About

Back story

Division explores the absurdity of turning a shared life into a battle over ownership. Through dark humor and exaggerated competition, the game places material assets like houses, cars, and savings alongside deeply personal ties, including children, turning them all into objects of competition. As both sides pursue personal gain, their reputations become another casualty of the conflict. The game reflects a bitter irony: the more players fight to secure their share, the more they risk losing along the way.
There may be a winner on paper, but no one truly wins.

Components

Identity Cards (X3):
Represent social status, marital background, and personal assets. Each Identity Card also has a unique skill that can be used during a round.

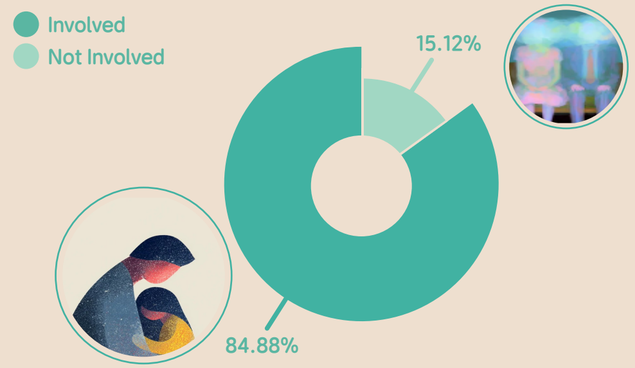
Asset Cards (X18):
Represent the various assets that the couple competes for. The assets are settled and scored at the end of the game.

Special Asset Cards (X8):
Mixed into the Asset Card deck, these represent special assets such as shares, children, confidential information, pets, and collectibles, each with a unique ability.

Mission Cards (X2):
Hidden mission cards mixed into the Public Opinion deck and drawn randomly. Completing a hidden mission before the end of the game grants a large bonus during the final scoring.

TASK TASK

Child Custody Disputes in Divorce Litigation | Beijing, 2024



My research into divorce litigation helped shape the game's asset system. Real estate and vehicles became high-value assets, while equities, securities, and other financial instruments appear less frequently, reflecting their distribution in the cases examined.

Child custody disputes appeared in 84.88% of the cases in my research. I translated this finding into one of the game's sharpest satirical elements: children are represented as Special Asset Cards. Their inclusion deliberately exposes the absurdity of treating family relationships as possessions to be fought over.

The widely publicized 2022 Depp v. Heard trial further revealed how private conflicts can become public spectacles. Accusations, scandals, and social media can turn personal disputes into battles over reputation. This inspired the Public Opinion Cards and Scandal system.

Through these mechanics, the game transforms real-world conflicts into an exaggerated competition, where the pursuit of personal gain gradually comes at the expense of both players.





Legal Cards (X24):
Action cards used during the Legal Round.



Public Opinion Cards (X52):
Action cards used during the Public Opinion Phase to compete for assets.

Scandal (X26):
The losing player in a battle or a reversal battle receives a Scandal, which affects the final financial settlement.



Boxing Prop (X1):
A game prop used to determine asset ownership during the Asset Dispute Round.



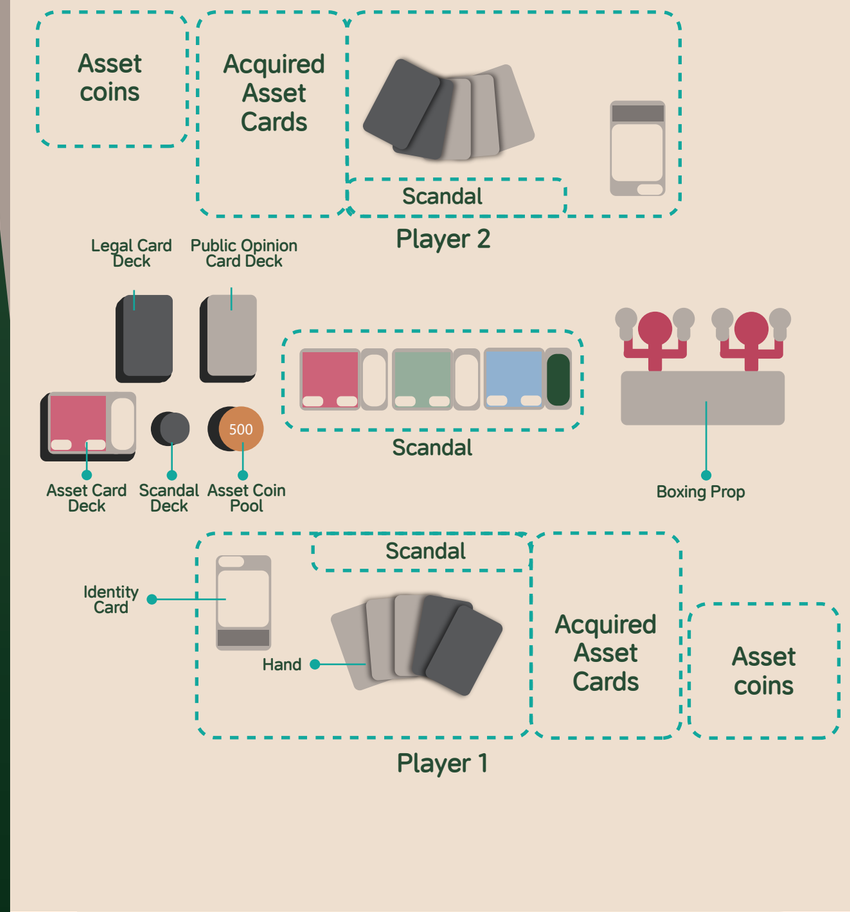
Asset Coins (× 78):
Represent the current value of assets and are awarded to players when they acquire assets.



