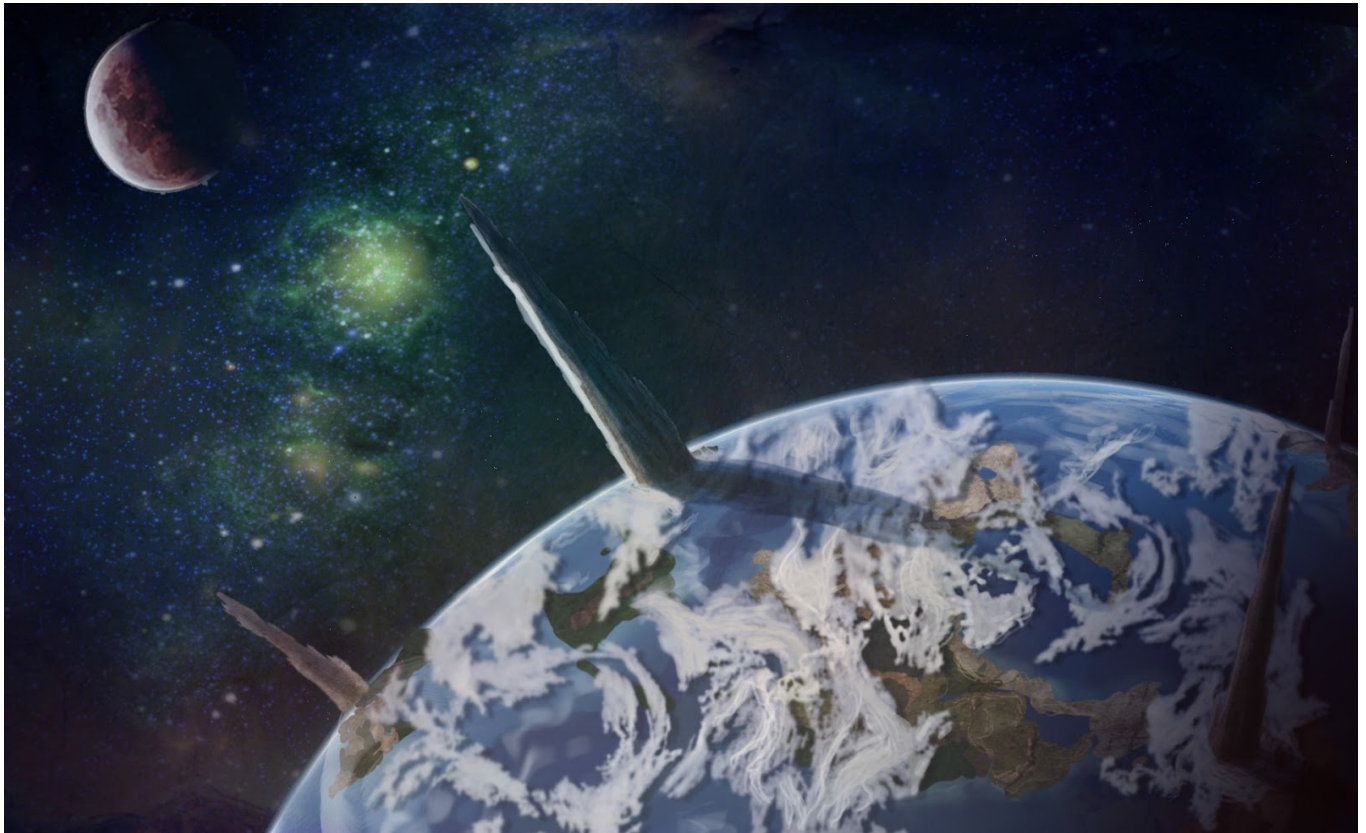




INFINITIES  
DEFIANCE OF FATE



A strategic adventure game by **VATAL**  
ENTERTAINMENT STUDIO

2-6 Players

15-25 minutes per player

Ages 13+

## BACKGROUND

*Infinities*™ is a cross-over setting of fantasy and science-fiction worlds connected by multiversal rifts.

