DIVERCITÉ

Rules

2 20

8+

Goal

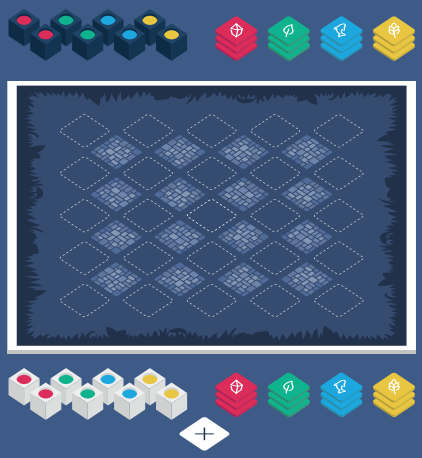
At their turn players place a piece on the board until all of them are placed. The last one placed marks the end of the game.
Each city of a player earns him points depending on the ressources around it.
The player with the most points wins the game.

Setup

The two players face each other.
A player, called player ***Black***, will play the black pieces. the other one called player ***White***, will play the white ones.

The players take their respective cities and 3 resource tokens of each color.

The starting player can be drawn by throwing the black and white token.
This player will take the token and place it in front of him, with his color facing up.



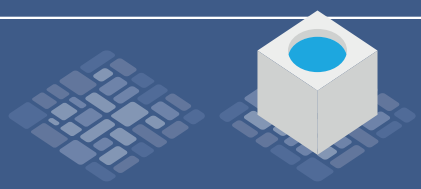
Game turn

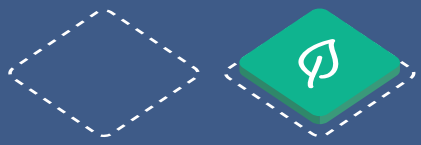
When comes his turn, a player place a piece in front of him on the board.
He can choose between:

Place one of its cities on a square of cobblestones

OR

Pace one of its resources on a dashed square





The piece has to be placed on an empty square but the player doesn't have to play next to another piece or next to one of his own cities.
A dropped piece is considered played. It cannot be moved until the end of the game.

When the 2 players have placed all their pieces on the board, there is only one resource square remaning.
The player who began place the black-and-white token, considered a neutral resource, **on this very last square of the board**. This action marks the end of the game.

Points count

Players then counts their respective points by removing one by one the cities from the board and by accumulating the points earned.

Each city placed earns points to its owner according to the color of the 4 resources around it. There are 2 possible scenarios:

1 / **The city is surrounded by 4 different resources**. We say that the player has made a Divercity. It earns its owner **5 points**.

2 / **The city is not surrounded by 4 different resources**. It earns **1 point for each adjacent resource of the same color as the city**. It can thus earns between 0 and 4 points to its owner.

1 / *The green city ( ) of the **Black** player earns him 5 points because he's managed to make a **divercity**.*

2 / *The yellow city of the **White** player earns him 2 points. The 2 yellow ( ) resources each earn 1 point. The other resources don't earn any.*

The cities belong to the players, the resources on the opposite side are part of the board as soon as they are placed on it. They simultaneously benefit all the cities around them, regardless of their owner.

*In this example, the player **Black** is tempted to play a red resource ( ) to surround his red cities, and therefore earn points. This token would earn him 1 point per city.*

*However, he has to consider this action will directly benefit the blue city ( ) of the player **White** who will immediately earn 5 points because his city will have a **divercity**.*

The black-and-white token closes the game but **does not give any points to the players**. Cities adjacent to the black-and-white token cannot make a **divercity**.

The player with the most points wins the game.

Limit the time allowed between each play, or the total time allowed for each player to energize the parties.

For variety, the first player can start by placing the black and white token where he wants. The other player plays first.

50/50

A tie is possible. If that happens, play again by changing the starting player.

Have fun!