

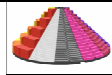
Divide and Conquer



Game Objective: The armies of two mortal enemies (teams) are in a battle over who gets control over a strategic Zillio Mountain. Both armies have adopted a strategy of “divide and conquer”. They capture territory by knowing the division fact associated with each territory (step). When they have successfully claimed the territory, the army earns the right to attempt to place x (equal to the quotient) additional flags on unclaimed territory anywhere on the Mountain. Territory can change hands during the course of battle depending on relative strengths of the armies. The army that has the most points at the end of the battle wins and can claim Zillio Mountain.

Recommended Number of Players: 2 teams of one or more players

Ages: 10 & up



Setup:

- 1) Put staircases in counterclockwise sequence $1x \rightarrow 12x$.
- 2) Players divide up into two armies and pick generals.
- 3) Each army picks a foam card to use to mark its territory. These tokens become the armies' flags.
- 4) Using any of the other foam cards, put multiples on the Mountain blank side up on $3x \rightarrow 12x$ staircases only. For this game, you do not need to use a new foam card for each staircase. Just find the right number from any of the foam cards (that is not in use as an army's flags).

Play:

- 1) The general of each army rolls a die to determine which army goes first.
- 2) The general points to any unoccupied territory and says the appropriate division number sentence that explains the step's elevation. For example, if the general pointed to the 5th step of the $3x$ staircase, the general should say “15 grouped by 3's = 5 groups” or “15 divided by 3 = 5”. *Note: It is important to state what is being modeled. For example, the correct division problem for the 5th step on the $3x$ staircase is $15 \div 3 = 5$. The problem $15 \div 5 = 3$ is true but it is not what is being modeled.
- 3) If the general is not correct he/she forfeits his/her turn. If the general is correct he/she turns the multiple on the step

right side up and places his/her own army's flag on the step to capture that it. Now he/she selects the number of flags equal to the quotient (the step number) and distributes them evenly among his/her soldiers.

- a. Each soldier attempts to claim additional territory (any unoccupied step on the Mountain) by stating the division problem associated with it. If the soldier is correct, he/she places his/her army's flag on the step but does not get to distribute additional flags. If the soldier is incorrect no flag is placed.
- 4) If an army has captured at least 80% of the territory on a route (staircase) that army will get control of the entire route (capturing any other army's flags). Leave all flags in place until the battle is over.
- 5) After the first army has claimed all the territory it can the second army begins its turn.
- 6) Play continues with each army taking turns until all territory has been claimed or has been forfeited. An army may choose to forfeit any occupied territory in a country already under control by the opposing army.
- 7) After the dust has settled, each army needs to determine which routes it controls.
- 8) Armies do not get any points for their own territories on the Mountain. They get points as follows:
 - a. 100 points for each route they control (have flags on 80% or more of the steps with multiples on them);
 - b. 20 points for each territory captured from their opponent on routes they control.
- 9) The army with the highest score wins.