

DIVINITY

TRADING CARD GAME



GAME OVERVIEW

2 players | 30-60 minutes | 10+ 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 an opponent and their deck, attempting to achieve one of these conditions before them:

- Completing your Wall.
- Depleting your opponent's deck.
- Leaving your opponent with no Walls or Deities.



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 that defend you and attack your opponent.

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

Spell Cards

These represent Attachments (A), Environments (E) and Magics (M) you can use in the game

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



Deity Cards

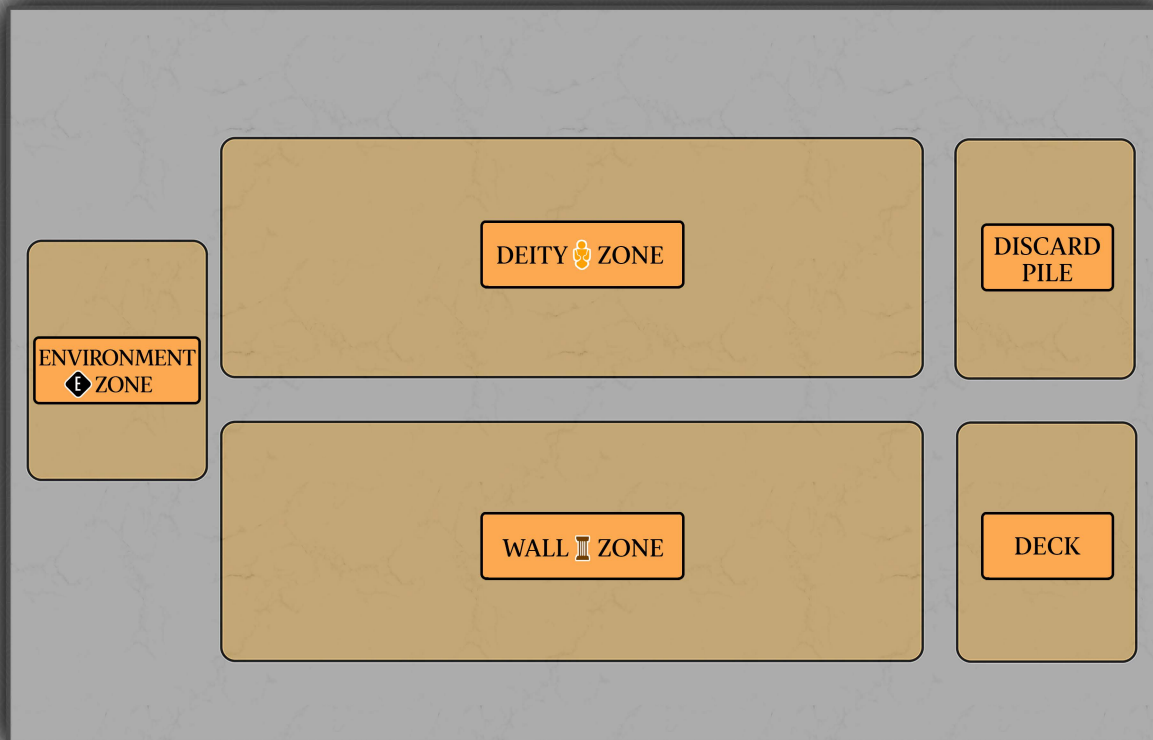
These represent the divine entities that defend you and attack your opponent.

- (A) Name
- (B) Group symbol
- (C) Ability descriptions
- (D) Flavour text
- (E) Collection and copyright information
- (F) Health points (HP)



Play Area

During the game, cards will be played in a two-sided play area, one side for each player, each organized as follows:



Other components

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 side of the 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, flip both Deities in play face up, then randomly determine who plays first.

GOLDEN RULE

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



TURN STRUCTURE

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 actions in any order:
 - Play a Deity or Wall card
 - Use Deity abilities
 - Play Spell 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.

You can only play a Wall card if you have three Deities in play, and if the Wall zone position indicated by the card (left, middle or right) is empty.

