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*Dear Player!*

*Infinifield™ is a new strategy board game, designed for family and party entertainment. It will engage your creativity as well as strategic thinking skills. Enjoy!*

*Infinifield, Inc.*

## CONTENTS

Infinifield™ set consists of the following pieces:

- 24 **blocks**: 8 white (also called *starting positions*), 8 yellow, 6 red, and 2 blue.
- 5 **pawns**, four of which may be used by players and one that serves as a *turn counter*.
- This **instructions** sheet.

## CONTENIDOS

Infinifield™ contiene las siguientes piezas:

- 24 **bloques**: 8 blancos (donde se inician las fases del juego; posición inicial), 8 amarillos, 6 rojos y 2 azules.
- 5 **fichas**, una se aparta para contar turnos y las otras cuatro son repartidas entre los jugadores.
- Una hoja de **instrucciones**.

## СОДЕРЖИМОЕ

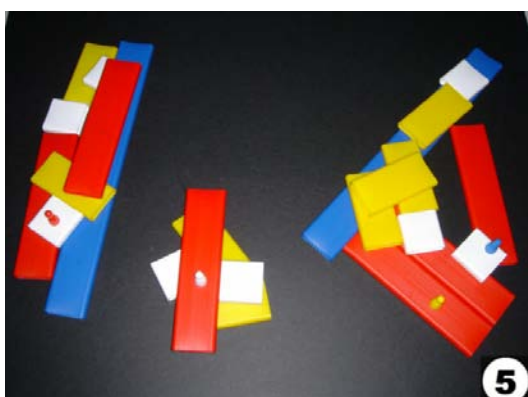
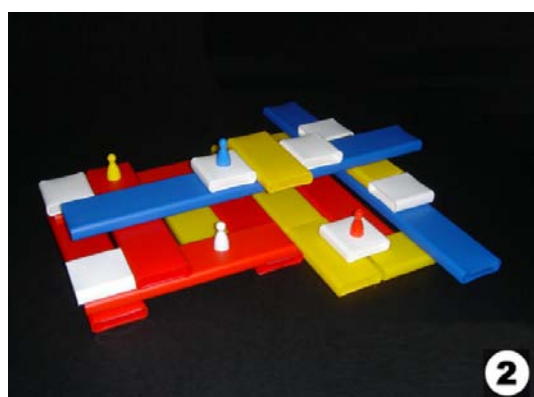
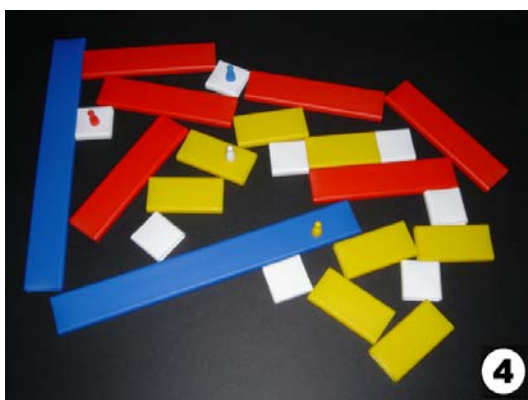
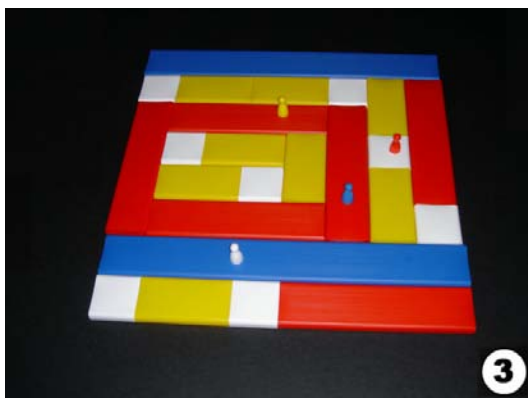
Набор Infinifield™ состоит из следующих частей:

- 24 **кубика**: 8 белых (стартовых позиций), 8 желтых, 6 красных и 2 синих.
- 5 **пешек**: четыре из них могут быть использованы игроками, а пятая служит *счетчиком ходов*.
- Эта **инструкция**.