Millennia ago, a world known only as Creation became the domain of either a god of order or a god of chaos. This point of divergence led to two distinct branching timelines. In one of these, the world became known as **Ob'dija**, a realm where magic still flourishes through elemental poles called Worldspines. In the other key timeline, **Xilsen** became a ruined and later reborn world where mankind was brought to the brink of extinction when the Worldspines were destroyed, triggering a cataclysm. In the modern era, Xilsen is controlled primarily by a powerful empire whose technological singularity, a terracomputer called DEVA, has become their omniscient god and protector. Due to the interference of the god of chaos on ancient Xilsen, these two alternate worlds are forever linked by rifts: sporadic portals which allow travel across the multiverse.

## INTRODUCTION

*Infinities: Defiance of Fate*™ boasts a hybrid gameplay style, blending popular expandable card game and tactical wargame mechanics where you build a group of units under a powerful leader to explore and conquer a modular hex-tile board, take risks with dice rolls and card draws, and battle for supremacy against or alongside friends and rivals.

In *Skirmish* mode, you seek to finish objectives from a randomized Roles deck before anyone else. In *Adventure* mode, two factions follow a branching narrative with varied, asymmetric actions, objectives, and win conditions.

With shared or separate decks, dice rolls, a player-created game board, optional unlockable powers, a myriad of dynamic victory conditions, and session-specific actions, you'll find that no two games of *Infinities* are ever alike.

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# 1. GAME MODES

## 1.1 - SKIRMISH MODE

Skirmish mode is a dynamic match type that lasts an average of 15-20 minutes per player. There are two types of skirmish mode games: **free-for-all** and **teams**. Determine the type before each session.

After turn order is determined in *Setup*, reveal 6 Role cards from the 18-card **Roles Deck** which determine victory objectives. During the game, track progress toward multi-step objectives with number tokens below the Role card. When you complete a Role, place a token above its card to represent 1 Point.

### 1.1.1 - OBJECT OF THE GAME

The game ends under two conditions: **1)** at the end of a round in which a leader reaches 5 Points in FFA, a 2-leader team reaches 8 Points, or a 3-leader team reaches 10, or **2)** the end of round 10. The leader or team with the most Points wins, including defeated leaders.

**Tiebreaker** — In the event of a tie, the winner is decided by the the leader or team with the highest value in various game elements. Compare each step in order and proceed only if a tie persists. 1. Partial role tokens, 2. Base cost of cards in play + 1 per prepared card, 3. Gambit level, 4. Tile Influence. If there is still a tie, the win is shared.

### 1.1.2 - QUICKPLAY

Quickplay is highly recommended for 5-6 player games and for first time players to learn the rules of *Infinites*. Only 4 Roles are revealed and the endgame triggers at 3 Points or the end of round 6.

## 1.2 - ADVENTURE MODE

Adventure is a narrative and objective-based mode which typically lasts 20-25 minutes per player. Each game is different and can be a **team battle**, **one vs. all**, **cooperative**, or **free for all** depending on the chapter of the adventure played.

### 1.2.1 - ADVENTURE GUIDE

Each of *Infinites: Defiance of Fate's* faction pairings includes an **Adventure Guide** which players reference to reveal the story, objectives, allegiances, and special actions in play for that session. Each chapter in the guide includes exclusive actions which range from damage, card draws, and more. To begin an adventure, choose your preferred starting setting and refer to the first page of the guide to find your starting chapter. If not playing Adventure, keep the guide in the box. An online copy of the guide can be found on our website: [www.vatales.com](http://www.vatales.com).

### 1.2.2 - OBJECT OF THE GAME

Adventure chapters often have multiple avenues toward victory. In some adventure chapters, there are Self and Faction win conditions. Unless stated in the Special Rules of a chapter, the game ends when one of these conditions is fulfilled. All active players who meet the condition are considered the winner(s).

