



RULEBOOK

The central artwork features a close-up of a character's face with long, flowing blue hair and a golden crown with a purple lightning bolt. The character's eyes are glowing with purple lightning. In their hands, they hold a small, detailed miniature world of a city with red-roofed buildings, green hills, and a bridge. The background is dark with swirling blue energy.

DIVINUS

FILIP MIŁUŃSKI

A DIGITAL HYBRID LEGACY GAME FOR 2-4 PLAYERS

PLEASE READ THIS BEFORE LOOKING AT ANYTHING ELSE IN THIS BOX!

Divinus is a Legacy Game. Choices you make while playing can and will affect the next time you play this game. You will make permanent changes to the components: writing on them, adding stickers to them, etc.

This rulebook will teach you what you need to know to play the first two scenarios of the 12-scenario base game campaign.

Sticker Sheets:

Try not to look at the sticker sheets until the game asks you to. They are used to modify game components during the campaign, including this Rulebook. When instructed to add a new rules sticker, read it aloud to all players.



INTRODUCTION

You always felt special. Since early childhood, you've displayed extraordinary talents and inhuman abilities that none of your peers were able to match. Although your heritage was shrouded in mystery, many around you, including yourself, suspected what you now know for sure - you are a demigod, a powerful being of both godly and human descent.

The truth was finally revealed to you through enigmatic dreams which have haunted you for the past year. There were bright visions of lush islands, unknown and grateful foreigners, and beautiful gods walking in your presence; but also dark visions showing catastrophes in the icy wastes of the North, and your personal involvement in disastrous conflicts. What all these fantastic dreams had in common was an ever-present and mysterious white-haired woman - always pointing and driving you toward the far-away land of Greece, and fueling your ambition of taking your rightful place among the gods.

Now, after a long, long journey, you have finally arrived at Delphi - a great sanctuary in the center of Greece, and home to the Oracle known as Pythia. Perhaps soon you will finally meet face to face with the woman from your dreams...

COMPONENTS

78 MAP TILES:

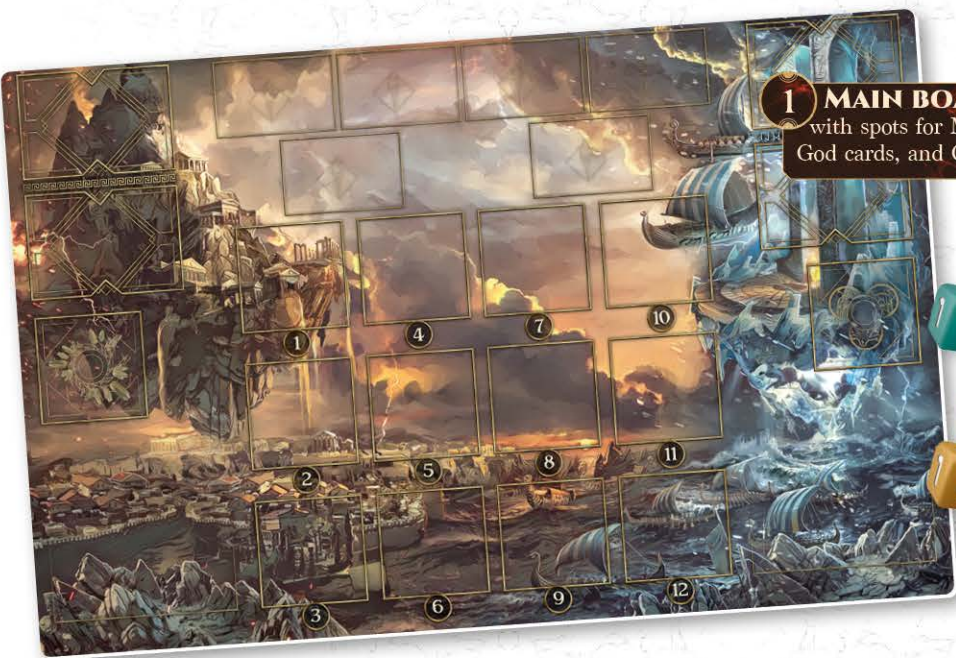


39 MAP TILES depicting a player-count number and Factions on the back and Terrains and Factions on the other side



39 MAP TILES depicting a player-count number with this artwork and Terrains and Sacred Places on the other side





1 MAIN BOARD
with spots for Map tiles,
God cards, and Quests



24 PLAYER DICE
(6 of each player color)



2 SCENARIO BOXES
each with unique
components for use in the
corresponding Scenario



1 FIRST-PLAYER MARKER



DEMIGOD BOXES 4
(player boxes)



