

Divided Pursuit

Divided Pursuit is a game about questing, bluffing, intrigue, and teamwork. In order to play, all devices must be on the same network; while this game is indeed in an electronic form, it is meant to be played in-person with a group of 4 or more people (12 max. For now...). At game start, each player will randomly (and secretly shhh) be assigned a role: Hero or Saboteur. The goal of the game is simple: if you are a hero, help succeed as many quests as possible and if you are a saboteur, help fail as many quests as possible. Nobody knows who anybody is, so keep your wits about you! Look for clues and signs that your friends aren't who they say they are... and make sure they don't find out who you are!

Premise

Many unemployed adventurers of the realm congregate around the city of Ionad's Quest Board, where people post tasks they need help with. These tasks range from mundane odd jobs to epic dragon-slaying quests, as pretty much everyone uses the city's Quest Board to get things done for as cheaply as possible. However, all adventurers must be aware of ever present sinister forces! Some people just want to watch the world burn, so they pay adventurers to willingly sabotage the quests they go on - whether it's killing goblins or bathing goblins, they just want to see it fail, so watch your back out there Heroes; you never know who among you may be a Saboteur!

Please note, this is a rough draft of the instructions and rules. Things may change in future versions. Screenshots contain unfinished, placeholder, or non-existent imagery – the final version will look much more polished.

How to Play

Let's start from the very beginning with character creation, then go through a game from start to finish to see how everything works. Each section is bookmarked for quick and easy access.

Character Creation

You have 6 character slots, allowing you to create characters of varying classes and skillsets. The process is fairly straightforward. Enter your character's name (18... character limit), select a class (Warrior, Wizard, Rogue, Cleric), select a character portrait, and assign attribute points. The most important aspects of your character are class and attributes: each class has a unique ability and different starting attributes; attributes affect how well you perform on quests, as well as additional effects - details below.

Warrior

Strength	4
Intelligence	2
Dexterity	3
Wisdom	2
Charisma	2
Luck	3

ability: **Duel** - 4 round cool down, usable during quest selection phase. Openly challenge another player to a duel. They get to choose the weapon (tied to a stat) and a "battle" (i.e. comparison) of strength + weapon stat between each characters occurs. The issuing warrior gets a +1 bonus and wins ties. The Loser is wounded for a round, and the winner receives a "confidence" bonus to whatever they do if they go on the next quest.



Wizard

Strength	2
Intelligence	4
Dexterity	2
Wisdom	3
Charisma	2
Luck	3

ability: **Telepathy** - 3 round cool down, usable during quest phase when not on a quest. Pick a character who is on a quest and see what actions they take during the quest. There is a chance that character will be alerted that somebody is reading their mind (see *Wisdom*).

Rogue

Strength	2
Intelligence	3
Dexterity	4
Wisdom	2
Charisma	3
Luck	2

ability: **Backstab** - 4 round cool down, usable during quest phase when on a quest. Wound a fellow adventurer on the quest with you, causing their action weight during the quest to be halved, as well as keeping them wounded during the next round. Wound will appear to be caused as a natural occurrence on the quest, but will be seen by a wizard's telepathy.

Cleric

Strength	3
Intelligence	2
Dexterity	2
Wisdom	4
Charisma	3
Luck	2

ability: **Divine Revelation** - Usable once per game with a starting cool down based on the number of players in the game, used during the quest selection phase. Select a character and know what role they are. Starting cool list below:

4-6 players: 2 round cool down

7-9 players: 1 round cool down

10+ players: usable immediately

Create New Character

Name: BaButt Jonez Jr.

