

Overlords of Infamy Quick-Start Guide

Is this your first time playing Overlords of Infamy? Then this Quick-Start Guide is for you! In order to prepare for this game, please follow the setup guide in “Section C. Setup” of the main rulebook.

For this quick-start game there will be a few changes to help you learn the game and teach it to other players. Those changes are:

- Regardless of how many players there are, only play until 2–3 World Events have passed.
- Overlords’ affinities (this means an Overlord gets two of a Harvested Basic Resource instead of one) will still come into play, but their individual special abilities will not be used.
- Only use Knavery-level plots.
- Overlords will skip the Espionage Phase.
- Remove all “Wall” and “Pitfall” tiles from the map tile stack.
- Do not use the fourth option for the Adventuring Hero during the Hero Phase.

Let’s walk through a few turns!

At the beginning of the game, all players are dealt two Knavery-level Nefarious Plots facedown. They choose one of these and place the other one at the bottom of the Knavery plot stack.

Now take a look at your chosen Nefarious Plot. It will have a list of required resources that you will need to collect in order to complete the plot. Keep these resources in mind when playing your turn.

- If your Plot requires Lackeys to complete, these Lackeys must come from the Barracks of your Lair.

Each player’s turn is divided into 4 phases:

- Hero Phase
- Action Phase
- Espionage Phase
- End of Turn

Hero Phase

Skip this Phase during the first turn of the game.

The Adventuring Hero comes from the Kingdom of Good and intends to foil the plots of the Overlords. During the Hero Phase, the active player determines whether the World Tension tracker has landed on or passed the numbers 3, 6, or 9 during the previous player’s turn. If it did, then the active player will roll the die and is allowed to move the Adventuring Hero up to that many spaces. The Hero must move a minimum of one space and cannot be moved back into Adventuring Hero’s headquarters unless it meets one of the conditions described below. When moving the Adventuring Hero, the following can happen:

- 1) **The Adventuring Hero lands on a map tile and stops** — The Adventuring Hero does not return to the Adventuring Hero’s Headquarters. Overlords may not Exploit the Land to place

a tile on this map space. Overlords may not choose any Action that would cause a Lackey to be placed on that space.

- 2) **The Adventuring Hero lands on a map tile that contains a Lackey** — All Lackeys currently on that tile are discarded. The active player takes a basic Resource that is listed on that tile along with the Adventuring Hero meeple and places them in the Adventuring Hero's Headquarters. The Adventuring Hero cannot take any Relics or Lackeys to the Adventuring Hero's Headquarters as they are not considered basic Resources.
- 3) **The Adventuring Hero enters an Overlord's Lair** — That Overlord places half (rounded down) of their basic Resources into the Adventuring Hero's Headquarters. If that Overlord had a Relic, the Relic is returned to the general supply. The Adventuring Hero is also returned to the Adventuring Hero's Headquarters.
- 4) **The Adventuring Hero lands on a map tile that does not contain a Lackey and chooses to Liberate the tile** — The Active Overlord places a basic Resource that is listed on the tile and the Adventuring Hero meeple in the Adventuring Hero's headquarters. The tile is then **Liberated**, meaning it is discarded and placed at the bottom of the Map Tile stack. This action cannot be chosen if the Adventuring Hero landed on a map tile in the Contested Zone.

Action Phase

At the start of this phase, any effects that state that they activate at the start of your turn will happen.

During this phase, the active player has three Actions that they must use. The most commonly used actions at this stage in the game are:

- Harvest a Resource or Recruit a Lackey
- Exploit the Land
- Recall a Lackey

The first two, **Harvest a Resource** or **Recruit a Lackey**, are accomplished in the same way. You take a Lackey from your Barracks and place it in on an unoccupied resource spot located either on your Lair or Map Tile. You may use Lackeys only in the Barracks for either of these actions.

If you place this lackey on one of the seven Basic Resources, you will receive one token of the corresponding Resource.

If you place this Lackey on a Village, you will Recruit a new Lackey that goes directly into your Barracks. You may use this newly recruited Lackey on the same turn it is recruited.

Each time you choose to **Harvest a Resource** or **Recruit a Lackey**, it counts as using **one action and you must advance the World Tension Tracker one space.**

Another commonly used Action is **Exploit the Land**. Exploiting the Land allows you to take two Map Tiles from the stack. From these two Map Tiles, choose one to place on the board within your Zone of Influence. Place the other at the bottom of the Map Tile Stack.

The Map Tile that you choose must be placed adjacent to either your Lair or at least one of your other Exploited Map Tiles already on the board.

These map tiles will provide a Resource Space that you may Harvest from, and may also include a Village for you to **Recruit a Lackey** from. Each time you choose the Exploit the Land Action, it counts as using one Action.

- **Remember:** You may only have *one* Lackey per unoccupied Resource space!

Finally, you can **Recall a Lackey**. Lackeys that have been sent out to **Harvest a Resource** or **Recruit a Lackey** cannot do so again until they have been Recalled to the Barracks. Recalling a Lackey requires one action per Lackey. You cannot Recall a Lackey that was used to Harvest a Resource or Recruit a Lackey this turn. However, if you Recall a Lackey and still have actions remaining to use, you may use that Lackey for any other applicable Action during that turn.

With these actions in mind, you then play out your Action Phase. You have three actions to use each Action Phase and may choose individual Actions multiple times. It is recommended that you **Exploit the Land** until you are able to choose a Map Tile containing a Resource that your Nefarious Plot requires you to complete.

As soon as you have all of the required Resources and Lackeys (and later on, Relics), you instantly **Complete a Plot**. Plots can only be Completed during the Action Phase of that player's turn. If you receive the appropriate Resources during any other phase, or during an opponent's turn, then your Plot will be completed immediately when you start your next Action Phase.