### 1.2.3 - ONE-OFF SESSIONS

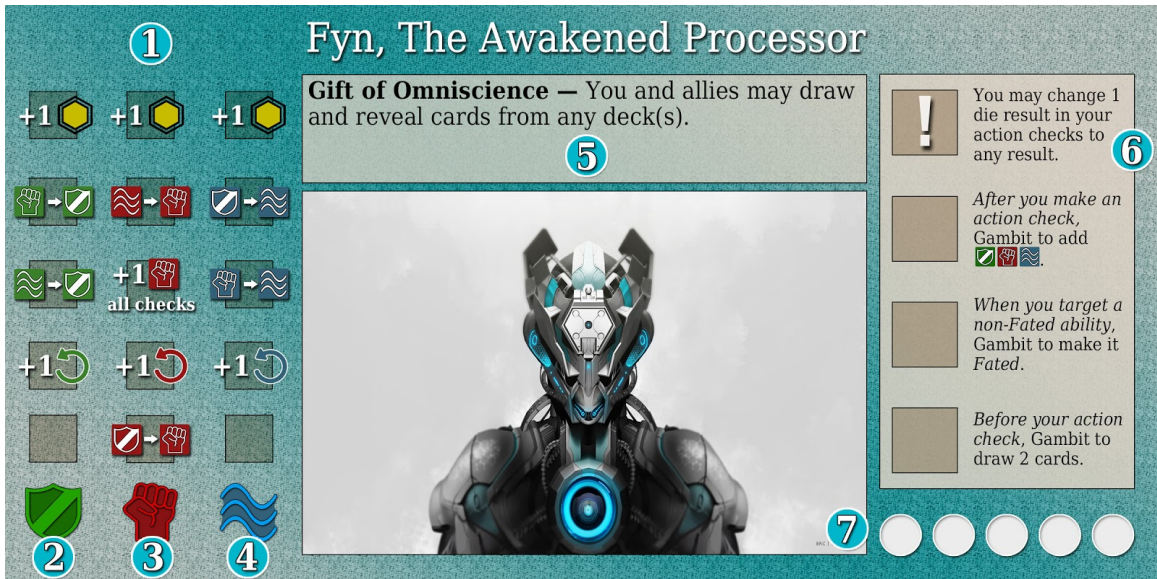
Note that the standard method of Adventure play involves starting with one of two chapters at the start of the guide then following a thread of chapters based on each game's outcome. If time is limited or you want to mix things up, you may instead select a chapter from the guide either at random or by choice.



## 2. ASSETS

### 2.1 - LEADER PLAYMAT AND COUNTERS

Leaders are the main characters of a faction who act as your avatar and are represented by a playmat.



- Attribute Trackers** - Each leader has one strong and two average attributes. Attributes increase and decrease as units join your group or are destroyed. Use your green, red, and blue **counters** along the columns to track your attribute levels. Bonuses gained on these tracks are cumulative as you level up.
- Fortitude** — Your defensive dice. Used primarily for **movement, tile flipping, and blocking**.
- Power** — Your offensive dice. Used primarily for **dealing damage and destroying cards**.
- Tide** — Your momentum dice. Used primarily for **playing and preparing cards**.
- Leader Action** — The special action for a leader which requires spending action dice during your turn.
- Gambit Track** — A ladder progression system where you'll roll under certain conditions to earn bonuses along the way to a permanent empowerment at the top (*see Section 2.6.2*).
- Health** — All leaders have 5 Health. Lose Health and you may perform fewer actions on your turn. Lose it all and you are defeated (*see Section 8.6*).

### 2.2 - PAWNS

The game box is equipped with 7 uniquely-colored pawns to mark leader positions on the game board. Choose one to match your number tokens and place it in the Rift tile at the start of the game. Only one pawn at a time may occupy a tile during the game.

### 2.3 - PLOT AND NUMBER TOKENS

Two types of square, double-sided tokens are used in *Infinities: Defiance of Fate*. Tokens are numbered and sometimes matched on multiple assets to indicate they are bound in some way.

**Number tokens** are colored to match leader pawns and come in two stacks of 0-9. Keep these below your leader playmat. **Plot tokens** are teal tokens marked P0-P9 and are used in Adventure Mode to indicate plot-specific activities. Keep these in a neutral area until used.



## 2.4 - FACTION DECKS

All games of *Infinities: Defiance of Fate* are between two factions. A faction deck is a preset deck of 63 2.5"x3.5" cards. Faction decks contain **unit** cards and **ability** cards divided evenly in amount.