Class: Rogue

Character Portrait:

Assign Attribute Points: 2

Strength: - 2 +

Intelligence: - 3 +

Dexterity: - 4 +

Wisdom: - 2 +

Charisma: - 3 +

Luck: - 2 +

Create Character

Attributes

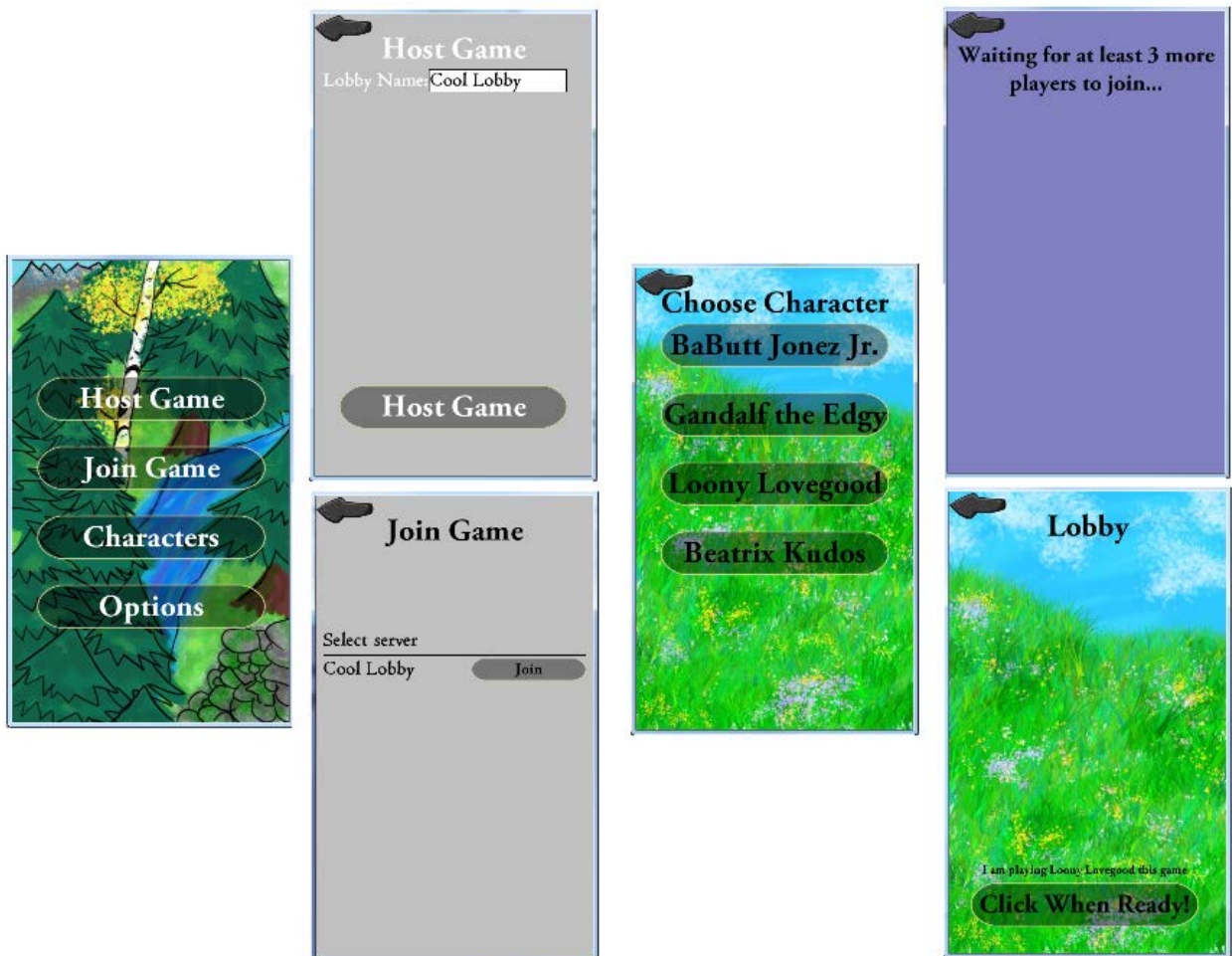
When on a quest, you will have a few options to choose from for how to proceed, and each option is tied to a stat (more info about that in the *Going on a Quest* section). In addition to stats being tied to quest options, each stat may play other roles that affect the game play, listed purposefully vague below:

Strength	How physically strong you are: Affects physical power and endurance, and appears more often as a quest option than other attributes.
Intelligence	How mentally strong you are: Affects memory and knowledge
Dexterity	How fast and nimble you are: Affects sneakiness and reflexes
Wisdom	How wise and intuitive you are: Affects awareness and your relationship with nature, deities, and the universe
Charisma	How appealing you are to others: Affects relationships with others
Luck	Minimally affects all aspects of life: Affects fate and destiny , and rarely ever appears as a quest option.

