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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 1  Origination Date |
| 3/1/17 | Revision 1.1  Changed format. Added Revision History. Added Game Pieces section. Renamed Z unit to Builder. Changed turn roll (compounded resource roll and movement together). Changed RVM to round down. Changed RVM tile to have the movement needed on it. Now named Resource Value/ Movement Marker (still RVM). Added Game Metric Theory: Resource Dist, and 4 Player rationale. Added resource collapsing. Changed unit movement mechanic. |
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1 Purpose

## 1.1 Game Details

*Players 1-4*

*Time 90 Minutes*

## 1.2 Game Pitch

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.

## 1.3 How to Win

You win Divided if you either:

1. Reach a player cumulative army value designated by how many players there are.
2. Defeat a Divide Card win condition objective

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.

3 Game Pieces

1 Primary Game Board

24 Resource Tiles

* 16 edge
* 8 interior

24 Resource Value Makers

1 Army Unit Counter Board

* Four rows, each count in increments of 20

1 Army Unit Counter Piece

4 sets of game dice

* 2 six-sided dice of one color (*purple, blue, green, red…pastels?)*
* 1 six-sided die of one color (*all black)*
* 1 twelve-sided die of one color (*all yellow*)

4 sets of different colored building units (*purple, blue, green, red…pastels?)*

* 6 houses
* 3 refineries
* 3 barracks

5 sets of different colored army units (*black, purple, blue, green, red…pastels?)*

* 30 infantry
* 5 medics
* 3 builders

4 sets of 8 different colored resource markers (*purple, blue, green, red…pastels?)*

5 decks of cards (*incident is yellow*)

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

4 Resources Tiles

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

## 4.1: Aa (Water)

*9 total resource squares*

## 4.2: Bb (Jungle)

*7 total resource squares*

## 4.3: Cc (Metal)

*6 total resource squares*

## 4.4: Dd (Gas)

*2 total resource squares*

5 Structure Units

## 5.1: 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.

## 5.2: B (Refinery)

*Costs 3 Metal and 3 Gas*

*Max per player: 3*

Must be placed directly on a resource tile. Allows for resource gathering from the tile it is placed on, however, it provides two resources instead of just one.

## 5.3: 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.

6 Army Units

## 6.1: 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.

## 6.2: Y (Medic)

*Counts as 1-unit*

*Max per player: 5*

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

Defense unit that allows one attack reroll of your X (Infantry) units. Can be created only if you have two barracks on the same resource square and enough houses for unit count. No base attack. Two dice for defense, choose the highest number.

## 6.3: 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. This unit cannot attack but defends with two dice, choose the highest number.

7 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

## 7.1 Edge Resource Tile

|  |  |
| --- | --- |
| 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. |  |

## 7.2 Interior Resource Tile

|  |  |
| --- | --- |
| 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. |  |

## 7.3 Resource Value/ Movement Marker

|  |  |
| --- | --- |
| There are twenty-four RVMs. There are 3-3s, 2-4s, 2-5s, 3-6s, 4-7s, 3-8s, 3-9s, 2-10, 1-11, 1-12. The first number is the RVM, the second number is the movement required through that resource. | **11 | 5** |

8 Game Set Up

## 8.1 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.

## 8.2 Turn Rotation

Decide who goes first?

9 Turn Rules

## 9.1 Resource and Movement Roll

On your turn, you roll your three dice (two of one color, one of one color). 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 with the two dice of the same color.

After you collect resources you can move your units.

The sum of all three dice is your movement total this turn. You can distribute your movement however you would like for any of your units. There are just a few rules to this.

### 9.1i Movement by single unit vs group

You can move individual units or multiple units directly into an adjacent resource tile, not diagonally. The consideration here is if you move a group of units in the same direction, just think of them as one total unit. For example: If you have three X (Infantry) on one tile and you wish to move all of them, you do not need to move each one at a time and spend movement on each individual piece. Instead, they all move together and consume however much movement you aloud to the whole group.

### 9.1ii Movement Total Usage

When you roll for movement at the beginning of your turn you will know how much movement you can spend for that turn. We now know that you can move individual pieces or groups as you’d like, however, there is one stipulation.

If you are moving less than 5 army units in a direction (meaning, you are moving just one unit, or maybe you are moving 3 as a group), the cost of the move per tile is the right number on that tiles RVM. So, if you have 3 X (Infantry) next to a tile that has a RVM of (10|5) it would cost 5 movement to move them all to that tile.

If you are moving 5 or more army units in a direction, instead you can count each space as just one movement.

Think of it this way. The resource tiles are geological structures that are hard to navigate and move through. Being by yourself or with just a few other people make the travel hard. When you have a large group of people, however, you make it easier for you all to travel through it.

## 9.2 Building Phase

You can build both structures and army on your building phase so long that you have the resources to do so.

### 9.2i Structure Building

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

### 9.2ii Army Building

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.

As you build army units, move the Army Unit Counter Piece on the Army Unit Counter Board up for each you create. Similarly, move it down when you lose units.

### 9.2iii Building for 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 to activate it.

### 9.2iiii Providing Resources to Teammates

You can drop a resource marker on a resource tile to “leave” free resources there. Then anyone can go to that resource tile to “pick” them up.

## 9.3 Incident Roll

Roll your twelve-sided die. If you roll less than the total number resource squares you own, draw an Incident Card.

