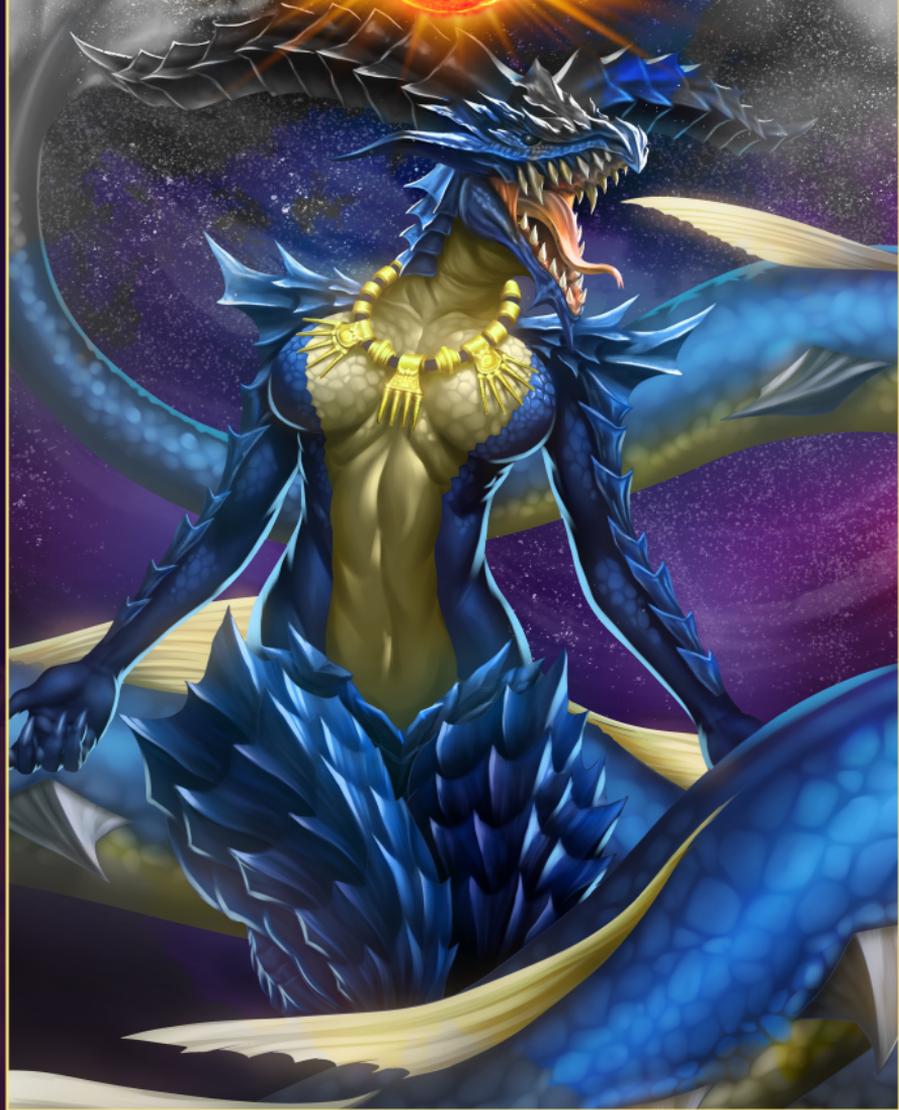


# DIVINITY



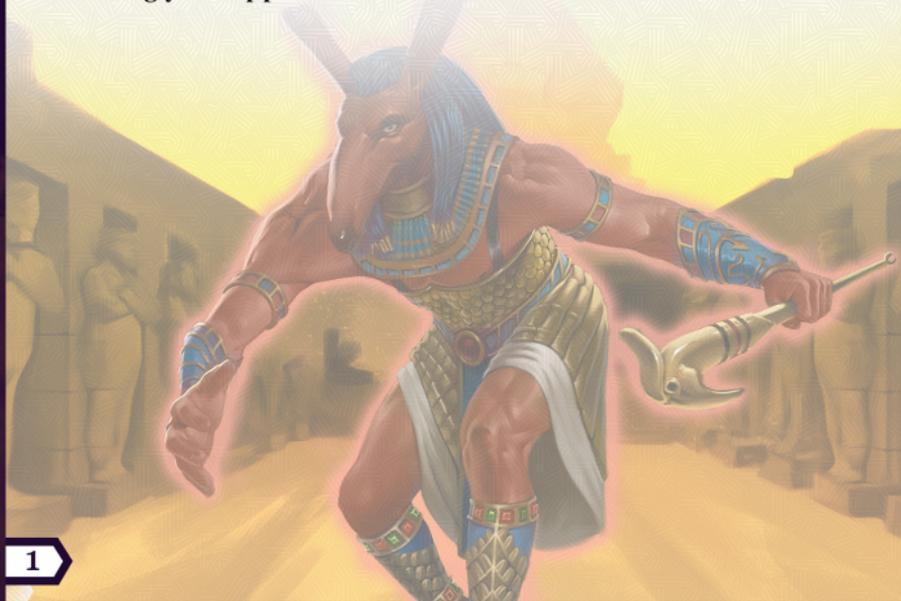
## GAME OVERVIEW

2-4 players | 30-60 minutes | 13+ years

Throughout human history, people have searched for meaning in the unexplainable, creating folklore around humanlike beings to explain celestial objects, forces of nature, and cycles of life the gods, divine beings who created humans for their own purposes. In order to receive their own gods' blessings, armies were mustered and wars were waged against neighbouring cities, kingdoms and empires that worshipped other deities. In *Divinity*, you fight a war against your opponent's army, using sacred items and spells, erecting city walls, and calling upon the gods to bless you with their power all among their ever-complicated relations with other deities.

In order to play *Divinity*, you use your 55-card deck based on various mythologies to battle one or more opponents and their decks, attempting to achieve one of these conditions before them:

- Completing your Wall.
- Depleting your opponents' decks.
- Leaving your opponents with no Deities and Walls.



## COMPONENTS OVERVIEW

First of all, you must be familiar with the main card groups in the game and the play area.



### Deity cards

These represent the divine entities on your side.

- A** Rank
- B** Name
- C** Pantheon
- D** Gender
- E** Deity types
- F** Health points (HP)
- G** Attack points (ATK)
- H** Ability descriptions
- I** Flavour text
- J** Collection and copyright information



### Support cards

These represent **Attachments** , **Environments**  and **Magics**  you can use in the game.

- A** Subgroup
- B** Name
- C** Attachment type (only  cards)
- D** Ability descriptions
- E** Flavour text
- F** Collection and copyright information



### Wall cards

These represent city walls, and bring you victory if all three are deployed.

- A** Name
- B** Health points (HP)
- C** Flavour text
- D** Collection and copyright information

## Play area

During the game, each player has an individual play area, organized as follows:



*Some mechanics involve the use of damage counters and other kinds of components. Some of these are provided alongside decks when purchased, but if you need anything you don't have, use any component that suits the purpose of keeping track of the corresponding mechanic.*



## SETUP

If this is your first game, use a pre-built starting deck. If this isn't, you can find the rules for creating custom decks at the end of this rulebook.

Each player resolves the following steps:

- 1 Shuffle your deck and place it face down at its respective place on your play area.