1,2 - sample 3D field design; 3,4 - sample 2D field design; 5 - this field design is not allowed, because it consists of several disconnected "islands".

1,2 - ejemplo de construcción en tres dimensiones; 3,4 - ejemplo de construcción en dos dimensiones; 5 - este diseño no es permitido porque consiste de varias "islas" y divide el campo de jugar.

1,2 – примеры трехмерного поля; 3,4 - примеры двухмерного поля; 5 – этот дизайн поля запрещен, потому что он состоит из нескольких отдельных «островов».



## PLAYING THE GAME

Each round of the game consists of 3 phases: building the playing field, selecting starting positions, and playing the chase-and-capture game until there is only one player (winner) left.

### Build the field:

1. Select one player to be the first *field builder*. (Other players will take their turns at this task in the following rounds). The field builder should **arrange all blocks** in almost any way – lay them out in a symmetrical pattern, scatter randomly, or even build a little 3D castle. You may use pictures 1-4 for inspiration or let your imagination run wild. Official field building rules are described at the end of these instructions. You may get a quick start by following these simplified rules:

- Every block touches at least one other block.
- The field is not split into disconnected “islands” (as shown in picture 5).
- There is enough free space on top of each block to place a pawn.

### Select starting positions:

2. Each player, starting from the one sitting on the left of the field builder, must **select a pawn and place it on top of one of the white blocks**.
3. The turn passes clockwise, so that the field builder is the last player to select a starting position.
4. One of the unused pawns is designated a **turn counter**. It must be placed on the *5 turns counter circle* printed on this page, in the position marked “X”.

### Chase-and-capture:

5. Players, starting from the one sitting to the left of the field builder take turns moving their pawns.
6. In every turn, a player must **move his/her pawn from its present block to any adjoining one** (i.e. any block that touches the one where the pawn is standing). The goal is to capture other pawns by moving your pawn onto the same block, and avoid being captured by someone else. Captured players are eliminated from the game until the end of the round. The round ends when only one pawn remains on the field.
7. **Every 5 turns one block should be removed from the playing field**. This ensures that the game never goes into an endless chase. The *move counter* on the 5 turns counter circle is used to keep track of whose turn it is to remove blocks from the field and when. Every player who makes a move on the playing field must also **advance the move counter** to the next position on the 5 turns circle, as indicated by arrows. The player who places the move counter into the position marked X must **remove one block** from the playing field. You cannot remove a block if any of the following is true:
  - There is one or more blocks standing fully or partially on top of it.
  - There is a pawn on top of it.
  - Removal of the block would split the field into two or more disconnected “islands” (see example in Figure 5).
  - The block is surrounded by other ones on all sides so that it cannot be removed without shifting other blocks.

If a player who must remove a block cannot satisfy these rules, then he or she is eliminated from the round and the pawn is removed from the playing field.

8. When one player wins the round, the role of field builder is transferred to the following player in the clockwise direction and the next round begins.

### Scoring

There are two ways to keep scores in Infinifield™:

1. Counting the number of rounds won by each player.
2. Keeping point score: a player receives 10 points for capturing each opponent’s pawn, and the round winner receives a number of points equal to the number of blocks remaining on the field when the last opponent is captured.

The players may agree in advance to play a certain number of rounds (allowing each player an equal number of turns to build the field), or until any player reaches a total score of 500 points.

### Official field-building rules:

- Blocks must be arranged on a flat surface (such as a table or floor).
- The top surface of each block must not be tilted.
- The field is not split into disconnected “islands” (as shown in picture 5).
- There is enough free space on top of each block to place a pawn.
- Each white block must touch at least two colored blocks but cannot touch any other white block.
- Each colored block must touch at least one other block, but cannot touch more than two white blocks.
- Blocks cannot be placed on top of other blocks in such a way that their removal would cause any of the bottom ones to tumble.
- If you do not intend for two blocks to touch each other, then place them clearly apart (half-inch or more away from each other). In case they are accidentally shifted during the game, it will be easy to determine whether two blocks were initially touching each other or not.

Five Turns Counter Circle