Two extra things of importance to note are this: 1) the highest any single attribute can be is 15. 2) There are hidden abilities in this game that are unlocked when you reach certain attribute combinations (e.g. you may unlock a hidden ability if you have 10 luck and 12 charisma. please note that isn't real. you won't unlock an ability with those stats). Be sure to play the game with multiple characters and level them up differently to try and unlock the various abilities hidden throughout the game (and don't share that info with anybody, keep it to yourself and fool your friends and loved ones mwahahahaha)!

Hosting/Joining a game

With a character created, you are now ready to play the game. Divided Pursuit can be played by 4-12 people, so make sure there are that many around. One person will act as the host by clicking the "Host Game" button (wow. so unexpected) and create a lobby. Once they create a lobby, the other players can click the "Join Game" button, and that lobby should appear in a second or two, which they can then join



and choose their character. Everybody must click the ready button before the host can start the game, and if when you are not in the ready state you can go back to the character select screen to change your character.

Roles and Winning

Once everybody is ready and the host starts the game, you will all be randomly assigned your role for the game: Hero or Saboteur. Your role will be hidden under a button that you must press to display, just in case your device is visible to other people at game start. Make sure nobody else is looking at your screen though when you press that button! The number of hero's and saboteur's depends on the number of people playing, listed in the table below.

Number of Players	Hero's	Saboteur's
4	3	1
5	3	2
6	4	2
7	4	3
8	5	3
9	5	4
10	6	4
11	6	5
12	7	5

Simply put: Hero's want quests to be successful, and Saboteur's want quests to fail. Each quest, upon success or failure, grants either 2 success points or 2 fail points; as soon six or more points in either category is reached, the game will end (victory for the heroes is six success points, and victory for the saboteurs is 6 fail points, if that wasn't clear). At game end, roles will be revealed so you can all chuckle and be mad at one another for all the lies you undoubtedly spread throughout the game in order to hide your identity. Everybody will be given experience points, but you get slightly more if you were on quests that went the way you wanted it to and if you are on the winning team. You may even be able to level up and increase some attribute points! From the end game screen, you can quickly go back to the lobby to start up another game. But we are getting ahead of ourselves now! We haven't even gotten into the game yet, so let's go on a quest!



Voting for a Quest

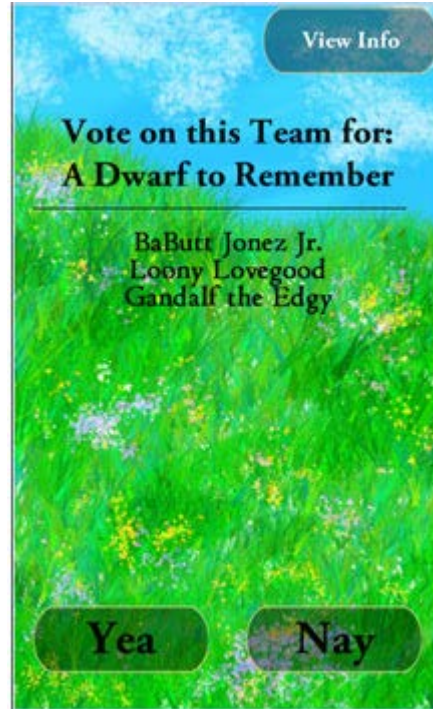
Each round starts with the *Quest Selection* phase. At the start of the game, in addition to being randomly assigned a role, Leader Turn Order was also randomly assigned (You can see the full Leader Turn Order from the *View Info* button in the top right of the screen). The leader is the person who gets to pick the quest to go on for the round, and the people who will be going on the quest. The quest board displays three quests and which stats will be a part of the options player's may take while on the quest. After clicking on the quest they want to go on, they will be able to choose the adventurers who will be going on the quest - the number of adventurers needed for a quest depends on the total number of players and the total number of success+fail points that have been accumulated so far. In general, the further along in the game you are, the more people will be required for a quest. In addition, sometimes the hero's may be given a bonus for the quest success rate as an offset for the player-to-saboteur ratio (explained below the table). On the next page is a table that shows the number of adventurers required for quests.



