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**Divided**

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*A game with the concepts of Settlers of Catan, Risk, and House of Betrayl.*

Revision History

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| **Date** | **Change** |
| 2/28/17 | Revision A  Origination Date |
| 3/1/17 | Revision B |
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1 Purpose

*Players 1-4*

You and your game mates are part of a deep space team from a far planet. Your mission is simple: *Harvest all the planets resources, develop an army, bring them home.* However, that will not be the case this time for your home colony. As you harvest resources from the planet there are consequences. You cause fires and floods, ground collapse and fallout. Your developments and army are at risk of dying due to the planets backlash. It is up to you and your team to help one another to stay alive and create an army value of (20units 1 player, 40units 2 player, 60units 3 player, 80units 4 player). Though it seems that it’s just a race between your army size and the planets self-destruction, that is unfortunately not the case. You are being watched. As your army grows, and as you cause more destruction to this planet, you inch closer and closer towards being confronted by a planetary threat. Eventually, enough is enough. The game changes and only fate will decide the new direction. Will you all be against one another with separate intentions? Will the planet start to fall apart upon itself and swallow you whole? You will find out, and only then will you know if you stand together or are Divided.

2 Scope

This guide does not have definite values or metrics. Most of the numbers are theoretical as a base to start with. Please reference the *Metric Theory* section to see where starting numbers were generated from. Additionally, no units, building, or resources have locked in names. All of them have working titles and are also denoted by a variable of some sort.

Game Pieces

1 Primary Game Board

24 Resource Tiles

* 16 edge
* 8 interior

24 Resource Value Makers

4 sets of game dice

* 2 six-sided dice of one color
* 1 six-sided die of one color
* 1 twelve-sided die of one color

4 sets of different colored building units

* 6 houses
* 3 refineries
* 3 barracks

5 sets of different colored army units

* 30 infantry
* 5 medics
* 3 builders

4 sets of 8 different colored resource markers

5 decks of cards

* 4 decks of 100 for each resource
* 1 deck of Incident Cards

Resources

There are four resources in Divided. Basically, you have food (*jungle*) and water for sustenance and then gas and metal for building.

## : Aa (Water)

*9 total resource squares*

## : Bb (Jungle)

*7 total resource squares*

## : Cc (Metal)

*6 total resource squares*

## : Dd (Gas)

*2 total resource squares*

Building Units

## : A (House)

*Costs 2 Metal*

*Max per player: 6*

You start with one A (House). Must be placed on an intersection point created by more than one square. Allows for resource gathering from all squares being touched. Provides 5-unit army capacity.

## : B (Refinery)

*Costs 3 Metal and 3 Gas*

*Max per player: 3*

Must be placed directly on a resource tile. Provides double resource production from the resource tile.

## : C (Barracks)

*Costs 4 Water, 4 Plant, and 5 Metal*

*Max per player: 3*

Must be placed on an intersection point created by more than one square. Must be on a square intersection where you already have an A (House) on the same square.

Army Units

## : X (Infantry)

*Counts as 1-unit*

*Max per player: 30 (really dictated by how many A (Houses) you have)*

*Costs 1 Water and 1 Plant*

Can be created if you have one barracks and enough houses for unit count. Base attack of one die. Must move with Z (Builder)

## : Y (Medic)

*Counts as 1-unit*

*Max per player: 5*

*Costs 2 Water, 1 Plant, and 2 Metal*

Can be created if you have two barracks on the same resource square and enough houses for unit count. No base attack. Defense unit that allows attack rerolls of your X (Infantry) units. Must move with Z (Builder)

## : Z (Builder)

*Counts as 1-unit*

*Max per player: 3*

*Costs 1 Water, 1 Plant, 1 Metal, and 1 Gas*

You start with one Z (Builder). You need this unit to build any building structure. Base attack of two die. Base movement of three die.

Game Board

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Red Length: 2.5 inches | Blue Length: 20 inches | Green Length: 25 inches

24 Resource Tiles: 9 Aa Water, 7 Bb Jungle, 6 Cc Metal, 2 Dd Gas

## Edge Tile

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| There are four corner edge tiles and twelve non-corner edge tiles. The four corner ones have the potential to have a negative effect in either direction away from the edge. The twelve non-corner have the potential to have a negative effect in any direction not towards its edge. The center is cut out to fit in a resource value. |  |

## Interior Tile

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| There are eight inner tiles. They have the potential to have a negative effect in any direction. The center is cut out to fit in a resource value. |  |

## Resource Value Marker

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| There are twenty-four RVMs. They are 3-3s, 2-4s, 2-5s, 3-6s, 4-7s, 3-8s, 3-9s, 2-10, 1-11, 1-12 | **11** |

Game Set Up

## Construct Game Board

To set up the game, shuffle all the resource edge tiles together and then distribute them along the inner boarder. Then, shuffle all resource interior tiles together and distribute them inside.

Afterwards, mix up all the resource value markers together and randomly distribute them inside all the resource tiles.

## Turn Rotation

Decide who goes first?

Turn Rules

## Resource Roll

On your turn, you first roll two die. You get awarded resources from any square that touches one of your A (Houses) if you roll a number higher than the resource tiles RVM.

## Movement Roll

After you collect resources you can move your units. Roll three die, once for each Z (Builder) you have. You can only move your Z (Builder)’s across the board. Move a unit after each roll. Announce what roll is for what Z (Builder) and then move accordingly. Each resource tile does not represent one movement space. Their movement space value is equal to the RVM on the tile divided by two rounded up. Let’s use the one 11 point RVM as an example. This resource will rarely provide. Perhaps the reason is because its cumbersome. Maybe a lake that is very rocky, or a mountain that is not easily accessed. This tile depletes/ provides less frequent because of its geological properties and by nature is harder to move through. You would need to roll a six just to pass through this space with your building unit.