1 RULEBOOK



**ENVELOPE WITH
STICKER SHEETS 6**



Divinus requires a free app, which you can download from Apple's App Store or Google Play. You only need the app installed on one phone or tablet to play. It is not possible to play without the app. Once downloaded, the app will not require an internet connection during gameplay.



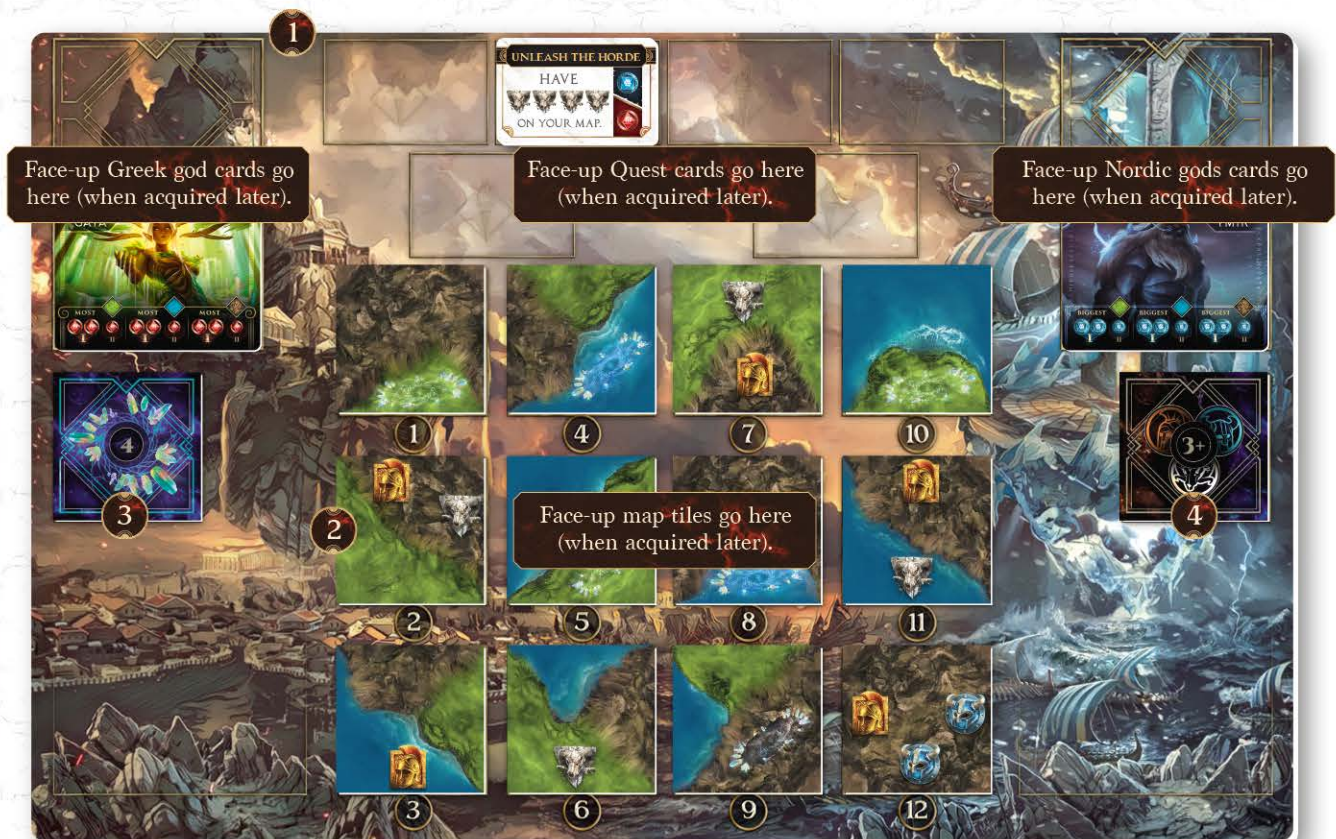
DIGITAL HYBRID LEGACY GAME

Divinus is a digital hybrid legacy board game featuring a 12 scenario campaign and an infinitely replayable “Eternal Mode”. The Eternal Mode uses the content that you have permanently changed through the choices you made during the campaign and allows for infinite replayability.

