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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. |
| 3/3/17 | Revision 1.2  Made movement and resource their own markers on the resource tile, RVM is dead. Moving and resource collapse goes over borders. Modified resource roll to be equal to or greater than the resource value. Added a coordinate system to the game board. |
| 3/11/17 | Revision 1.3  Added squadron tokens and player mats. Added resource collapsing at 13. Modified attacking rules with blocking. Created incident deck shuffling rules. |
| 3/28/17 | Revision 2.0  Changed starting resource totals. Removed 3, made more 4’s and an additional 5. Changed starting movement totals. Removed 2, made more 3’s an additional 5. Made the resource names beta: Lake, Jungle, Mountain, Volcano. Made the structure names beta: House, Barracks, Refinery. Made unit names beta: Infantry, Medic, Builder. Changed the names of the resources the resource tiles provide: water, food, metal, gas.  Changed house cost from 2 metal to 3 metal and 1 gas, infantry cost from 1 water 1 food to 2 water and 1 food. Added section 5.4 Launch Pad. Changed building for a teammate: Instead of needing to use a builder for escort, it can be any unit. Added section 10.4 Drops and Spawns. Added section 9.1iii Squadron Token |
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1 Purpose

## 1.1 Game Details

*Players 1-4*

*Time 120 Minutes*

## 1.2 Game Pitch

You and your game mates are army specialists from a far planet. The homeland has sent you to a planet together and 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~~

~~4 Player Squadron Mats (~~*~~purple, yellow, green, orange~~*~~)~~

~~4 sets of Squadron pieces (5 per set) (~~*~~purple, yellow, green, orange)~~*

~~24 Resource Tiles~~

~~24 Starting Resource Value Makers~~

~~24 Starting Movement Markers~~

~~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, yellow, green, orange)~~*

* ~~6 houses~~
* ~~3 refineries~~
* ~~3 barracks~~

~~5 sets of different colored army units (~~*~~purple, yellow, green, orange 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 from the jungle and water from the lakes for sustenance and then volcanoes where you extract gas and mountains rich with metal for building.

## 4.1: Lake

*9 total resource squares*

## 4.2: Jungle

*7 total resource squares*

## 4.3: Mountain

*6 total resource squares*

## 4.4: Volcano

*2 total resource squares*

5 Structure Units

## 5.1: House

*Costs 3 Metal and 1 Gas*

*Max per player: 6*

You start with one House. Must be placed on an intersection point created by more than one resource tile. Allows for resource gathering from all squares being touched. Does not double the resource production if you have two houses on one resource tile. Provides 5-unit army capacity.

## 5.2: 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: Barracks

*Costs 4 Water, 4 Food, and 4 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 a House on the same square.

## 5.4: Launch Pad

*Cost depends on how many players there are*

*1P- 6 Metal and 5 Gas | 2P- 12 Metal and 10 Gas*

*3P- 18 Metal and 15 Gas | 4P- 24 Metal and 20 Gas*

*Max per game: 1*

The Launch Pad is what the team needs to build to successfully leave the planet with the army. Once the max army value has been achieved the team can then build the Launch Pad. To build it, each player need to bring a Builder to whichever tile the team decides to build the Launch Pad on. Only one player can initiate the building of the Launch Pad, meaning, the other players may have to drop resources on the shared tile during their turn and funnel the resources to one player. After it is build, the players need to move their infantry to this tile to load them to the launch pad. The Launch Pad CAN be destroyed.

6 Army Units

## 6.1: Infantry

*Counts as 1-unit*

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

*Costs 2 Water and 1 Food*

Can be created if you have one barracks and enough houses for unit count. Base attack of one die.