- 1. Ability** — The card's rules they add to the game. Some are *passive*, while others are activated via *trigger conditions* or *spending action dice*.
- 2. Cost** — How many Tide actions you must spend to play a card. Represented by faction icons.
- 3. Attribute (Unit only)** — Which attribute the unit contributes to on your attribute tracker.
- 4. Health (Unit only)** — The amount of damage a unit can withstand before it is destroyed.

**Unit Cards:** You may own up to 4 units in your group by placing them left to right above your playmat in the order played. When a unit joins you, move your attribute track counters one tick per icon on the bottom-center of the unit, then consider it part of your group and its ability enabled. Move the counter down the same amount if the unit is destroyed or loses its attribute(s). When playing a unit into a full group, you must first destroy a unit.

**Ability Cards:** Dictate the momentum of a game through helpful and harmful effects. Most abilities are temporary: they are placed toward the center of the table upon being played, then directly onto the discard pile after they are resolved.

*For more information on cards, such as preparing cards in your timeline, triggered abilities, and unlocks, see Section 7: Card Properties.*

## 2.5 - SETTING TILES



**1. Influence:** Each tile has an Influence value of 1-5. This value is used for various cards, actions, and objectives, but most importantly determines players' **turn order**. At the start of each round, arrange one number token per player in a line from highest to lowest to indicate turn order. When a game mechanic refers to Influence using its icon, it equals your current tile's Influence *unless* another tile is specified. A tile's Influence cannot be 0. If a tile's Influence changes during a mechanic's resolution, it does not alter the Influence value for the resolution.

**2. Tile Type:** Stealth, City, Sacred, Wild, Travel, Rift

**3. Events:** Tiles have events which occur on certain conditions and appear on the bottom of tiles. Event triggers are *Discovery* (when you discover the tile), *Entry* (when entering the tile from another), *Exit* (when attempting to move out of the tile), *Start* (at the start of your turn), *End* (at the end of your turn), and *Passive* (always on in that tile).

**4. Walls:** The bars on the edges of tiles denote directions in which you may not move or use standard Power actions. When placing a new tile, you cannot position it with a wall in your path.



## 2.6 - DICE

The game box is equipped with 27 dice: 24 six-sided action dice (8 of each attribute), 2 standard six-sided dice, and 1 ten-sided die. While not in use, keep the dice in a mutually agreeable area of the table.



### 2.6.1 - ACTION CHECKS

You will perform action checks using four 6-sided green, blue, or red action dice to determine the course of your turns. These dice possess 3 sides of one attribute, 1 side of each other attribute, and a side of 0. Use the final result after rerolls and conversions for any game mechanic; previous results are canceled.



**Reroll:** At **level 2** of all attribute tracks, you gain the power to **reroll 1 of die** of that type before locking in your action check results.

**Convert:** At various levels in the tracks, you will gain the power to optionally **convert** a specified die result to a different result, marked by two result icons separated by a -> on your track (e.g., if your Tide level is at Power -> Tide, you may convert blue Tide dice with results of Power into Tide results). You may only convert a die once after being rolled and rerolled.

**Add 1 Die:** **Level 3** in your leader's strongest attribute track allows you to **add 1 die** of that type and result to all checks, no matter what attribute you rolled. (e.g., you are Tide strong and roll a Power check. Add 1 Tide die set to a Tide result to your check). Added dice may be converted once.




### 2.6.2 - GAMBITS

**Gambits** are a method of progression which allows you to achieve extraordinary results via a series of risks. You begin each game with a number token in the lowest box (level 1) of your Gambit track on the right of your playmat. When the italicized condition of your level occurs, you may **roll 1 standard six-sided die**. If you roll a **1-3 success**, you gain the listed reward and move up to the next level. If you roll a **4-6 failure**, you gain nothing and move down one level. The result of your Gambit roll occurs instantly and is *Fated*. Once you reach level 4, you achieve a permanent bonus unique to your leader. Your Gambit level does not change if you are defeated.



