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# THE WORLD OF DIVINO

In the world of DIVINO, the struggle between the order and righteousness of the heavens and the chaos and vileness of the underworld clashes not only in the aetherworld but in the manifest world. This manifest world consists of six planes, three aligned with each side. The side allied with Aevos, the divine plane of holiness, is committed to sustaining and cultivating life; the side allied with Daevos, the demonic plane of evil, is hell-bent on bring desolation to the lively and orderly world upheld by the Aevos. Though there are some on all sides that are aligned with what is usually their enemy, this is a broad representation of the struggles between the sides.

On the side of Aevos are the Planes of Naga, Elwynn, and Alial: water, earth, and sky. On the side of Daevos are the Planes of Nara, Roth, and S'drassa: ice, fire, and sand. There also two other sides that fight in this cosmic struggle, those that are neutral (or gray) to the Aevos-Daevos alignment and will fight for either, and those that are universal and will fight for any Plane. All together, this makes a total of ten Planes.

In the world of DIVINO, Deities wage epic-scale warfare with other deities and their loyal followers. Each Plane is ruled by sovereign Deities that are worshipped by their Planar subjects. Those in the Plane all are therefore loyal to their Deities and to whomever the Deities align themselves with. The most powerful deities are the deities of Aevos and Daevos; naturally, they have been locked in an intense cosmic struggle for centuries. In each Plane, there are mortals who have been blessed by their gods for their faithfulness. These beings are known as Demigods. Demigods have been gifted by their gods with extraordinary powers of magic and sorcery. They are able to summon powerful creatures, cast dangerous spells, and often are so highly esteemed that mortal armies will fight under their command. In the DIVINO card game, you play as these Demigods, wielding extensive power over the natural and supernatural worlds in order to play your part in the epic otherworldly struggle between good and evil. The side you choose is up to you!

# SECTION 1: THE BASICS

## MATERIALS

To play a game of D I V I N O, you'll need:

- **Deck** of at least **50** cards minimum. There is no maximum deck size.
- **Demigod(s)**: You will need at least 1 Demigod card, although you can play with up to 4. Both players must use the same number of Demigod cards (unless they are using a Demigod that counts as more than one Demigod). **Do not mix your Demigod(s) into your deck: they have their own pile.** Keep your Demigod(s) separate from your deck.
- A way to keep track of energy on your cards, as well as any additional counters. This can be done with dice or other various counter items. (Note: you will need several dice to keep track of the energy on your combat cards, i.e. Creatures, Warriors, etc.)
- Another player. Players can range from 2-8.

## OBJECTIVE

The object of the game is to reduce your opponent's **Demigod's total energy** to **0** at the same time that they have **no Creatures in play**. This is the only possible win condition. However, there are countless strategies you may use to achieve this.

## STARTING THE GAME

Place an amount of energy on your Demigod equal to its **starting energy** using dice.

To decide which player goes first, players roll a die. The player who goes first looks for the starting cards on his Demigod, and may choose to put any combination of them in his or her hand, or none at all. Player 1 then draws a starting hand in addition to the starting cards he or she drew until it reaches a total starting hand of 6 cards. If a player chooses not to draw any starting cards, he or she draws a hand of 6 cards. If the player wants, he or she can reshuffle that hand and draw a new hand of 6 cards (this is called a **mulligan**, or mull for short.). This can be done again, except that with each subsequent draw the amount of cards drawn decreases by 1. Player 1 then shuffles the deck, and Player 2 cuts it. Then Player 1 draws 1 card, and

then plays the turn. Player 1 cannot target Player 2 or any of his or her cards on the first turn. On Player 2's turn, he or she will do the same as Player 1, but draw 2 cards instead of 1.

## PARTS OF A DIVINO CARD

**Name:** A card's name appears in the top box above its picture. When a card refers to its name in the text box, it is only referring to that specific copy of that card, not others in play.

### Starting




**Energy/Casting Cost:** The number in this circle is a card's starting energy, meaning when it comes into play, you put that much energy (which you keep track of with dice) onto that card. It is like a card's HP. It also serves as a card's casting cost, or how much energy is required to be paid by your Demigod or a Nagual's energy to play the card. Therefore, a card with a cost of 7 energy played by a Demigod with 12 energy

would leave the Demigod with 5 energy, and the played card would get 7 energy placed on it.

**Card Type:** This line tells you the Plane(s) of the card, what card type it is (such as Creature, Demigod, Spell, etc...), any subtypes the card may have (such as Instant Spell), and finally, if it is a combat card, the card's tribe. See the Card Types subsection for more details.

**Plane Symbol:** Simply the Plane's 'logo' to make clear the card's affiliation.

**Mana Bar:** This is where the mana costs for cards are displayed. Spell, Fortress, Shrine, and Warrior cards all use mana costs to play the cards (except in the case of Spells, you may use either the energy cost or the mana cost to play them).  would, for example, cost one mana of any color and one white mana.

**Alignment:** Combat cards and Demigods have alignments. Alignment determines what side a card will readily fight for. There are three alignments: Aevos (white), Daevos (black), and Neutral. Refer to alignment in the glossary for more details.