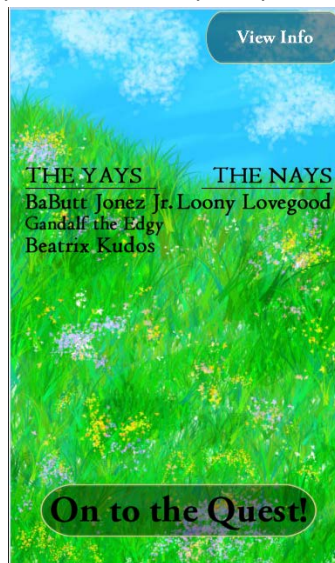
Number of Players	Total Points	Required Adventurers
4	0-1	2
	2-3	2
	4-5	3
	6-7	2
	8-10	3
5	0-1	2
	2-3	3
	4-5	2
	6-7	3
	8-10	3
6	0-1	2
	2-3	3
	4-5	4
	6-7	3
	8-10	4
7	0-1	3
	2-3	3
	4-5	4 (hero bonus)
	6-7	4
	8-10	4
8	0-1	3
	2-3	4
	4-5	4
	6-7	5 (hero bonus)
	8-10	5
9	0-1	3
	2-3	4
	4-5	4
	6-7	5 (hero bonus)
	8-10	5
10	0-1	4
	2-3	5
	4-5	5
	6-7	6 (hero bonus)
	8-10	6
11	0-1	4
	2-3	5
	4-5	6 (hero bonus)
	6-7	5
	8-10	6
12	0-1	4
	2-3	5
	4-5	6 (hero bonus)
	6-7	5
	8-10	6

*For rounds with a hero bonus, a saboteur's effectiveness is halved

After the leader select's the quest and party, we move to the vote phase, where each player will then be able to vote yea or nay on whether or not they think this party should go on the quest.



When everybody has voted, all players will see the results of the vote and which way each player voted. A majority yea vote is needed in order to proceed to the quest phase. If the vote does not



pass, a vote-fail tally will accumulate. If three fail tally's accumulate, 1 fail point is acquired. If a fourth fail tally is accumulated, 1 more fail point will be added, the fail tally will reset to 0, and the quest board

will be replaced with 3 different quests.

If the yea's win, then we move on to the quest phase...

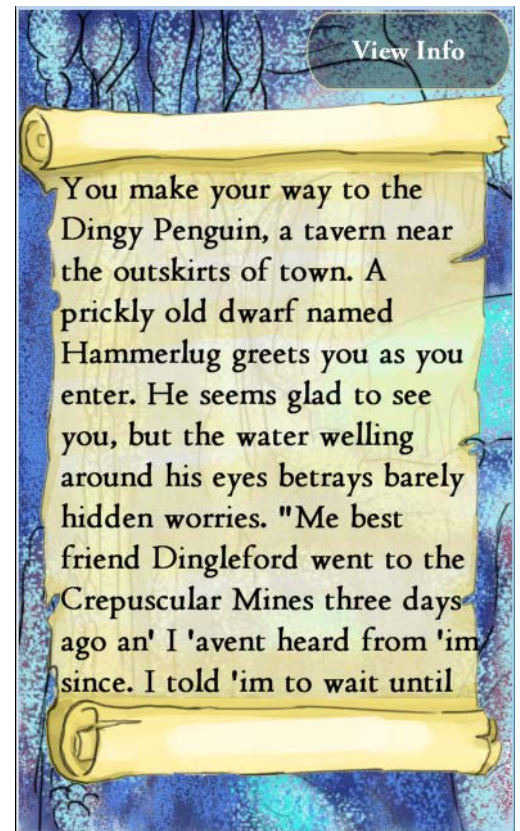
Going on a Quest

The first part of the quest phase displays the text scroll narrative of the quest. It is recommended that somebody read this aloud, perhaps in a funny or dramatic voice (though if we kickstart enough money, there will be professional voice acting for each quest!).