Once you Complete your Plot, place it face up in the Completed Plots space on your Overlord's playmat, then announce the name of the Plot in your best Overlord voice. Return all of the required basic Resources and Relics to the general supply, and discard any required Lackeys from your Barracks. Then take two Plots from a Plot card stack and choose one to keep, placing the other at the bottom of the corresponding Plot stack. **Completing a Plot does not cost one of your Action Points.**

Completing a Plot increases your Infamy Level by 1. Infamy Level determines the types of Plots you can choose and the Acts of Espionage that are available to you (*Please see the main rulebook for a full description of each Act of Espionage*).

- *Infamy level 1–2: Knavery plots available*
- *Infamy level 3–4: Villainy and Knavery plots available*
- *Infamy level 5: Domination, Villainy and Knavery plots available*

Completing a Plot also **advances the World Tension Tracker**. Move it one space for a Knavery Plot, two spaces for a Villainy Plot, and three spaces for a Domination Plot.

If during your Action Phase the World Tension tracker lands on the 10, completely finish that Action (for example, if Completing a Plot advances the Tracker to 10, draw your new Nefarious Plot before proceeding), then immediately flip over a World Event card and apply its effects.

When you have finished all three actions, your Action Phase is over and you move into the Espionage Phase.

Espionage Phase

*During your first game, it is recommended that you play without Acts of Espionage and you may **skip this section**.*

During this phase, an Overlord can choose to commit a single Act of Espionage against any other applicable Overlord. Acts of Espionage are optional, and you may skip this phase if you choose not to commit an Act of Espionage. You may only commit an Act of Espionage if:

- A) Both you and the chosen Overlord have Exploited the Land adjacent to the Contested Zone that separates your Zones of Influence (these are empty hex spaces in the area between your Lair and the Contested Zones).
- B) Both you and the chosen Overlord have Exploited the Land adjacent to the Kingdom of Good (these are green hex spaces in the area in the center of the board).

The types of Espionage actions you can do depend on your level of Infamy. Each time your Infamy level rises, you will have a new Act of Espionage available to you, in addition to all actions that were available at lower levels of Infamy. Types of Espionage actions for each Infamy level are listed below (*Please see the main rulebook for a full description of each Act of Espionage*):

- 1) Glean Intel
- 2) Infiltrate
- 3) Plunder Resources
- 4) Sabotage
- 5) Assassinate

Once you complete your Act of Espionage, or choose not to use one, move to your End of Turn.

End of Turn

During this phase, any game effects, such as World Event Cards or Plot Aftermaths (these are only on Villainy and Domination Cards) that last until the end of your turn will end.

Example: During your last turn you pulled a World Event card that states, "Overlords may not Recruit a Lackey until the end of their Next Turn." That World Event card's effect would end during this phase, and on your next turn you will be able to Recruit a Lackey again.

After the End of Turn phase, your turn is officially over. The Overlord to your left now gets to take their turn, following the same Phase order, starting from the Hero Phase.

Example Turn:

It is the beginning of Bob's turn. During the Hero Phase, Bob sees that the World Tension tracker landed on the 9. Bob knows this means he can move the Adventuring Hero by rolling the die. He rolls a 3 and moves the Adventuring Hero to a tile that does not contain a Lackey. He chooses to leave the Hero there.

During Bob's action phase, he sees that his Active Nefarious Plot still requires one Water and one Conjure Ore. He had Exploited the Land on a previous turn and chose a tile that has a Water resource spot listed on it, but he does not have a source of Conjure Ore. For his first Action, Bob decides to Harvest a Resource by placing a Lackey on the Water Resource spot. He takes a Water Resource token from the general supply, then advances the World Tension tracker to 10. This means that a World Event now happens, so Bob flips over the top card of the World Event card stack.

The World Event that Bob chooses is called Solar Eclipse, which reads, "Nothing happens, but it looks really cool!" The World Event card is placed on the "Revealed World Events" space and the World Tension tracker is reset to 0.

Bob now has two more Actions and sees that he only needs one more Conjure Ore to complete his plot. He chooses to Exploit the Land and draws two tiles from the Map Tile stack. One of the drawn Tiles contains Conjure Ore, so Bob chooses that tile and sets it adjacent to his Lair. He places the other at the bottom of the Map Tile Stack.

For his final Action, Bob uses the Harvest a Resource Action to place one of his available Lackeys from his Barracks onto the Conjure Ore spot on the map tile. After collecting the Conjure Ore resource, Bob sees that he has all of the required Resources to complete his plot. Since he is still in his Action Phase, he is able to complete his Plot. He announces the name of his Plot, "Make Everyone's Socks Slightly Damp," and places it on his Completed Nefarious Plots space on his Overlord's playmat. He places the required Resources back into the general supply, then moves his Infamy Level up by 1. He then gets to take a new Plot and chooses to take from the Knavery Plot stack. After choosing his new plot, he advances the World Event tracker by one space. Bob has used all three of his Actions, so he ends his Action phase.

Since he is playing the quick-start game, Bob skips the Espionage Phase and then ends his turn.

Now that you have learned how to play a turn, go ahead and play a quick game to 2–3 World Events, until you feel comfortable with the rules. Once you are ready, you can move on to a normal game in which you will add in the following elements:

- Overlord's individual special abilities
- Acts of Espionage
- Wall and Pitfall map tiles in the Map Tile Stack
- Villainy and Domination level plots, which may require stealing Relics from the Kingdom of Good.

For more in-depth rules explanations, see the main rulebook.