- 2 Draw seven cards from your deck.
- 3 Check if you have at least one Deity in hand. If you don't, show your hand to your opponent, discard it, and then draw one less card than before (down to a minimum of one). Repeat this until you have a Deity, and then reshuffle all discarded cards into your deck.
- 4 Play a Deity card face down on your Deity zone.

Once this is done, randomly determine who plays first, then flip up all Deities in play.

## GOLDEN RULE

Whenever the text of a card conflicts with the text of a rule, the text of the card takes precedence.



## TURN STRUCTURE

Most rules in this rulebook are written from the standpoint of a 2-player game, but are equally important on games with 3 or 4 players - for the small adjustments needed for those player counts, check page 10.

In Divinity, players alternate taking turns until one of them wins. On your turn, resolve the following steps:

- 1 Draw a card from your deck, or five cards if your hand is empty.
- 2 Do any of the following in any order:
  - Play a Deity or Wall card
  - Use ☉ Deity abilities
  - Play Support cards
- 3 Attack your opponent and end your turn, or end your turn without attacking.

Read the the following pages to get in details about how parts 2 and 3 work!



## PLAYING A DEITY OR A WALL CARD

Once per turn, you may play either a Deity or a Wall card from your hand into your respective zone.

You can only play a Deity card if your Deity zone has less than three Deities, and only if there is no other Deity card with the same name in play (either on your side or on your opponent's).

You can only play a Wall card if you have three Deities in play, and only if there is no identical Wall card to the one you're playing on your side of the play area.

**If you play a Deity with a  ability, it begins taking effect immediately, and only ends when the Deity is discarded. Most only affect the game on specific situations, and some allow you to choose whether or not to do so.**

If you have a Deity with a TO PLAY ability, you must comply with its conditions in order to do play the Deity.

## USING ABILITIES

As many times as you want on your turn, use a  ability from one of your Deities in play. You can only use each  ability once per turn.

*While names, types, pantheons and genders do not have specific rules mentioned in this rulebook, they are often referred to in abilities. If an ability mentions one of these, it is referring to all cards that have it.*

## PLAYING SUPPORT CARDS

As many times as you want on your turn, play a Support card from your hand. If the card has a TO PLAY ability, you must comply with its conditions in order to do play it.