## 3. SETUP

1. Choose two settings and their matching factions for the game. Gather faction deck(s), leader playmats, both sets of setting tiles, pawns, number and plot tokens, all dice (and the Adventure Guide if playing *Adventure Mode*).
2. Place shuffled **faction deck(s)** on opposite sides of the table.
3. Place the **Rift tile** at the table's center.
  - a. **Adventure Mode:** Determine the chapter by either selecting a starting chapter, or whichever you were directed to play after the last game and follow the rules therein.
  - b. **Skirmish Mode:** Reveal 6 Role cards to serve as the Goals for this game.
4. Players select a pawn and token set, then place their pawns in the Rift.
5. Each player selects 1 tile from either setting, places it in a space adjacent to the Rift, orients it so they have a clear path, then moves into the new tile. Ignore tile events during *Setup*. Turn order is set in order of highest to lowest  with ties broken using alpha order. Place the 10-sided die in front of the starting player to track and indicate the **round number**.
6. In turn order, players choose a **leader playmat** then place 1 token on the bottom Gambit box (right side) and 3 attribute track counters on the bottom boxes (left side).
7. In turn order, players **deploy**. Draw 5 cards. You may once discard up to all 5 cards and draw back up to 5. You may then spend 4 Tide to play units in your group. During *Setup*, you may not play or activate abilities.
8. Begin the game with the player who won step 5 unless dictated otherwise.

## 4. TURN ACTIONS

For your turn, roll any set of action dice as an **action check**. Use any conversion or reroll mechanics you wish, then lock in your final result for the turn. Spend action die results to perform the below standard actions. You may only spend as many dice as your leader's current Health; this amount can change during your turn. When you have spent all dice you wish to use, declare the end of your turn.

**Tide Actions:** Spend 1 Tide to **prepare** any card in your hand to be played in a future turn by placing it in the timeline area next to your playmat or an ally's, 1 Tide to **play a timeline card** from your play space, or 1 Tide per cost of a card to **play** it from your hand. If a mechanic directs you to play a card, you do so without paying its cost. You may have 4 units in your group and an amount of timeline cards equal to your current **Tide level**.

**Power Actions:** Spend 1 Power to deal 1 **damage** to a target group, 1 Power to **destroy** 1 timeline card, or 1 Power to **cycle** 1 card (discard 1 card then draw 1). You may only target Power actions on leaders within your **reach**, which is a clear path of active tiles equal to your current **Power level**.

**Fortitude Actions:** Spend 1 Fortitude to **move** 1 space or 1 Fortitude to **flip** an adjacent tile. After moving into an existing tile and resolving any event, you may **regroup** by drawing 1 card. Regroup also allows you to heal 1 when discovering new tiles. Your **hand limit** is 10 cards. If you would draw a card while holding 10 in hand, do not draw.

### *Sample Turn*

Jeff rolls Tide for his turn because he would like to play cards. He rolls 4 Tide dice and receives results of Tide, Tide, Fortitude, Power. He spends 2 Tide to play an *Acolyte of the Sun*, then 1 Power to destroy an enemy leader's *Mechanical Augmentation* timeline card, then 1 Fortitude to move 1 space and draw a card. All his action dice are spent so he declares his turn over.



## 5. PROTECTION

You may **block** abilities after they are played or activated and target you, your cards, or your dice. To block, discard 5 cards. This discard amount is reduced by your **Fortitude level** (to a minimum of 1). When you block, ignore the ability for the rest of that turn. Abilities which **cancel** a mechanic negate it and act as though it never existed or occurred.

**Actions** from rules, leaders, and Adventure chapters which require dice spending cannot be blocked.

**Fated** mechanics cannot be blocked or canceled and are immune to enemy abilities. Mark Fated assets with a token in the **top left corner**.

## 6. MOVEMENT

**Basic Rules** — Only one pawn may occupy a space. Your path when moving must be clear, meaning there are no walls or pawns in your path.

**Discover** — When you move to an empty space, select a tile from the same setting's stack and connect it to the tile from which you moved in any orientation without a wall in your path, then place your pawn in the tile.



**Rift Tiles** — The settings of *Infinities* are connected by the chaotic forces of multiversal rifts. The game begins in a Rift tile and tiles discovered from the Rift may be drawn from either setting stack. As long as you have a clear path, you may move through tiles of different settings.

