





UNITE: Or Be Torn Asunder

A Game by Megan Fairbanks

- Game components
 - Character cards
 - Ms. Information
 - Mr. Wright
 - Lord of the Sea
 - Lord of the Forests
 - Lord of the Ore
 - Dice
 - D4
 - D6
 - D8
 - D10
 - D12
 - D20
 - Cards
 - Deck of cards for Rounds 1-5, each separated.
 - Blocks
 - Weapons and Armor (silver)
 - People (Red)
 - Money (Gold)
 - Influence (White)
- Set up
 - In a deck, place the black character cards. There should be Ms. Information, Mr. Wright, and then enough Lord cards so that the total number of cards in the deck is equal to the number of people playing. The deck is then shuffled, and the cards distributed between players. If you are a spy, you may say so, but do not specify which spy you are. Separate to your side of the board (Lords in front of the map, Spies in front of the cards.)
 - Each Lord will take their color card. The Lord of the Sea may place his first card in the slot which he desires. Then the Lord of the Forests, and lastly the Lord of the Ore. If not all Lords are in play, then the order stands, excluding the Lord who was not drawn. Each Lord may place their cards equal to the other Lords.
 - Three if playing with three total Lords.
 - Four/Five if playing with two total Lords.
 - The player who goes last has the greater number of cards.
 - Each Lord is given three People (Red)
 - Influence (White) is equally divided between the Lords and the Spies. Any left over blocks may be bought with gold later in the game.

- Rounds
 - Each round will begin with the Spies drawing a card corresponding with the appropriate round. This card will dictate where the enemy will attack, and an approximate range of how many soldiers they will send.
 - Spies: This is your opportunity to get creative! Tell a story, if you so desire. Explain your daring escape. Have fun!
 - Mr. Wright – You are telling the truth.
 - Ms. Information – Lie to your heart’s content! You are trying to convince the Lords to go to the wrong place. But do not get caught, or you will face charges of treason!
 - After the Spies have told their tales, the Lords must decide where to send their people.
 - They can be sent to the targeted destination to defend against the enemy.
 - If sent to the Mountains, the player receives armor and weapons (silver brick) (of corresponding number to the number of people sent). These can be sent with a person into battle and act as another person.
 - If sent to the Fields or Forest, the people receive food and that player’s people do not die for the round. If food is not found, then a person is taken away from that player’s army.
 - If sent to the town, the player earns money (gold brick).
 - Lords can then decide to pay gold to buy weapons/armor or food from other Lords. The exact amount of gold must be agreed upon between the two Lords.
 - Now, both Spies and Lords have an opportunity to cast their influence to change someone’s decision. They may decide how many pieces of influence they would like to pay. The affected Lord then has the opportunity to counter with their own influence. Lords and Spies may combine their influence to change a single person’s decision.
 - As decisions solidify, the spies roll the number of dice indicated on the card drawn at the beginning of the round. If this number exceeds the number of people sent to defend their territory, that territory is lost and the colored paper is removed. If more people are sent to defend than the number on the dice rolled, then the paper stays the same and they have successfully thwarted the enemy.
 - However, soldiers were lost in the battle, the number half as much as the number on the dice. If a six was rolled, then three soldiers were lost. The rest are divided equally between the Lords once more.
 - If a Lord did not send anyone to make food and if they did not pay another Lord for food, then they lose a person.
 - The round then ends, each Lord is given another person as well as the resources they earned, and the next round begins.
- The End of the Game
 - The game ends after 10 rounds.
 - If there is land remaining, other than the land surrounding the castle, then the Lords and Mr. Wright win!

- If all land is lost, then the win goes to Ms. Information and whichever Lord has the most gold.