10 Incident Cards

Incident cards are drawn at the end of any players turn when 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 a combination of the below):

## 10.1 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.

## 10.2 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.

## 10.3 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.

## 10.4 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.

11 Collapsing Resources

Some Incident Cards instruct you to collapse a resource. Meaning, it has been exhausted and no longer provides. When this occurs, whoever drew the card follows whatever rules the Incident Card states to select the correct resource tile. Then they flip it upside however they would like without looking at the underside of it before committing to flipping it.

The bottom side of resource tiles have arrows pointing in certain directions. This is the direction an effect from this tile will go. The effects only go one tile adjacent from the main tile that caused the effect. They do not run across the whole board.

Again, the effect of a collapsed resource affects the resource tile itself along with the squares next to it that it points to.

## 11.1 Water Resource Collapsed Effects

The equipment you are using to harvest the water has caused serious side effects to the body of water causing it to flood out of control. This resource tile and the ones it points to now have the following rules:

+1 Resource Value

## 11.2 Jungle Resource Collapsed Effects

You have harvested too much food from the jungle and have upset the natural wildlife that exist in it. They are more aware of you and attempt to attack you every chance they get. This resource tile and the ones it points to now have the following rules:

When you land on this tile roll a six-sided die. If you roll two or less, move the units you just moved here back from where they came.

## 11.3 Metal Resource Collapsed Effects

You have harvested too much from the mountain and it has collapsed. The tunnel system you dug is now treacherous and surrounding areas have rock falling onto them. This resource tile and the ones it points to now have the following rules:

+1 Movement

## 11.4 Gas Resource Collapsed Effects

The pocket of gas you’ve been harvesting has imploded and is leaking gas. Units on this resource or near it suffer from directly breathing its fumes. This resource tile and the ones it points to now have the following rules:

When you land on this tile roll a six-sided die. If you roll two or less, the units you were trying to move cannot move again this turn.

## 11.5 Stacking Collapsed Effects

If a tile is effected by multiple surrounding tile effects they all apply and all rules must be followed.

12 Attacking

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

## 12.1 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 regarding who your enemy is (if anyone) and then follow the rules below for attacking.

Additionally, you would still follow the turn structure from **Section 9 Turn Rules.** Except now, you can insert an attack phase anywhere in the structure that best works for your turn’s strategy.

## 12.2 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.

## 12.3 Attack Rolls

The person attacking can attack with chunks of 5 units. The person defending can defend with 3 units. An example of this would-be players attacking and defending with the numbers above; the attacking player would roll 5 dice and the defending player would roll 3. After the attack and defense rolls, both players can use their medic to reroll any number of dice. However, the defender makes the rerolls first. Ties go to the defending player.

## 12.4 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): Cannot attack. Uses two dice to defend, choose the highest number. Not effected by the Y (Medics) reroll ability.

Incident Card Examples

Resource Tile Collapse

Resource Tile Stabilization

The Divide Examples

Game Metric Theory

## Why the resource tile distribution?

The table below shows how much it would cost to make the max of every item in the game. This does not consider the fact that you can only have 30 army units. However, this approach should be fine in looking for a maximum cost overhead for ball parking how needed each resource is.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Item | Water | Plant | Metal | Gas |
| X (Infantry)x 30 | 30 | 30 | - | - |
| Y (Medic)x 5 | 10 | 5 | 10 | - |
| Z (Builder)x 3 | 3 | 3 | 3 | 3 |
| A (House)x 6 | - | - | 12 | - |
| B (Refinery)x 3 | - | - | 9 | 9 |
| C (Barracks)x 3 | 12 | 12 | 15 | - |
| Totals | **55** | **50** | **49** | **12** |

The table above shows that water, plant, and metal are the most needed resources in the game by close comparison. Gas is needed far less than anything else. However, this does not consider if people lose their buildings or have a Z (Builder) die. Then they would need to use more gas.

Based on these numbers a random distribution was achieved with having water, jungle, and metal being the most abundant with a spread of 9:7:6. Leaving 2 resource tiles left over for Gas. This would leave 2 B (Refinery) options on the board for gas, and 8 A (House) options for harvesting.

Due to the low distribution of gas resource tiles, there will not be a high number of Incident Cards that cause gas resource tile collapse (there will be some though :D).

## Why four players?

The game board is set up being a 4 x 6 in resource tiles. This was decided to allow some open movement in the game (but not too much) and to make a game board/ it’s tiles big enough to hold all the moving parts of the game. With this being the case, please consider the following:

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There are 31 possible locations for A (Houses) and C (Barracks). Let’s consider the total amounts of each that could be on the board at one time for each player arrangement.

|  |  |  |  |
| --- | --- | --- | --- |
| Players | Houses | Barracks | Remaining Spots |
| 1 | 6 | 3 | 22 |
| 2 | 12 | 6 | 13 |
| 3 | 18 | 9 | 4 |
| 4 | 24 | 12 | -5 |
| 5 | 30 | 15 | **-14** |

1-3 players allow for some wiggle room. Everyone can theoretically max out their buildings/ unit count of 30 and there will still be left over for expansion when someone loses a building or a resource is collapsed.

However, 4 player is vastly different. The game board will easily fill up and 5 total buildings cannot be used amongst the team. This forces some team work and strategy on how all 4 players approach gaining resources, building an army, and sharing together.

We can assume that the players fill the board and decide to not build 5 A (Houses) from the loss, leaving them with building 19 A (Houses), and giving them 95 total units for their army. Still being able to achieve the 4-player objective of 80.

Ultimately, with the game board having the design it has, you really cannot push a fifth player. Though, it would be fun to consider a 5 Player Hardcore mode…..