You need your Z (Builder) to move your other X (Infantry) and Y (Medic) Units as well. If you have a Z (Builder) on the same tile as other units, they can move the movement roll with the Z (Builder). You do not have to move everyone.

## Building Phase

You can build any structures you have resources for. The only condition is that your Z (Builder) must be on the same square where you are trying to build the structure.

You can train army units based on how many barracks you have. One barracks allows you to make one X (Infantry) unit. Two barracks would allow you to make one Y (Medic) unit or two X (Infantry) units. To create a Z (Builder) you must have two C (Barracks) on the same square. However, you can create one Z (Builder) and one X (Infantry) in this set up. The Y (Medic) is the only unit that exhausts two C (Barracks) in one turn.

Additionally, you can build units and provide resources to your teammates. You can freely spend your own resources to build someone a unit (perhaps their Z (Builder) died and they also lost their house, essentially being out of the game minus having an army). The only rule to this is either you or they must come to the unit to escort it. Here are some examples of this:

EX1: A teammate needs a Z (Builder) and they do not have one whatsoever. You can create it, but then you must escort it with a Z (Builder) of your own to one of their structures. Think of it like it needs to be activated with their facilities and does not function until then.

EX2: A teammate needs a Z (Builder) but they do already have one of their own, perhaps just low on resources. You can follow example one’s process, or they can bring their current Z (Builder) over to the one you created. Then they can freely leave with their new unit.

## Incident Roll

Roll two die. If you roll less than the total number resource squares you own, draw an Incident Card.

Incident Cards

Incident cards are drawn at the end of any players turn where they fail the incident roll. Incident cards are meant to reenact real world disasters. They are the consequence of over harvesting and destroying a planet. Here are the following effects that can occur on an incident card (it can be multiple of any of these effects):

## Natural Disasters

These are the most common Incident Cards. Basically, you have caused some form of damage to the resource tile you have been farming and now it has collapse. This Incident Card will tell you in detail what you need to do, but the bottom line is that something somewhere is either going to collapse, die, or run out of resources to provide.

## Orders from Home Planet

The home planet heard of your struggle and conflict and they want to send you support! This type of Incident Card can provide buffs to your army, directly give you army units, or steal units/ buildings from other players.

## Planetary Gain

This type of incident card can be both good and bad or just plain great. Normally these are scenarios where the planet gives you an excess of some resources, however, there may be a consequence for it. Perhaps one of your workers struck a metal node rich with extra metal, but in the act, they died.

## The Divide

These Incident Cards are not common and they are what take the game to the next stage. The Divide is a card that changes the games current playing format, rules, and win condition. Multiple Divides can occur during a game, just as much as there is a chance that no Divide can occur at all.

Incident Card Examples

The Divide Examples

Attacking

Attacking in Divided is much like attacking in Risk. There are a few different considerations, and them some very different rules that are exclusive to Divided.

## When Can I Attack?

You cannot attack anyone before a Divide has occurred. The game pre-divide is a cooperative game. Remember, you are all from the same planet with the same goal of achieving a certain army value size. However, once a Divide card is drawn, then you follow the rules of the Divide in place on who is your enemy (if anyone) and then follow the rules below for attacking.

Additionally, you would still follow the turn structure from **Section 8 Turn Rules.** Except now, you can insert an attack phase anywhere in the structure that best works for your turn’s strategy.

## Spatial Requirements

Your army unit must be on the same resource tile to attack an enemy army unit. This means you may have to travel to a space to make an attack on an enemy.

## Army Movement

Your army does not freely move by themselves on your Movement Phase of your turn. You need to have a Z (Builder) on the same tile as the army for them to move. They will move with the Z (Builder). Think of it like this. The Z (Builder) is the unit you started with that was sent from the Home Planet. It is sort of a leadership figure for these newly training fighting units. They do not move, attack, or do much of anything without the command of a Z (Builder). Here are some examples regarding moving:

EX1: You have a Z (Builder) and five Y (Infantry) on the same tile. You roll a ten for movement. You can move your Z (Builder) and up to five Y (Infantry) units up to ten movement (*remember to take into consideration the movement rules for resource tiles in* ***Section 8.2 Movement Roll!****)*.

EX2: You have a Z (Builder) one resource tile adjacent from five Y (Infantry). The move between would be four movement. You roll a ten for movement. You can move your Z (Builder) four movement to your five Y (Infantry). You now have your Z (Builder) with your Y (Infantry) units with six movement left for the whole army.

## Attack Rolls

Attacks are unit by unit. Meaning, if someone is attacking with five units, and the person they are attacking has five units, you roll attack and defense five total times. Not with five dice. One die against one die five times.

The person attacking rolls first and then the person defending rolls after. Ties always go to the person defending. Whoever loses has their unit taken off the game board as it has died.

## Attack Damage

Below is how much attack value or benefit that each unit has standard. Remember, Incidents can cause buffs as well, so remember to keep those in consideration. These are the vanilla values:

X (Infantry): One die attack/ defend

Y (Medic): Allows you to reroll once for every X (Infantry) on the same tile as the Y (Medic) Cannot attack. Defends with two dice, choose the highest number.

Z (Builder): Two dice attack/ defend, choose the highest number. Not effected by the Y (Medics) reroll ability.