

Dante's Inferno

The Boardgame

Quickstart Rules

Setup:

1. Separate the colored tiles according to the numbers listed on the backs. Place the tiles face-down in stacks with the appropriate corner tiles next to them.
2. Take the "Circle 1/2" tiles and arrange them using the appropriate corner tiles to form a nine tile by nine tile square. (See the illustration on page 3.)
3. Place the remaining corner tiles in ascending fashion toward the center of the board.
4. Place the "9th Circle" tile in the center of the board and put the unique "Lucifer" figure on this tile.
5. Each player takes 6 "Dante" figures in one color, a resource tracking card and 4 counters.
6. Randomly choose a player to place the first pawn which is placed on any non-corner space within the first circle. (I.e. the outermost spaces on the board. See illustration on page 6.)
7. In a clockwise fashion, players continue to place a pawn on open spaces until everybody has placed one pawn, then placement continues counterclockwise starting with the player who placed the last pawn and then back again, until each player has placed three of his figures on the board.
8. Randomly choose a player to take the first turn.

Game Play:

1. The active player checks to see if any of his pawns is on the same space as a demon figure. If so, combat ensues before any actions are taken. See the "Combat With Demons" section below.
2. After all combat is resolved, the active player rolls the two dice and adds them together. If a number other than "2", "12" or "7" is rolled, all players collect one resource of the appropriate color for the number rolled and tracks it on the resource card. Players collect additional resources based on the circle containing their pawn. Figures in the "3rd" and "4th" circles receive 2 resources per roll. Pawns in the "5th" and "6th" circles get 3 and ones in the "7th" and "8th" get 4 if the appropriate number is rolled.
3. If doubles are rolled, the active player gets a resource of his choice as well as any resources from the number rolled.
4. If a "2" or "12" is rolled, the active player gets to place either the "X2" or the "Ø" marker. The "X2" marker doubles all resources collected for the whole tile that contains it. Conversely, the "Ø" marker negates all resource collection for one tile. An extra resource is also collected for rolling doubles.
5. If a "7" is rolled the active player must place a demon figure on **any** corner space that does not contain another demon.
6. After all players have collected their resources the active player may take as many of the actions listed on the right hand side of the resource tracking card as they can afford. This includes moving one of his pawns, one space for free (only one pawn per space). For complete explanation of the actions see pages 5-7 in the rules.
7. After the active player has taken all actions he may move one demon figure, one space (1 demon per space).
8. After the active player has moved a demon or passed the demon moving phase, the dice are passed to the left and it becomes the next player's turn.

Combat With Demons:

1. When combat occurs, the active player rolls two dice and adds them together. Target number to meet or beat is listed on the corner squares for each circle. If the demon is defeated, it's placed back in the demon pool.
2. If a demon is not defeated, the pawn is moved to any corner square in the previous circle. If the pawn is on the 1st circle, it is moved to any open corner square on the 1st circle. If there are no open corners, the pawn is removed from the board, but may be purchased and placed again as an action.
3. If a player is involved in multiple combats, they may be fought in any order.

Combat with Lucifer:

1. Once a player moves a pawn to the "9th" circle he immediately fights "Lucifer."
2. It takes a roll of 10 or better to defeat Lucifer.
3. If "Lucifer" is defeated, that player wins the game. If not, the pawn is moved to an open corner in the 8th circle.

Additional Rules:

1. Players may only move from circle to circle by paying the resource cost and using the corner tiles.
2. Players may not end their movement phase on the space with another pawn.
3. Demons may move freely from circle to circle using the corners.

Reserved.

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