

Divorce Court

Your ex is filing for divorce on grounds that you are an adulterer. Tailed by private investigators, lawyers, and process servers you must work your way through the courthouse to the judges chambers and present your case. Prove that your ex is, in fact, the adulterer!

Game Contains:
35 Enemy Tokens
1 Player Tokens
1 Game Board
1 Rule Booklet
Players: 1
Ages: E

How To Play

Objective: The goal of Divorce Court is to work your way through the courtroom without being served with divorce papers.



Starting the Game: To start the game the board must first be set up. There is a suggested layout at the back of this rulebook with designated area's for the player to set up enemy tokens, impassable tiles, resources, and other parts of the game. Play may begin once the player, resources, tiles, and enemies have been placed.

Activating Rooms: All enemies on the map are considered 'asleep' and will not move or attack until the player enters the room that the enemies are in, which will 'wake-up' those enemies. A player officially enters a room and wakes up enemies once they walk through the tile marked with an entrance tile.

Turn Progression: Play consists of movement and attack. Each round the player may move and attack, attack then move, or move attack then finish moving. The player takes their actions first, and then all of the enemy units take their actions, starting with the Process Servers, then Investigators, then Lawyers.

Movement: Players may take their movement, but the path must consist of orthogonal movements. Each tile counts as 1 movement point spent. The same path movement applies for enemy pieces, except that enemies must move their full movement each turn **unless** they attack the player. If the enemy attacks the player, that enemies turn ends immediately. Enemies will use basic path finding to take the shortest unblocked route to the player. Units may **not** occupy the same tile.

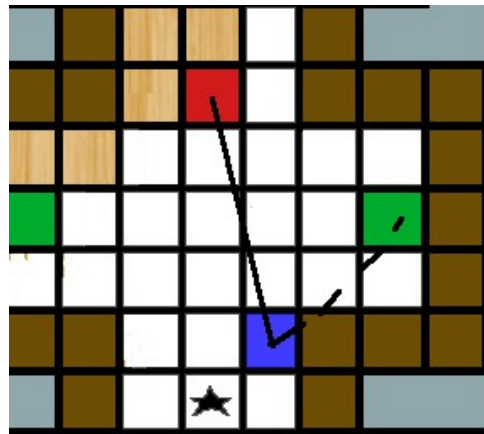
Attack: There are two types of attacks: ranged and melee.

Melee: attacks occur when a unit is adjacent to another unit. The active unit may melee attack the adjacent unit and this attack is guaranteed to hit.

Ranged: Only the player may use a ranged attack. This ranged attack may hit a unit that may be reached in five moves. If the attack can reach the enemy and

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there are no impassable tiles between the player and the enemy, then the attack will hit. If the player starts movement, then attacks an enemy but still has movement left one of two things may happen. If the enemy is killed, then the player may finish their movement as normal. If the player does not kill the enemy, then the player's movement is over. Players and enemies may only attack once a turn. Enemies are defeated if you deal damage equal to or greater than their remaining health.



The player is the blue tile. They cannot hit the green enemy on the left because he is out of range. The green enemy on the right has no line of sight (it is blocked by the wall). The player can only do a ranged attack against the red enemy, who is in range and has line of sight.

Special Spaces: There are seven kinds of special tiles on the board. These are divided into environment and resources.

Environment: There are five environment tiles, Arrows, Walls, Player Start, Judges Chambers, and Room Entrances.



Arrows: Arrows affect both the player and the enemies. When a unit moves onto (the unit does not have to stop on this tile) an arrow tile, they are moved (free of charge) one space in the direction that the arrow indicates.

Walls: Walls are spaces that may not be moved onto or shot through.

Player Start: This marks where the player will begin the game.

Judges Chambers: This marks where the player will end the game.

Room Entrances: Signals the entrance to each room.

Resources: There are two types of resources: Appeals and Clocks.



Appeal: When a player picks up more appeals, they are automatically set to their maximum amount of appeals.

Clock: When a player picks up a clocks they recover five health (up to their maximum health).

When a player moves over a resource tile the resource is applied and exhausted at that exact moment. Enemies do not interact with resources, although they may walk over them.

Units: There are four units in the game, the Scorned Lover (Player), Lawyers, P.I.'s, and P.S.'s. Each unit has health, movement, and attack. Health is how much damage a unit may take before they die. Movement indicates how many tiles a unit may go over in one turn. Attack is how much damage a unit deals to other units.

Scorned Lover (player):

Health – 10
 Movement – Up to 6 spaces per turn.
 Attack – Appeal (range) 5 damage
 Diversion (melee) 3 damage

Process Server:

Health- 3
 Movement – 4 spaces per turn.
 Attack – (melee) 2 damage

Investigator:

Health- 6
 Movement – 3 spaces per turn.
 Attack – (melee) 3 damage

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Lawyer:

Health- 10

Movement – 2 spaces per turn.

Attack – (melee) 4 damage

Winning The Game: The player wins the game when they reach the final room on the map and stand on the Door to the Judges Chambers. The game only ends if there are no enemy units left in the final room.

Credits:

President: Claude Comair

Instructor: Bill Morrison

Designer: Robert Heslin

Recommended Set-Up

This is the recommended set up for Divorce Court. Process Servers are represented by green tiles, Investigators red, and Lawyers yellow.