**Forced Movement** — Most normal movement rules apply in forced movement, including being affected by events and abilities, but not regroup.

**Flipping Tiles** — Flip over a tile and destroy all attached tokens. If there is a leader in the tile, you must first force move them to an adjacent space of your choice, ignoring walls. You *cannot* flip a tile if there is no legal adjacent space for a player within to move to. The flipped tile's space counts as empty until the flipped tile is rediscovered. Treat rediscovery as a normal discovery, including regroup and selecting tile orientation.

## 7. CARD PROPERTIES

### THE TIMELINE

Any card can be prepared to the side of your or an ally's play space at the cost of 1 Tide action, then in a future turn may be played at the cost of 1 Tide action. Cards prepared in this way are part of your **timeline**. You may own timeline cards equal to 1 + your current Tide level. Some cards include the **Constant** keyword. These cards possess a special secondary ability which is active only while they are in the timeline.

If your timeline is full, you may destroy one timeline card to replace it. If your timeline limit falls below the number of timeline cards you have on the table, you must destroy them until you are compliant. When you prepare a card in an ally's timeline, you transfer ownership to them. Cards *cannot* be played from the timeline in the same turn they were added.

### TRIGGERS

**Triggers** are mechanics you may activate when a defined condition occurs. Trigger conditions are flagged with a ⚡ symbol and written in *italics*. If more than one mechanic uses an identical condition, the current player may fully resolve their triggers with that condition in any order, then proceed clockwise. Units and timeline cards must be active for their triggers to activate unless specified.

### UNLOCKS

Many cards have a specific secondary cost to unlock their full power by either **discarding** 🃏 cards, dealing **damage** 💧 to your own group, spending available **action dice**, or meeting a specified **attribute level** to activate and maintain the unlock (e.g., 🖐️ 3). Unlock costs are listed in the ability text of a card and are paid either when the card is played or when it meets a trigger condition. On cards with a base version plus an optional unlock, the base always activates. When you **unlock a unit** as part of playing it, mark it with a token centered above the card.





## 8. RESOLUTION

### 8.1 - DAMAGE

When you deal damage, you lower your target's Health by 1. Damage is represented by the damage-dealing leader (or yourself for "taken" damage) attaching a number token to the bottom right of a target asset; these tokens are then considered **damage tokens**. Allocate damage to groups 1 damage at a time. Group damage must be dealt to eligible units before the leader, except when the damage is self-targeted. When you **take** group damage, it is auto-allocated in ascending Health order. You can **heal** damage by detaching damage token(s) from any asset.

### 8.2 - ORDER OF ACTIVATION

When you activate any game mechanic, first attempt any unlocks or rolls, then declare all targets for the mechanic (e.g., "I target group A," or "I target myself and discard pile B"). At this point, blocks and cancels may be attempted by other leaders. Once you begin resolving your mechanic, blocks and cancels cannot be attempted unless specified.

### 8.3 - THE QUEUE

Game mechanics in *Infinities* are typically resolved one at a time. If mechanics are activated while others are still resolving or multiple mechanics activate in quick succession, the most recently activated mechanic cuts to the start of the queue, then resolve backward.

Mechanics with **multi-step** properties, such as those with a value ("deal 3 damage" or "destroy 2 cards"), are resolved step-by-step and triggers may occur between steps. If the source of a multi-step mechanic is canceled, destroyed, or otherwise rendered inactive before it is fully resolved, the remaining steps do not occur. If a mechanic activated more recently than yours invalidates your mechanic's target(s), your mechanic is not retargeted and is lost.


### 8.4 - TARGETING ORDER

In situations where targets are affected as part of a game mechanic that a player does not assign or allocate, such as taking damage from an event, the targets are affected in **ascending Health order** (if units), then one at a time from **left to right** as they are positioned in the player's play space in the case of ties. This **LTR Rule** applies to breaking ties in general. In any dispute of which player is affected by a game mechanic, use low roll on 1 die to resolve. In disputes of **tiles** with the same Influence, use **alphabetical order** the break ties.