GOAL OF THE GAME

Players will take on the roles of Demigods who witness the conflict between the gods of the Greek Pantheon and the Nordic gods as they arrive in Greece seeking new lands to conquer. Compete with your opponents to gain Favor with each Pantheon by fulfilling their goals! At the end of a 12-scenario campaign, the player with the **most Favor** (in total from both Pantheons) will be declared a Divinus - a new god - and the winner of the game.

GAME SETUP



- 1 Place the Game board in the middle of the play area.
- 2 Return Map tiles to the game box, depending on the number of players:

When playing a 4-player game:

Do not return any tiles to the game box (use them all).

When playing a 3-player game:

Return all tiles with a “4” to the game box.



When playing a 2-player game:

Return all tiles with a “3” or “4” to the game box.



- 3 Shuffle all of the remaining tiles that depict this artwork on the back together and place them in a face-down pile on the main board.
- 4 Shuffle all of the remaining tiles that depict this artwork on the back together and place them in the face-down pile on the main board.
- 5 Open the numbered Scenario Box you want to play. (Use the  Scenario 1 box for your first game.)
- 6 Each player chooses a color and takes a Demigod box (pictured below) containing 6 dice.
 - Each player returns a number of their dice to the main box, depending on the number of players:
 - **2-player game:** return 0 dice (6 remaining to use)
 - **3-player game:** return 1 die (5 remaining to use)
 - **4-player game:** return 2 dice (4 remaining to use)
- 7 Open the game app on your device, then select “Start New Game” and follow the displayed instructions.
- 8 Each player rolls all of their dice:
 - The player who rolls the lowest total starts the game (tied players re-roll their dice) and takes the first player marker .
 - Each player places their dice in front of themselves without changing their faces; these are considered to be **Ready dice**.



If you roll the “3/6” die face (which was applied as a sticker during the app portion of setup), you must choose to consider the roll either a 3 or a 6. You will also do this any time the app asks for a roll total, and when determining your Ready dice value.

Ready dice: Your rolled dice that you keep in front of yourself; they are available to use for actions.

EXPLORING THE APP:

All narrative from the app should always be read out loud to all players!

After setting up the Scenario, the app will have 3 main utility sections: Scan or Select, God's Favor, and Quests (depicted at the bottom of the screen).



Tap **Scan or Select** to scan stickers to advance the narrative.



The screen you are in will have a darker background. (this is Scan or Select)

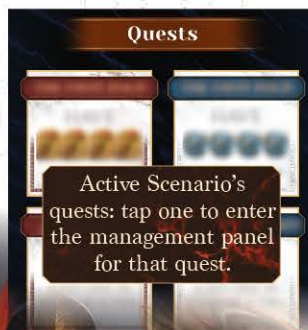


Tap God's Favor to go there.

Tap Quests to go there.



Tap **Quests** to see information about the current Scenario's Quests.



Tap **God's Favor** to display each player's Favor.

The amount of Favor each player has earned is tracked by the app; the player with the **most Favor** with a Pantheon is considered to be their **Favorite**.



How to read the God's Favor panel:

Green is at the top of the Greek Favor column because they have the most Greek Favor; Blue is in second place for Greek Favor, followed by Purple in third. Blue is at the top of the Combined Favor column because even though they don't have enough Favor with either individual Pantheon to take first place, they have the most overall Favor when their Favor types are combined; Green is in second, and Purple is in third.

THE COURSE OF THE GAME

The game takes place over a variable number of rounds. During a round each player takes a turn, beginning with the start player and proceeding clockwise.

On your turn, you must perform **one** action.