On the next screen, the adventurers of the quest will have a few choices to make in order to proceed with the quest. First and foremost, the option to assist or sabotage the quest - the selection that corresponds with your role is checked by default, but if for some reason you want to do the opposite, sure, go ahead (Note that sabotaging is more impactful than assisting a quest).

Secondly, there are the options for how to respond to what's happening in the quest. Each option corresponds to a stat - please note that each individual option, other than the stat, has no additional bearing on the success/fail rate - the attribute tied to the quest is all that matters. With that said, some options have the chance to wound you upon success and/or failure and there is no way to fully know if an option may end up wounding you. However, in general, options that involve combat tend to have a wound chance for both success and fail (with a lower percentage rate upon success) and non-combat options are likely only to *possibly* wound you upon failure. Lastly, there is the option to oppose another adventurer. Opposing an adventurer completely negates the impact that they will have on the quest, and will always lower the chance of succeeding a quest, even if a hero is opposing a saboteur (though less so in that scenario). Opposing is useful if you definitely know somebody is up to no good and you want to stop them (or if your stats for this type of quest are low and you want to have a greater impact). Beware when you oppose though, as everybody will see that *somebody* opposed somebody else during that quest, and there is a chance that everyone will know it was you (but if you're lucky, they won't know who did it).

For game purposes, the storyline is resolved based on the most selected option adventurers took, or randomly among top choices if there is a tie. The storyline culmination has no impact on how each individual's option weighted the success/fail rate of the quest, and there are no boons or bonuses to picking the same or different options - only the individual choices matter. E.G. if player one chooses to fight the kobolds, but player two and three chose to talk peace with them, the storyline path will follow



what happens when trying to talk peace with them, but player's one strength stat still influenced the success/fail rate of the quest, and the wound possibility for their choice still occurs. Once the quest is over, you will get the end of quest text scroll and go back to the quest board to start a new round (or end the game if enough points have been accumulated).

Something important to remember is that the most impactful thing to a quest's success or failure is the role of the people on the quest. A quest that has all heroes will *almost* always succeed, though it's important to remember that (unless all the heroes have top tier stats for their chosen option), there's always a small percentage chance that the quest will fail due to incompetence. A quest that has a saboteur, even one, is more likely to fail than succeed, but a quest that has a hero bonus will need at least 2 saboteurs on it to get that same level of demise. In general, nothing is *entirely* guaranteed, as abilities may be used and fate may just be against you - it is up to you to utilize your resources and sift through the knowledge you gain to come to the truth of finding out what role everybody else is, and ensuring victory for your side.

Some quests are going to be sillier than others, and some may be serious, but be sure to pay attention to what's going on in the quests: many quests are multi-quest storylines and they will often impart in-game lore, reoccurring characters, and perhaps even some hints as to other things about the game...

Final Things

The game is over when either 6 success points or 6 fail points are accumulated, whichever comes first. You'll find out who everyone is, get some experience, and maybe level up (exp level up table below). If you want to keep playing, you can quickly hop back in to the lobby, and change characters if you so desire. But that's pretty much it for the gameplay.

Level	Experience Needed
2	200
3	420
4	640
5	860
6	1100
7	1340
8	1580
9	1850
10	2200

everybody gets 100 experience just for playing, and more exp is given for winning quests and being on the winning team.

Remember: this game is about bluffing your way to victory. You don't know who is or isn't on your team (well, if you're a cleric you might be certain about one other person), so utilize everything you have at your disposal. Your class abilities, your friends' shiftiness, your ability to bluff, etc. This game is as much about what's going on in-game as it is what's going on out of game. I encourage you to role-play your characters as much as possible, and play a variety of characters with differing classes and attribute point builds. While I strive to make this game as balanced as possible, the varying abilities and outcomes based on percent chance will sometimes unexpectedly turn favor's tide, but remember that it is all in good fun; a lot of the enjoyment comes from role-playing, going on interesting & funny adventures with friends, and uncovering the lore of the world around you!

Saboteurs Win!

BaButt Jonez Jr. - Saboteur
Gandalf the Edgy - Hero
Loony Lovegood - Hero
Beatrix Kudos - Hero

You gained 100 EXP
Current Level: I
Exp for next level: 100/200

Ready for Another Game!