### 8.5 - DECKS, PILES, AND HANDS

If a **deck runs out** of cards, shuffle its discard pile to reset the deck. You may not preview any decks or discard piles unless directed. When you **reveal** cards, place them face up from a specified location left to right in a neutral area. Once you have resolved all mechanics for the cards, discard them in the order you revealed them. You may not voluntarily **show your hand** to anyone.

### 8.6 - DEFEAT AND RESPAWN

You are **defeated** when your leader's health equals 0. Remove your pawn from the game board and all damage tokens from your playmat. While your pawn is not on the game board, you cannot interact with any leader or asset. Discard cards you own, cards in your play space, and cards from your hand. Lose your next turn. On the following turn you may **respawn**. Place your pawn in *Rift* (or the lowest  adjacent unoccupied tile) then complete a **deploy**.

You may also **concede** at the beginning of any player's turn. Defeat yourself and stay out of the game until it ends. If one player or team remains when all opponents are defeated, they automatically win regardless of game mode.




## 9. GLOSSARY

**Ability:** Any mechanic related to the play or activation of a card.

**Action:** A mechanic activated by spending action dice, though not from a card.

**Active:** An asset face up in play on the table or a leader who has not left the game or been defeated.

**Attach:** Play one asset onto another asset. If the asset leaves play, destroy the attached asset.

**Block:** Ignore an ability by discarding cards equal to the leader's  minus your Fortitude level.

**Cancel:** Negate the function of a mechanic or prevents a card from being played by moving it to the discard pile immediately after it is attempted to be played. Treat the target of the cancel as though it never existed or occurred.

**Clear Path:** A series of tiles without walls or pawns.

**Convert:** Move a die from one result to another.

**Cycle:** Discard a card then draw a card.

**Deck:** Cards which are stacked face down. Faction Decks must be kept separate.

**Destroy:** Move a card out of a play space and into its discard pile. A card's destruction is considered complete once it reaches the discard pile or another specified destination.


**Discard:** Place a card from your hand onto the discard pile.

**Discover:** Place a new tile on the board by moving into an empty space from an adjacent tile.

**Draw:** Pick up a specified number of cards from your deck and place them in your hand unless specified. If your hand is full (10 cards), do not draw.

**Fated:** A game mechanic which cannot be blocked or canceled and is immune to enemy abilities.

**Flip (Tile):** Turn a tile on its face and consider its space empty until rediscovered.


**Fortitude** : Attribute for blocking, moving, and tile flipping.

**Group:** Your leader playmat and played units.

**Hand:** Cards which a player has drawn and kept. You cannot hold more than 10 cards.

**Immune:** Prevents an asset from being targeted by certain mechanics, such as damage or abilities.

Immune assets are considered to not exist in the targeting of the mechanic to which they are immune.

**Influence** : A tile's level of presence in the game. Used for turn order, abilities and plot objectives.


**LTR Rule:** Used to break ties and duplicate mechanics by using position from left to right.

**Passive:** A mechanic which is always active and does not require a condition, a cost, or a targeting decision. Passives with a variable component always update to current values. Passive unit abilities are Fated.

**Play:** Place a card into a play space or onto the game board from the hand or other specified location.

**Play Space:** The area in front of you, including your playmat, units above the playmat, and areas left and right of the playmat to play ability cards or tokens.

**Printed:** The base properties of an asset before any unlocks or other alterations occur.

**Power** : Attribute for damage and destroying timeline cards.

**Reach:** Distance of a clear path of tiles a leader may use standard Power actions to deal damage or destroy timeline cards.

**Regroup:** Draw 1 after moving a space. If discovering a new tile, also heal 1.


**Round:** A full, clockwise rotation of player turns.

**Steal:** Take a card and anything attached to it from another player and move it to your group or timeline. You now own all moved items.

**Take (Damage):** Your group takes damage in ascending Health order. Ties broken by LTR.

**Tide** : Attribute for preparing and playing cards.

**Timeline:** A row of prepared cards to the side of a playmat. Prepared card limit is (Tide level + 1).

**Trigger** : A mechanic which may instantly occur when a condition is met.

**Turn:** A player's opportunity to make an action check and spend results as actions.

**Unique:** A mechanic with a different name from another mechanic.

**X:** A mechanic you determine the value of and use that same value when referenced again.