During the first Scenario, you can only choose to **Explore** and **Rest**, but more actions will be available in future Scenarios!

Explore allows you to get new tiles and add them to your Map. **Rest** allows you to take back your used dice so you can use them again.

EXPLORE ACTION

Choosing this action allows you to add a Map tile to your Map.

To Explore, perform the following steps in order:

- 1 Choose any number of your Ready dice:
 - A For each die, **add or subtract** their values together to get a total value.
 - B The total value **must equal** a numbered space on the Game board with a Map tile.
- 2 Take the Map tile from the corresponding numbered space and leave the dice there; these dice are now **Exhausted**.
- 3 Add the selected Map tile to your Map.

If you want to take the tile from the "7" spot:



Place a 6 and a 1, adding them together: $6 + 1 = 7$.



These are now Exhausted dice.

If you want to take the tile from the "10" spot:



Place a 6, 6 and 2 and combine them like this:
 $6 + 6 - 2 = 10$.

Exhausted dice: Your dice that are currently placed on the game board (those used to take Map tiles or possible future actions until you make them Ready again by performing a Rest action (see page 9).

MAP TILES



YOUR MAP

Your Map can consist of up to 16 **visible** tiles, displayed in a 4x4 grid.

Starting with your **second** Map tile placement, you must obey the following **placement rules**:

- New tiles must align side-to-side with an existing Map tile (not a corner).
- Terrain types on **all sides** of new and existing Map tiles must align with matching types.
- Your Map can never extend beyond a 4x4 grid (*you cannot place 5 or more tiles in a row or column*).

OVERBUILDING:



When adding a tile to your Map, you can choose to place it on top of an existing tile instead of in an empty space:

- You must still align matching Terrain types with adjacent tiles when looking down at the visible tiles of your Map (*even if not at the same physical height*).
- Ignore the Terrain types and symbols on the tile you are covering.

EXAMPLE: Sansa has a 7-tile Map. After obtaining this tile, she can place it in one of the **OK spots**.

A: Has a matching terrain type; but if added there, it would **extend beyond the permitted 4x4 grid**.

B: Does not have matching terrain types on all sides.

C: Not aligned with an existing tile.

If choosing to **Overbuild**, he could place on top of one of the tiles marked with **OVERBUILD**.



AREAS

An **Area** is defined as **two or more** aligned tiles with matching Terrain types. The Terrain type of an Area is defined by the tiles that formed it (see example). One Map tile can be part of more than one Area.



REST ACTION

Resting converts your Exhausted dice into Ready dice so you can use them again.

To take the Rest Action:

Sticker R1

- 2 Re-roll **all** of your dice, **both Exhausted and Ready**, and place them in front of yourself, maintaining their faces; they are now Ready dice.
- 3 **Refill** the now-empty Map tile spaces (where you just took your dice from), in numerical order starting with the **lowest-numbered** space.
 - A Fill spaces **1-6** from the top of the  stack.
 - B Fill spaces **7-12** from the top of the  stack.

You may choose to Rest regardless of how many Ready dice you have left.

If a stack is empty, fill from the other stack instead.

Sticker R2

Sticker R3 Part 1/2

Sticker R3 Part 2/2

Sticker R4

Sticker R5

QUESTS



Quest cards are revealed at the beginning of a scenario. Fulfilling them is how you will gain Favor with the Pantheons. All players can pursue them during the game, but it is a race: only the first player to fulfill a Quest will perform the steps below.

*The narrative choices provided by quests make **permanent** changes to the game world!*

WHEN A PLAYER FULFILLS A QUEST:

- 1 Tap the Quest button at the bottom of the screen.
- 2 Tap the fulfilled Quest.
- 3 Tap the avatar of the player who fulfilled it.
- 4 Perform the instructions presented in the app.
- 5 Unless instructed otherwise by the app, discard the fulfilled Quest card to the game box.



Incomplete Quests (if they remain) are resolved at the end of the Scenario; the app will instruct players what to do with them (quests may be destroyed, resolved, or carried over to the next scenario).

There are **two types** of stickers that you can add to Map tiles during the game: **Faction** and **Location** stickers.