## 6.2: Medic

*Counts as 1-unit*

*Max per player: 5*

*Costs 2 Water, 2 Food, and 2 Metal*

Defense unit that allows one attack reroll of your 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: Builder

*Counts as 1-unit*

*Max per player: 3*

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

You start with one 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

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 |  |
| A |  |  |  |  |  |  |  |
| B |  |  |  |  |  |  |  |
| C |  |  |  |  |  |  |  |
| D |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

Red Length: 4 inches | Blue Length: 16 inches | Green Length: 24 inches

24 Resource Tiles: 9 Water, 7 Jungle, 6 Mountain, 2 Volcano

## 7.1 Resource Tile

|  |  |
| --- | --- |
| There are 24 resource tiles. They have the potential to have a negative effect in any direction once they collapse. Two corners are cut out to fit in a resource and movement markers. |  |

## 7.2 Resource Marker

|  |  |
| --- | --- |
| This marker denotes what you must roll to collect resources from the tile. Colored black. There are twenty-four starting resource markers. There are 4-4s, 3-5s, 4-6s, 4-7s, 3-8s, 3-9s, 2-10, 1-11. | **11** |

## 7.3 Movement Marker

**5**

|  |  |
| --- | --- |
| This marker denotes what you must spend in movement to move to this tile. Colored grey. There are twenty-four starting movement markers. There are 4-2s, 5-3s, 6-4s, 3-5, 3-6s |  |

8 Game Set Up

## 8.1 Construct Game Board

To set up the game, shuffle all the resource tiles together and then distribute them into the game board. Then, mix up all the starting resource and movement markers together and randomly distribute them inside all the resource tiles.

## 8.2 Turn Rotation

Base who goes first on astrological signs? Each of the colors is a division that represents a sign?

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 Houses if you roll a number greater than or equal to the resource value on the tile with the two dice of the same color. You do not get double resources if you have two Houses on the same tile.

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 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 allowed 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 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.

### 9.1iii Squadron Token

To help with moving many infantry in one turn you have a squadron mat and tokens. You can keep your infantry on the mat and have them be represented on the game board by the corresponding squadron token number.

## 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 Builder must be on the same square where you are trying to build the structure. Additionally, you can only build one structure per the number of Builders you have.

### 9.2ii Army Building

You can train army units based on how many barracks you have. One barracks allows you to make one Infantry or Medic unit. Two barracks would allow you to make any of the three units. However, creating a Builder takes up the use of two Barracks on your 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 Builder died and they also lost their house, essentially being out of the game minus having an army). Just add the unit to your army temporarily using one of your army unit pieces. You must have enough unit count from Houses to perform this for them. The only additional 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 Builder and they do not have one whatsoever. You can create it, but then you must escort it with a unit 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 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 one of their units over to the one you created to escort 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 Drops and Spawns

Drops are slightly like Orders from the Home Planet. The homeland sends you materials that anyone can get. Spawns are situations where something appears on the planet. Whether that is an aquatic monster, Coris drones, or a volcano lizard. These spawns need to be killed by infantry because they will cause negative effects to the tiles they are on. In some cases, upon killing a spawn you will be rewarded with something!

## 10.5 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

Once a resource tile has its resource value pushed to 13 the resource collapses. Whoever’s turn this occurred on then flips that tile 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. If an arrow points off of the board, it laps around to the other side (same row) of the game board and affects that tile. Think of it like the whole board is actually a sphere (a planet) and the edges actually touch over.

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:

+2 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 Mountain 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:

+2 Movement

## 11.4 Volcano 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:

Infantry: One die attack/ defend

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

Builder: Cannot attack. Uses two dice to defend, choose the highest number. Not effected by the Medics reroll ability.

Incident Card Examples

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 | Food | Mountain | Volcano |
| Infantryx 30 | 30 | 30 | - | - |
| Medicx 5 | 10 | 5 | 10 | - |
| Builderx 3 | 3 | 3 | 3 | 3 |
| Housex 6 | - | - | 12 | - |
| Refineryx 3 | - | - | 9 | 9 |
| Barracksx 3 | 12 | 12 | 15 | - |
| Totals | **55** | **50** | **49** | **12** |

The table above shows that water, food, and mountain 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 Builder die. Then they would need to use more gas.

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