

Diverto

A two player line drawing game by Bruce Stanley.

You need a dice or two and two different coloured pens.

Aim: prevent your opponent from completing their next line.

Player 1

Lives

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		

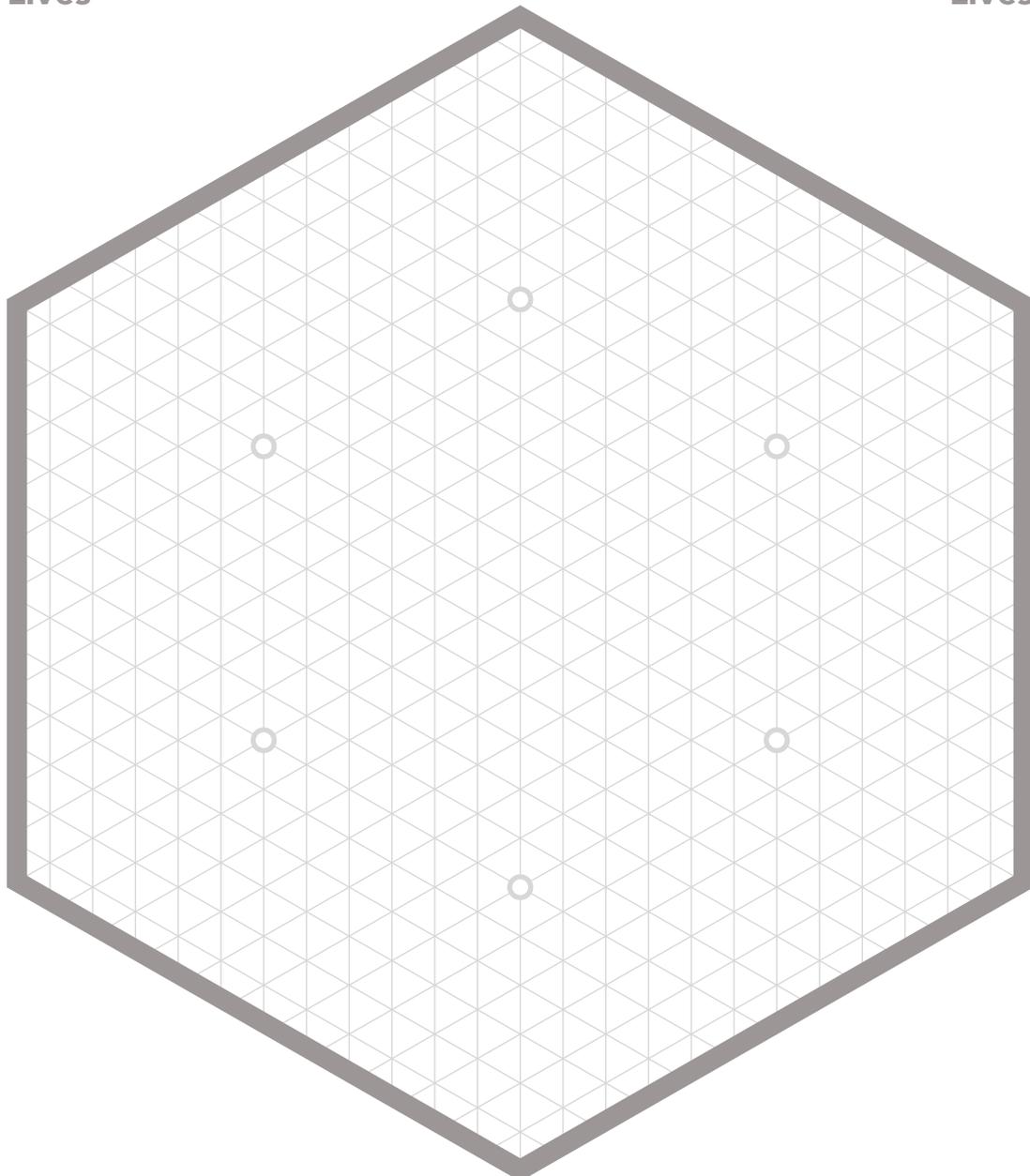
Draw

Player 2

Lives

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
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14		
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17		
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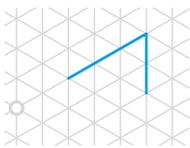
Draw



The basics ...



1. Each player rolls dice for their two starting segment length numbers, writing them in their first row.



2. Using the numbers in the first row, in any order, player one draws a line in two segments with a change in direction dividing the two segments. They can begin drawing from any intersection on the board but the first line cannot go through a life (the six circles).



3. The next player, using a different colour line, then extends the line, from either end, using their two numbers, in any order, with a change in direction for both new segments.

1	3	2
2	4	2

4. For each subsequent turn, each player must change one of their two segment length numbers by one (keeping between 1 – 6). Write the new segment length numbers in the row below the previous ones. They then continue as step 3 above.



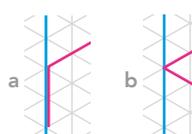
5. If a player's line passes through an uncollected life, they collect the life and draw a circle under 'Lives' on their side of the sheet. Lives can only be collected from the board once.

... the challenging bit

6. Lines cannot touch the outside boundary.



7. Lines can only cross existing drawn lines by spending a life. The player must have a life to spend and checks it off as spent.



8. Lines cannot draw along the same path as existing lines (a) but they can touch existing lines without crossing them (b).

9. If you cannot draw a new line because of the rules above, then you have lost the game. The game is drawn after row 25.

Variants

1. Use the two segment length numbers in the same order each time, left then right.

2. For roll lovers: always roll dice for each new row of segment length numbers instead of the method at step 4 above.