Faction stickers:



Location Stickers:

These represent the various locations you can visit while exploring. Each time you explore a tile that has a location sticker applied to it, you must **Scan** (or *Select it in the app*), then read the narrative displayed in the app. *You will only Scan a Location when you Explore it, not when you apply its sticker to a Map tile.*

PLACING STICKERS ON TILES

Each tile can have:

1 symbol corresponding with each edge (for a total of 4 symbols). This total includes both printed symbols and symbols from stickers.

1 Location sticker maximum (this counts as one of the 4 symbols).

Sacred Place exception:

If there is a Sacred Place on a tile, the tile can have a maximum of **2 symbols** on it (instead of 4). This can include 2 Factions, or 1 Faction and 1 Location.

When applying a sticker, you cannot:

Have it **hang** over the edge of the tile.

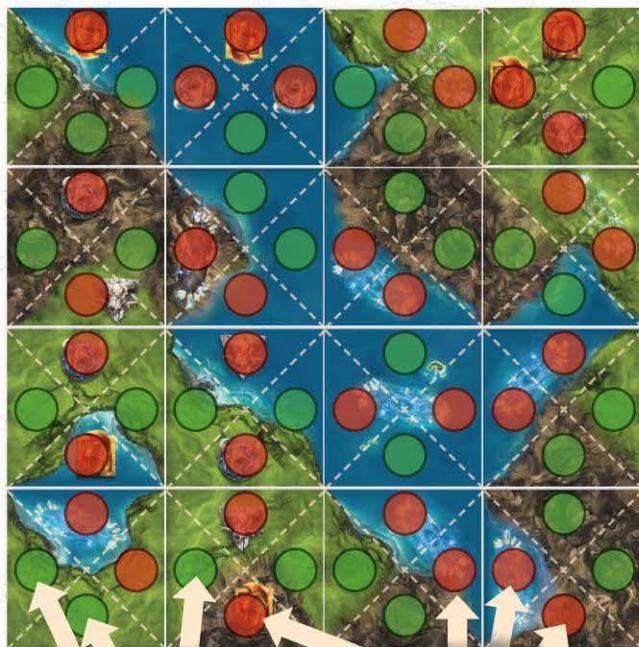
Cover two (or more) different types of Terrain (on their edges).

Scan it (you will only Scan a Location when you Explore it).

Cover any part of a Sacred Space or another symbol (unless the app instructs you to).

Each side of a tile can have exactly one symbol associated with it; thus a tile can have (at most) a total of 4 symbols, including both stickers and symbols printed on the tile.

Imagine an "X" across each tile; this can help you to visualize where additional stickers can be applied.



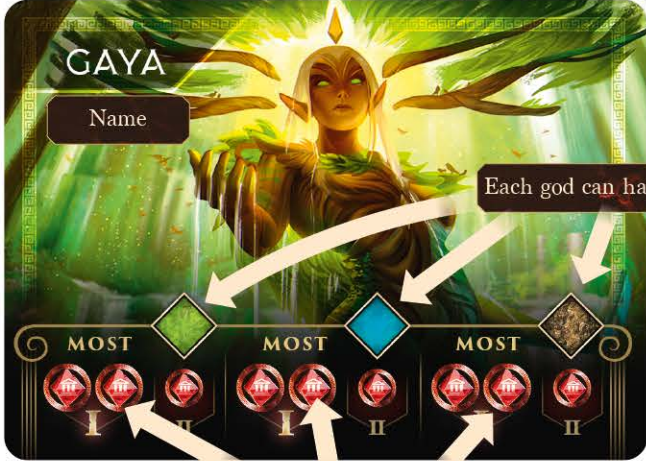
Green dots indicate where you can place a sticker.

Red dots indicate where you cannot place a sticker.

GOD CARDS

Throughout the story you will come across various gods from both feuding Pantheons. Each god has their own motivations, which manifest in the form of personal goals. You would be wise to pursue these as if they were your own, for helping the gods will surely earn you Favor and recognition with their respective Pantheons.