### A Attachments

A cards are played facing up or down under any Deity in play (yours or your opponent's). You can only play an A card on a Deity with less than two other A cards, and with no A card identical to the one you're playing (you may still play identical cards on different Deities, though).

Face-up A card abilities affect the Deity they are under. Face-down A cards take no effect until you flip them face up, which you may do at any moment (including during your opponent's turn).

*You may want to play an A card facing down for many reasons - to surprise your opponent in the future, to wait for a specific condition, to bluff and make your opponent think twice before playing their cards, and so on.*



### E Environments

E cards are played on your Environment zone, with its ability affecting all players while it remains there. If there was another E card in play on either side, it gets immediately discarded to its player's discard pile.

### M Magics

M cards are played directly in your discard pile, with its ability taking effect right away.

## ATTACKING

As the last thing you do on your turn, you may attack your opponent's Deities or Walls.

Choose which of your Deities will attack. Then, for each of your attacking Deities, announce a different target among the Deities on your opponent's side. If your opponent has no Deities in play, announce Walls as targets instead. You can't attack an opposing Deity more than once a turn.

Finally, deal as much damage (adding damage counters) to each targeted Deity or Wall as the ATK value of its attacking Deity. Once a card has as much damage as its HP, it is defeated and discarded.

♣ cards on discarded Deities are discarded to their original owners' discard pile.



If the defending Deity's HP is 8 and the attacking Deity's ATK is 2, the defending Deity would receive 2 damage, indicating that it is now 6 damage away from being defeated.

## TROPHIES

Each time an opponent Deity in play gets discarded, you may collect a card as a trophy, adding it to your hand. Such cards are chosen by you from either your deck or your discard pile, depending on the rank of the discarded Deity.

When choosing a card from your deck, don't reveal it to your opponent, and shuffle your deck afterwards. When choosing a card from your discard pile, reveal it to your opponent, since discard pile information is open to all players anytime.

 Deities yield no cards.

 Deities yield 1 card from your deck.

 Deities and  Deities yield 1 card from either your deck or discard pile.

*Keep in mind Deities can take damage out of attacks too, being discarded and yielding trophies all the same if the damage reaches their HP. Some abilities even discard Deities right away!*

*To speed up gameplay, you and your opponent can opt to have them begin their turn while you collect your trophies from Deities defeated during attacks.*

## GAME END

As soon as one of the following conditions happens, the game ends and you win!

- You have three Walls in play.
- Your opponent has no Deities and Walls in play.
- Your opponent must draw a card but their deck is empty.
- Your opponent forfeits.

### 3-4 PLAYERS VARIANT

Divinity can be played with 3 or 4 players using the same rules, but with the following adjustments:

- Turns are passed clockwise.
- You can only attack the player that plays right after you, but can use abilities on any player.
- If a player either forfeits, has no Deities and Walls in play, or must draw a card but their deck is empty, they're eliminated from the game.
- You win if you are the only player left in the game or if you have three Walls in play.

### CUSTOM DECKS

For experienced players, creating an entirely new deck is a great way to explore different game possibilities and learn about ancient times, cultures and beliefs.

New players, however, may have a hard time creating a strong deck, since it requires experience, strategy and good combinations in a variety of cards. Don't expect to be an expert from the start - instead, use a pre-built starting deck and take notes after each game you've played, reviewing and improving your deck over time.

When creating or improving a deck, keep in mind every deck must:

- Contain exactly 55 cards.
- Have up to 3 copies of the same card.
- Have up to 1 [RITUAL]  card.

As a general guideline for both creating new decks and improving existing ones, balanced decks often include the following:

- 27 Deity cards
- 6 Wall cards (2 copies of each position)
- 12  cards
- 9  cards
- 1  card

If you want to use cards you don't have, try trading with another player, purchasing new packs, or even, winning cards throughout tournaments or challenges!

## COUNTERS

Consider preparing the following counters to help making the game flow better:

### ATK/HP counters

Some cards affect Deities' ATK or HP. Counters help you to keep track of such. You can use tokens or dice, possibly of different colours - for example, blue for ATK and red for HP.

### Damage counters

Counters help you keep track of the damage on an individual Deity. You can use tokens or dice for that.

### Reminder counters

Counters help you remember abilities you can or must use. You can use tokens or any small item.

## ABILITIES GUIDE

There are three types of abilities:

**TO PLAY** Establishes a condition to play the card.

**Ⓟ** Remains until the Deity is discarded.

**⊕** Can be used once per turn before attacking.

These are some key verbs you will find across abilities:

**Cancel** Neither you nor your opponent follow or suffer such effects.

**Ignore** You do not follow or suffer such effects.

**Deal** Add that much damage.

**Heal** Remove that much damage.

**Discard** Place the card in its player's discard pile.

**Increase** Consider the Deity to have that much more of the corresponding value.

**Reveal** Show to the opponent, flipping face up if related to a card in play.