

DIVOC

A game for 2 players by
Néstor Romeral Andrés

INTRODUCTION

DIVOC is a lovechild of *Greener* and *Fuse*, by the same designer. In **DIVOC**, players compete to arrange their pyramids into a single connected group by moving them atop others,

DIVOC was designed during the Covid-19 lockdowns in Spain. Due to its victory condition (arrange pieces into a single group), *Cameron Browne* called it an *anti-social distancing game*, therefore its name (Covid in reverse).

MATERIAL

- A 7x7 square board
- 24 white stackable pyramids
- 24 black stackable pyramids

DEFINITIONS

Several pyramids stacked on top of each other is called a “stack”

When I refer to a “group” I mean a group of **orthogonally** connected pyramids of the same colour when viewed from above. Pyramids are **not** considered connected if merely their corners touch.

A “**top pyramid**” is a pyramid with no other pyramids on top. They might be atop other pyramids, though.

SETUP

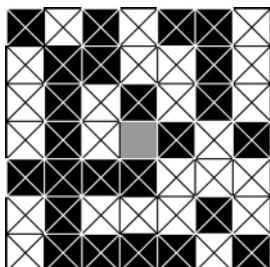
Place the board in the middle of the playing surface.

Randomly fill the board with the same number of pyramids of each colour (black and white), one on each cell¹. Leave the centre space empty.

It is forbidden to setup the game so that all pyramids of a colour are arranged into a **single** group. If this happens, simply swap pyramids of different colours to break the groups apart.

Each player has an allocated colour (Black or White).

For each colour, look for the **biggest** group. The owner of the **smallest** group among those groups becomes the starting player. In case of a tie determine the starting player by any peaceful means.



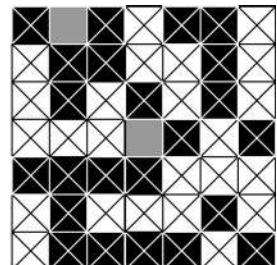
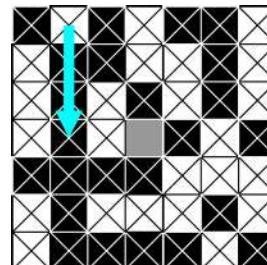
Setup example. White goes first.

¹ You might be tempted to cheat by placing them in such a way that benefits you, but the more random the setup is, the more fun you'll have playing the game.

HOW TO PLAY

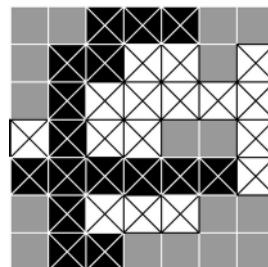
Players alternate turns during the game until the victory condition is reached.

On your turn, you **must** jump with any of your **top** pyramids to any other space (empty or not) on the same line or column. Stacks can be created or split as a result.



Example: White moves a pyramid atop a black pyramid on the same column, therefore splitting a black group in two. She could have jumped onto an empty space or even a white pyramid.

If, at the end of your turn, all of your **top** pyramids are connected into a single **group**, the game immediately ends and you are the winner.



Example of a game won by Black

The game ends in a tie at any moment if both players agree.

NOTES FROM THE DESIGNER

Other board sizes also work, but I think 7x7 is the sweet spot.

Cycles are possible but very rare. They don't seem to be a good strategy, though, because unpinning pinned pyramids is usually a bad tactic. Stacked pyramids are there for a reason (splitting a group) and removing them is very risky.

The game could accommodate more players, but larger boards are needed and, although not tested enough, it might lead to alliances. Contact me if you want pyramids in other colours.

EXPANSION

The expansion includes 16 black pyramids and 16 white pyramids, so you can play 8x8 and 9x9 games by using the outer area of the board. When playing 8x8 games don't leave an empty space (obviously).