus the agreement value for each agreement and the challenge value for

each accepted challenge. Once you know the plan's strength, draw a card from the top of the Dungeon Deck and reveal it to all players.

Look at the treasure-box number in the bottom right of the card. If this number is equal to or lower than the plan's strength, the plan is a success! If it is above the plan's strength, the plan is a failure.

Success

The Active GM narrates how the plan succeeds (often, this is as simple as just saying "and it works perfectly like you said"). The Active GM passes his role to the right, and the Active Player passes his role card to the left (skipping the Active GM if necessary). A new room is revealed, and play continues.

Failure

In the case of failure, the Active GM narrates how the plan went wrong—perhaps something unexpected happened, or some critical detail was



overlooked. Regardless, the failed plan ends with the grisly and/or comical demise of the Active Player. The Active Player badge passes to the left, while the Active GM badge remains in place.

The player whose plan failed discards his character card, then draws 2 more characters. He chooses one to be his new character, then enters the room and joins the party as a new persona.

Game End

You can play as many rooms as you wish, but we recommend 2 per player in a 3-5 player game, and 1 per player in a 6-8 player game. After the requisite number of rooms are cleared, the party emerges from Infinity Dungeon victorious. Everyone wins, but the player who had the most fun wins more than everyone else does.

Other Info

Infinity Dungeon uses a few special conventions that are different from

normal reality. Keep these in mind as you explore:

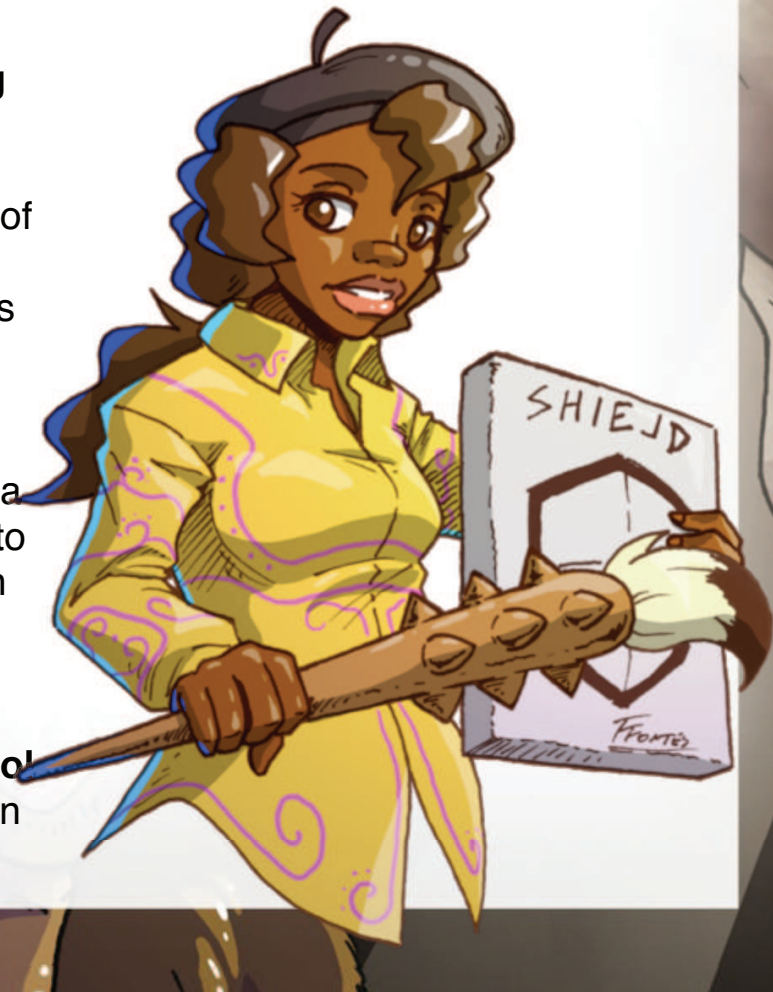
The only way to bypass a lock is with the relevant key. Locks cannot be picked, destroyed, or otherwise bypassed except with the matching key or a duplicate of that key.

Leaving a room and re-entering 'resets' the room. If another party member's actions cause the room to become unsolvable or destroy some of the objects in the room, you can exit and re-enter to return everything to its previous state.

Starred Items in rooms are decided by the GM. For example, if a card says 'A Celebrity*', then it is up to the GM to decide which celebrity is in the room.

Starred Items on Character Cards are minions under the control of that Character. These minions can be used by the Character when

making plans, but also need to be escorted safely from room to room. The Active Player may involve another player's minions in his plan, with permission.



Thanks for purchasing the Level 99 Games Minigame Library! This six-game set contains a game for almost any occasion and group. I hope that these games will bring you, your friends, and your family many hours of fun!

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Tutorial Videos

If the rules in this rulebook leave you feeling confused, have no fear. Each tuckbox contains a QR-code (the thing with the black and white squares) that can be scanned with any smartphone to bring up a tutorial video.

In the tutorial, we'll teach you how to set up and play each of the different games in the collection—in fact, you may decide to skip the rulebook altogether and just watch the videos to learn how to play!

You can also access any of these videos on your phone or computer via the Level 99 Games website: www.lv199games.com (look for *Minigame Library on the sidebar!*)

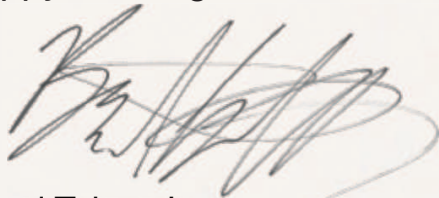
Thank you for being a part of the Minigames Library, and I hope you enjoy all the games that we've packed into it for you! It's been a lot of fun and a lot of work to bring this collection to life, and it's always great to hear how people are enjoying it. If you want to send me feedback or ask any questions, please use this email. I love to hear how you like the games:

level99games@gmail.com

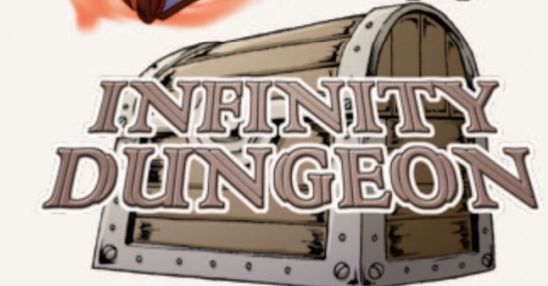
If you want to see what's new with Level 99 Games and our future projects, please check out our home page at **www.lvl99games.com**.

We at Level 99 Games look forward to bringing you more exciting tabletop and mobile games in the future!

Happy Gaming!



D. Brad Talton Jr.
Designer, Level 99 Games President



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