Objective

Players acquire assets through various means throughout the game. At the end, all assets are settled, and the player with the higher total asset value wins.

Game Setup



① Players randomly select an Identity Card, then draw 2 Legal Cards and 3 Public Opinion Cards from their respective decks.

② Draw 3 Asset Cards and place them in the Asset Dispute area as the assets available for the current round.

③ Players compete for the assets in order, from left to right.



How to play

Preparation Phase

At the start of the Preparation Phase, both players may draw 1 Legal Card and 2 Public Opinion Cards.



Tip: Resolve the effects of Special Asset Cards (including shares, children, confidential information, pets, collectibles, and other assets with special effects) during this phase.

Public Opinion Phase

① After selecting the assets to compete for, the asset dispute begins.

② Players who wish to compete for an asset must play a Public Opinion Card.

- If the opponent does not play a Public Opinion Card, the asset automatically goes to the player who played one first.
- If the opponent also plays a Public Opinion Card, a Battle begins.
- If neither player wishes to play a Public Opinion Card to compete for the asset, they may agree to enter a Reversal Battle: the losing player wins the asset but receives 1 Scandal.

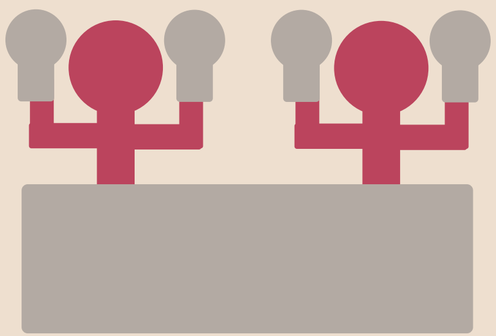
Battle

① Both players compete in a boxing minigame. The winner claims the current asset, while the loser receives 1 Scandal.

② If the losing player wishes to continue competing for the asset, they must play two more Public Opinion Cards than they played in the previous round to initiate another Battle. The previous winner does not need to play any Public Opinion Cards. This pattern continues (1 – 3 – 5 – 7 – 9...).

③ Once the Battle's outcome is confirmed, the Asset Card goes to the winning player, who also receives the corresponding value in Asset Coins.

④ Finally, draw one Asset Card from the Asset Card Deck and place it in the rightmost empty slot.



Legal Dispute Phase

The player who did not acquire an asset this round plays their Legal Cards first (playing cards is optional).

During their respective turns, both players play all the Legal Cards they wish to use at once. Once all card effects have been resolved, the game proceeds to the next Preparation Phase.

If neither player chooses to play any Legal Cards, the game proceeds directly to the next Preparation Phase.

Final Scoring Phase

Once all Asset Cards have been distributed, calculate each player's final asset value based on their total Asset Coins and the number of Scandal they hold.

Number of Scandal	Additional Penalty
1–2	① Lose 500 Asset Coins
3–5	② Lose 1,000 Asset Coins
6–8	③ Lose 1 Asset Card at random (randomly drawn by the opponent)
9–10	④ Reduce total asset value by 20%

Cards

Asset Card



Asset Image

Asset Value

Asset Name

Asset Description: Players can view the basic information on each card.

Special Asset Cards



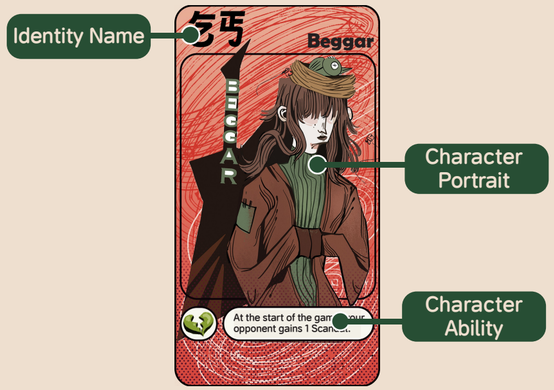
Asset Image

Asset Value

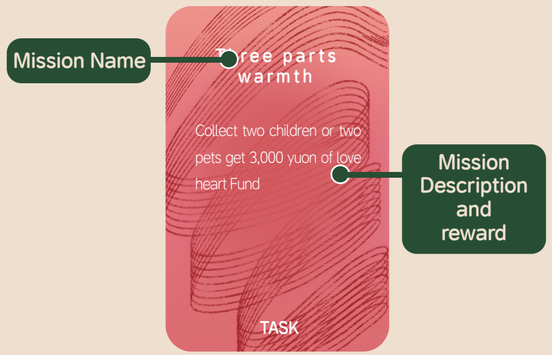
Asset Name

Special Effect: Takes effect at the start of the player's next turn after acquisition and resolves during the Preparation Phase. The effect must activate whenever its conditions are met.