Each god card corresponds with one of the two struggling Pantheons. In the **first Scenario** you will encounter the **Gaya** and **Ymir** god cards. During the game, one of your goals will be to complete the gods' goals in order to gain their Favor! These will usually require you to compete with other players for Terrain areas or Faction symbols. *God cards are scored at the end of the scenario. Each goal is scored separately.*



GAYA

Name

Each god can have one or more goals.

MOST **MOST** **MOST**

Greek Pantheon favor.



YMIR

Name

BIGGEST **BIGGEST** **BIGGEST**

Nordic Pantheon favor.

Complete goals to gain favor!



Most - have the **greatest number** of Areas of the specified type. *Each Area must consist of at least 2 tiles.*



Biggest - have a single Area of the specified type that contains the **greatest number of Map tiles**. You can have any number of Areas, but only your biggest one counts.

Goal rewards vary depending on the number of players:

IN A 3 OR 4 PLAYER GAME:



The second place player is awarded the Favor assigned to "II".

The player who won the goal is awarded the Favor assigned to "I".

IN A 2 PLAYER GAME:



The winner is awarded the Favor assigned to "II".

No one gets this reward!



RESOLVING TIES

Ties are resolved differently depending on which God cards are in play.

Ymir and Gaia ties are resolved as follows:

- The player with the **most Faction symbols of any type** in the scoring Terrain type (*both printed and from stickers*) wins. (*See an example of this on page 15.*)
- If there is still a tie then the tied player furthest to the left of the starting player, i.e., the player furthest back in turn order, wins.

Sticker R6

Sticker R7

GAME END

The game ends **immediately** when a player places their final tile to completely fill their 4x4 Map grid. Players may not have taken the same number of turns.

Players who have not completed a full 4x4 Map do not fill in their missing Map spaces.

Press the “Finish scenario” button in the app to trigger the End-game section; input the player who fulfilled each of the God’s goals (*to award Favor as detailed on the previous page*), then the Scenario outro will be displayed.



EXAMPLE: Cloud finished the game by adding their last tile to complete their 4x4 Map grid.

Cloud has:

2 Sea Areas (sizes 11 and 2)

2 Plains Areas (sizes 6 and 3)

3 Mountain Areas (sizes 3, 3, and 2)



EXAMPLE: Toriel did not fill her entire map, but she has:

3 Sea Areas (sizes 3, 2, and 2)

2 Plains Areas (sizes 4 and 3)

3 Mountain Areas (sizes 5, 4, and 2)

HOW TO SCORE GAIA AND YMIR (2-PLAYER EXAMPLE):



Cloud	2	2	3	6	11	3	Cloud
Toriel	2	3	3	4	3	5	Toriel
	Number of Plains Areas.	Number of Sea Areas.	Number of Mountain Areas.	Size of largest Plains Area.	Size of largest Sea Area.	Size of largest Mountain Area.	

Cloud was awarded a total of 1 Greek Favor and 2 Nordic Favor: he marked these on his Demigod box. **Toriel** was awarded a total of 2 Greek Favor: she marked these on her Demigod box.

Cloud won the tie: he had a total of 7 Faction symbols in his Plains Areas (Toriel only had 2).

Toriel won the tie: she had a total of 9 Faction symbols in her Mountain Areas (Cloud only had 1, the second wasn't inside an Area).

When scoring is complete, you may choose to immediately play the next Scenario or pack the components back into the game box. The app **automatically saves** your progress so you don't have to worry about keeping track of anything.

CREDITS:

Game Design:	Filip Miłunski
Game Director:	Tomasz Napierała
Development:	Michał Gołębiowski, Karol Górniak, Tomasz Napierała
Writing:	Rafał Wojda-Wołosz
Programming:	Marcin Musiał
Art Direction:	Matijos Gebreselassie
Illustration:	Matijos Gebreselassie, Karolina Nakazato, Rio Sabda
Graphic Design:	Matijos Gebreselassie, Mateusz Komada, Katarzyna Kosobucka
Producer:	Vincent Vergonjeanne
Project Manager:	Hubert Czerski
Production Manager:	Przemek Dołęgowski
Playtesting Manager:	Tomasz Napierała
Rulebook Editing and Layout:	Jonathan Bobal
Proofreading:	Bree Goldman