! ABILITIES

If you play a Deity with a ! ability, it begins taking effect immediately, and only ends when the Deity is discarded.

If the ! ability mentions a condition you must comply with in order to play the Deity, however, it actually takes place right before you play the Deity, thus preventing you from doing so unless the condition is met.

+ ABILITIES

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

Remember that abilities aren't attacks, so you can still attack if you use them!

Names, types, pantheons, genders and gemstones
While these do not have specific rules mentioned in this rulebook, they are often referred to in abilities. If an ability mentions a name, a type, a pantheon, a gender or a gemstone, it is referring to all cards that have it.

PLAYING SPELL CARDS

As many times as you want on your turn, play ✨ cards, from your hand.

Attachments

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



Environments

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

Magics

Magic 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 and 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's side has no Deities, announce Walls as targets instead. You can't attack an opposing Deity more than once a turn.

Finally, using damage counters, add as much damage 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 20, the defending Deity would receive 2 damage, indicating that it now has 6 HP remaining before being defeated.

ATTACKING DEITY

EXAMPLE

6 HP LEFT

DEFENDING DEITY



The diagram shows two deity cards. The top card is INANNA, Queen of Heavens, with an ATK of 20. The bottom card is SHAHAR, God of Dawn, with an HP of 8. A blue arrow points from INANNA's ATK value to SHAHAR's HP value. A red arrow points from the resulting '6 HP LEFT' to SHAHAR's HP value. A blue box highlights the 'ATK 2' damage counter being applied to SHAHAR's HP.

Trophies

For each Deity you defeat with an attack, you may collect a card as a trophy at the end of your turn, 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 defeated 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.

Lesser Deities  yield no cards.

Major Deities  yield 1 card from your deck.

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

Discarding without defeating

Although Deities and Walls are most often defeated during attacks, some ability effects can deal damage counters to them or outright discard them from play directly. Whenever this happens, they are discarded in the same way as when they are defeated, but without awarding trophies.

To speed up gameplay, you and your opponent can opt to have them begin their turn while you collect your trophies.

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.







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, would 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 that every deck must:

- Contain exactly 55 cards.
- Have up to 3 copies of the same card.
- Have up to 1 **A** card of the **RITUAL** subtype.

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

- 25 Deity cards (1 , 2 , 10  and 12 )
- 6 Wall cards (2 copies of each position)
- 12 **A** cards (5 **ARTIFACT**, 4 **CURSE**, 2 **SERVANT** and 1 **RITUAL**)
- 11 **M** cards
- 1 **E** cards

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!

ACCESSORIES

Consider preparing the following accessories 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.

Card sleeves

Sleeve your cards with your coloured card sleeves, to distinguish them from your opponent's. This avoids confusion when cards are attached to opponent Deities.

Damage counters

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

Playmat

This can help you remember how the game works, and helps picking up cards without damaging them.

Reminder counters

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

Rulebook




Keep this rulebook near you while playing, since you might need to check it



ICONOGRAPHY


Card Types

There are three types of cards:

-  Deity cards
-  Wall Cards
-  Spell cards


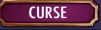


Spell Subtypes

There are three spell subtypes:

-  Attachment
-  Magic
-  Environment


Attachments

There are four types of  cards:

-  ARTIFACT Moderately boosts a Deity
-  CURSE Weakens a Deity
-  RITUAL Boosts every Deity from a specific pantheon on the same side (even newly-played ones)
-  SERVANT Boosts a Deity, but at a cost

Deities

There are many different pantheons, types, gemstones, ranks and genders of Deity cards:

PANTHEONS		TYPES		GEMSTONES		RANKS	
	Canaanite		Celestial		Ruby		Minor Deity
	Egyptian		Civilian		Topaz		Major Deity
	Mesopotamian		Fertility		Citrine		Primordial Deity
	Norse		Death		Emerald		Supreme Deity
	Olympian		Dominion		Sapphire	GENDER  Female  Male  Both	
			Elemental		Amethyst		
			Temporal		Onix		