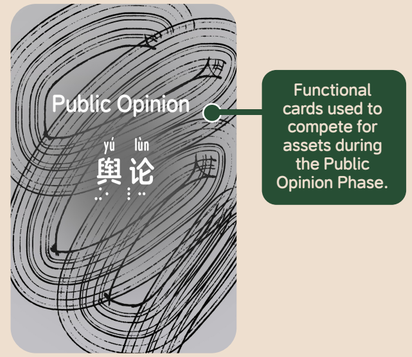
Identity Card



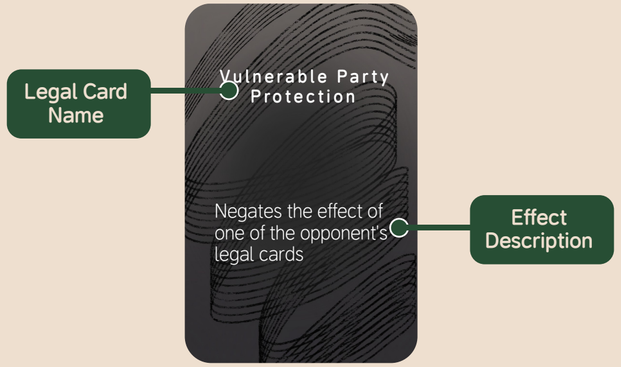
Hidden Mission Card



Public Opinion Card



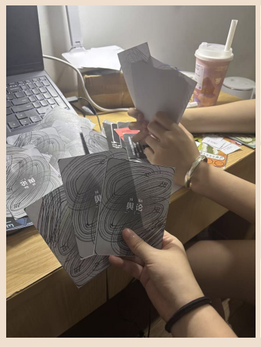
Legal Card



Test

Play Test




The game underwent a total of 15 playtests, during which its components went through two iterations. The major changes are outlined below:

① During playtesting, I found that the effects of the original Asset Cards were too limited. To address this, I introduced a new category of Special Asset Cards, each featuring a unique effect description on its side. To maintain a consistent card layout, I also added non-functional descriptions to the sides of regular Asset Cards, helping players feel more immersed in the game.



② In the original game mechanic, the two players had to debate, while a third player acting as a judge determined asset ownership. However, subsequent playtests revealed that the judge had limited gameplay involvement, and the lack of objective judging criteria significantly undermined fairness. I therefore removed the judge mechanic and introduced a boxing minigame to resolve asset disputes. This reduced the minimum number of players required and improved game balance.

③ During early playtests, many players reported that changes in asset value were not clearly displayed on the cards. As a result, they had to use pen and paper to track the changing total value of their assets, making the process inconvenient. In response, I designed separate Asset Coins in different denominations. Players receive or return coins of equivalent value whenever their assets increase or decrease, making asset changes easier to track.



④ In the middle stage of playtesting, the penalty for Scandal Cards was a simple deduction of 200 in asset value per card during final scoring. However, subsequent tests revealed that the penalty was too lenient, as players rarely accumulated more than ten Scandal Cards in a game, making them almost inconsequential. I therefore redesigned the penalty system so that the severity of the penalties increases with the number of Scandal Cards held.

Showcase








Mortgage Repayment
The value of a house or car asset card in the hands of the designated opposite player is halved
DiviSion









Division is a two-player strategy board game that simulates the battle of a divorce trial. Players use legal and public opinion cards to compete for property, vehicles, and child custody. Submit evidence, influence public opinion, and fight for the best outcome.

12-99 2 20'



Inspiration

The inspiration for Division came from a contradiction I observed in broken marriages: two people who once shared their lives can become bitter enemies when their relationship ends. Years of love and companionship can dissolve into arguments over money, property, and even children. I found this transformation both tragic and absurd.

In January 2021, China introduced a 30-day divorce cooling-off period for divorce by mutual consent, sparking discussions about marital disputes and the potential concealment or transfer of shared assets. These concerns inspired the game's legal and asset-competition mechanics.

That same year, the Chinese reality show Goodbye Lover (再见爱人) brought marital conflicts into the public eye. Watching couples struggle with resentment, emotional distance, and competing interests deepened my interest in the contradictions of intimate relationships.

These observations led me to explore divorce conflicts through dark humor, exaggerating the hostility and competition that can emerge between people who once loved each other.



Research

