

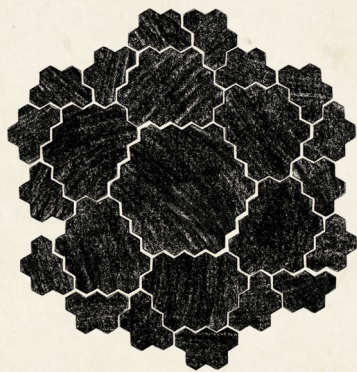
INFERNO

LASCIATE OGNE SPERANZA, VOI CH'INTRATE

(abandon all hope, ye who enter here)

SETTING UP THE BOARD

All territories are placed face down on the table. The center piece is the largest, and all other pieces are placed according to relative size. (largest near the center, smallest on the borders). Characters begin on unflipped territories, and to move they must flip the territory they're on. To the right is an example of how the board may be set up. The outer ring can be in any variation of the example shown.



TURNS

Operates on the universal turn mechanics. Can trade their Basic Action for flipping a territory. Unclaimed attacks require 2 D6.

DAY AND NIGHT

Day and Night last two consecutive rounds each. Keep track on the Day and Night spinner. At the beginning of the game, the spinner can be placed anywhere around the board, but once it is placed it cannot be moved. The position counts as '12' on a clock for the Unclaimed's movement, as well as forward for Dante.

During Night cycles, before Unclaimed cards are drawn, 2 D6 are rolled. If the amount is equal to or above 8, all damages from Unclaimed attacks are doubled. If 'Push away' card is drawn, the character is pushed back 10 hexs (or until hitting the edge of an unflipped territory).

Every Night cycle, one more card is added to Dante's deck. The game begins with 0 cards in Dante's deck with a maximum of 8 cards in his deck. If Dante's territory has not been flipped by the end of the round in which the 8th card is added to his deck, he wins and the game is over.

STARTING POSITIONS

Characters can start at any hex on the border of the board, so long as characters are all on different territories. After start, characters may be on the same territories together. As many characters that fit on a territory may inhabit it at the same time and any number of characters may challenge a monster (Unclaimed and/or Dante) at once.

THE MONSTERS

There are two monsters in the game, the Unclaimed, and Dante. The Unclaimed populate the territories surrounding Dante's. They are souls damned to eternity being tormented in Dante's realm, and guard their territories fiercely. Dante is both the creator of the realm, and a prisoner of it. He must be defeated so that escape is possible.

THE UNCLAIMED

MOVEMENT

The Unclaimed move around the perimeter of their territory in 2 hex increments. During the Day, they move clockwise, and at night they move counterclockwise (relative to position of Day/Night cycle tracker to board) If an Unclaimed lands on the same hex a character is on, both the Unclaimed and the character take -1 ELL damage. The Unclaimed have 5 ELL. The Unclaimed must be defeated (killed) before characters may leave their territory.

ATTACKS

The Unclaimed may only attack characters who are in their territory. At the beginning of each round, an attack card is pulled for each Unclaimed who currently has a character on their territory. A different card is pulled for each Unclaimed. Once the Unclaimed deck runs out it is reshuffled.

TYPES OF ATTACKS

General -1 ELL adjacent tiles

Ranged -1 ELL character closest

Push away Kick characters off the territory they're currently on (character is pushed away from the Unclaimed in a straight line 5 spaces or until they hit an unflipped territory)

Severe -2 ELL on one character

Wide -1 ELL for two closest characters

DANTE

MOVEMENT

Dante's movement is determined by rolling 2 D6. The first determines the direction that Dante moves in. Dante's position is also relative to the position of the Day and Night tracker. The tracker's position is 'forward' for Dante. Roll 1 or 2, Dante moves right. 3, he moves forward. 4, he moves backwards. 5 or 6, he moves left. (Flip to last page for diagram under *Dante's Movement Diagram*) The second D6 roll determines the amount of hexes Dante moves. If this number extends past the edge of his territory, he loops around the other side and completes the number of hexes in the same direction.

DANTE (CONT'D)

MOVEMENT (CONT'D)

If Dante lands on the same hex as a character, the character takes -1 ELL. Dante moves at the beginning of the round, right after his cards are drawn, and before any characters

ATTACKS

For Dante's attacks, cards are pulled both from the Unclaimed's deck and Dante's deck. If there are 4 or fewer players, one card is pulled from each deck (for a total of one Unclaimed card and one Dante card). If there are over 4 players, an additional Unclaimed card is pulled (for a total of two Unclaimed cards and one Dante card)

TYPES OF ATTACKS

Greed -2 ELL for all characters on board

Fraud -3 ELL to adjacent characters

Pride Shield Dante from next character attack

Sloth Force all characters backwards in a straight line to edges of territory

Violence All characters roll 2 D6, -5 ELL to characters who roll 4 or below or 10 and above

Envy Deplete characters on territory of all resources in their possession (resources are dropped on the hex the character is currently on. They cannot pick the resources up until the next round)

Wrath Multiplies damage from Unclaimed deck card based on 2 D6 roll; 2 to 6 (2x damage), 7 to 10 (3x damage), 11 to 12 (4x damage) does not apply to 'Push Away' attack

Gluttony Pulls all characters into adjacent hexes to Dante.

CHALLENGING DANTE

There must be at least two characters on Dante's territory to flip it, but only one of them must give up their Basic Move to flip it.

Once the territory is flipped, Dante immediately begins attacking (Dante's attack cards are drawn immediately after flipping, before any other actions or movements are taken). After the initial attack, Dante's attack cards are drawn at the beginning of each round.

To beat Dante, you must deplete him of all his ELL before his deck runs out. Dante's deck is composed of the cards that were added in the rounds before his territory was flipped.

The deck can be up to 8 cards large. If Dante's deck runs out before he is killed, he wins.

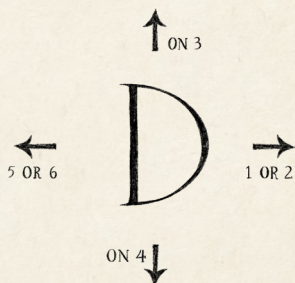
If a character is killed in Dante's territory, they regenerate in the center of an adjacent territory of their choosing. They must reenter Dante's territory to inflict damage again.

FLIPPING TILES

Characters may flip any adjacent territory to the one they're currently on (except for Dante's territory). If a character chooses to flip a tile, they may not perform a Basic Action. They may still play a card. Once a territory is flipped, if there is an Unclaimed on it, it begins moving and attacking immediately. Unclaimed's territories are indicated with colored hexes on the territories. If there is no specific colored hex, there is no Unclaimed on that territory and characters may move through it freely.

DANTE'S MOVEMENT DIAGRAM

DIRECTION OF DAY/NIGHT TRACKER



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