**Attack (ATK):** This is a card's attack strength. Together, between energy and attack, they are represented by the shorthand of EN/ATK. This way, a Creature with 3 energy and 2 attack would be represented as a 3/2.


**Keyterms:** Keyterms are special abilities or effects that have been given names as a way of shortening the text on a card. It is assumed the play knows what abilities or effects a keyterm gives a card, unless the keyterm is relatively uncommon, in which case a reminder text may be printed to specify exactly what the keyterm does. The card always has this ability and does not lose it.









**Set:** The expansion or set that the card is from. Every set has a symbol associated with it.

**Rarity:** These symbols signify how rare a card is to pull out of a random booster. There are five rarities; common, uncommon, rare, super rare, and ultra rare. The rarer the card, usually the more powerful and valuable it is.


## KEY TERMS AND SYMBOLS

**Energy:** Energy works as the main 'currency' and life points (think HP) in D I V I N O. Energy is used to pay for things, but also serves as a card's life points. The source of energy is by default your Demigod, but cards can also add and remove energy as well.

When a card reaches 0 energy, it dies, unless it is a Demigod, in which it is only defeated if its controller has no combat cards in play. Energy that is spent to cast a card is lost, as well as any energy removed from cards in combat, or used to pay other costs. An energy cost of 2 would be represented by .

**Mana:** Mana is an optional way of paying for costs. Mana is produced by lands, as well as other cards. Mana that is produced goes into your mana pool, or where it is held until you spend it. There are 8 kinds of mana, one for each Plane:  Aevos,  Daevos,  Naga,  Elwynn,  Roth,  Alial,  S'drassa, and  Nara.

**Permanent:** Any card that is put into play when it resolves. These include Creatures, Naguals, Warriors, Lands, Relics, Fortresses, Shrines, and Orbs. Demigods are not permanents because they are neither played nor technically considered to be 'in play.' Deities are not permanents either for the same reasons. Spells are played, but they go directly to the discard pile when they resolve and therefore are not 'permanent.'

**Tapping:** Tapping is how a card is showed to have been used. To tap a card, turn it sideways. During your untap step at the beginning of your turn, you untap your tapped cards so that they can be used again. The symbol  means, "Tap this card." It usually appears as an activation cost.

**Target:** When a spell or ability contains the word, "target," you choose what the spell or ability will affect when you play it. The chosen target, however, must be an eligible target; if not, you must choose another target.

# CARD TYPES

## CREATURE

Creatures are permanents that can attack and block. You can play Creatures only during your main phases when the stack is empty.

Creatures have a casting cost/starting energy in the top left corner, and their attack power is on the left-middle of the card in a box. This Creature therefore is a 3/4. You must pay 4 from your Demigod or a Nagual to put it into play. It then comes into play with 4 energy. If it attacks another card, it will do 3 damage. If a card deals, say 1 damage to it, then it will have 3 energy left. Energy does not reset at end of turn. A Creature is destroyed when it has 0 energy left. Any energy costs that are present on a Creature card must be paid using the Creature's own energy.

A Creature cannot attack, tap, or use any of its abilities that require you to tap it unless you have controlled it since the beginning of the turn (see **Summoning Sickness** in the glossary).

Relic Creatures and Naguals are considered Creatures. Naguals are a specific type of Creature. Relic Creatures count as both Relics and Creatures. Therefore, they are able to be affected by anything that affects Relics *and/or* Creatures. Naguals are also affected by anything that affects Naguals *and/or* Creatures.



## DEITY

Deities are very powerful cards that can be summoned through their corresponding **Shrine**. They do not go in the main deck but are set aside outside the game until they are summoned. They are permanents, but cannot attack or block. By the same token, they cannot be attacked, and few cards are able to affect them.

Deities use **Loyalty** counters to operate. They come into play with the amount of loyalty counters in the bottom right. Each one has abilities that add or remove loyalty counters. The counters that are added or removed are specified to the left





of the ability. You can only activate these abilities once a turn, and only during the Main Phases. If an ability requires you to remove 7 counters, and the Deity only has 4, you cannot use the ability yet. When a Deity has 0 loyalty counters, it is removed from the game. It can be summoned again, however.

To summon a Deity, you must use its coordinating Shrine to enable you to summon it. To understand Shrines, refer to them below. Once a Shrine's summoning ability has been activated, you must pay the summoning cost for the Deity, which is right above its abilities. If you can't, you must wait until you can pay the cost. Deities do not go on the stack as they are not "cast," and therefore cannot be countered.

## DEMIGOD

A Demigod is the only card specifically required to play DIVINO. All other cards are technically optional. A Demigod acts as a stand-in for the player in game space. The Demigod is used to cast most cards and the object of the game is to defeat the other player's Demigod. A Demigod is a permanent, but cannot be removed from the game like other permanents.

When game begins, the Demigod starts the game with its **Starting Energy**, the number in the top left. At the beginning of each turn, the Demigod then energizes by putting the amount of energy counters on it equal to its current **Energize** rate. This energy is then used to play cards that can be played by paying an energy cost. A Demigod can also use its energy to activate Powers and Abilities. The cost to use that Power or Ability is then taken from the Demigod's current energy counters.



Demigods cannot attack, but they can be attacked and damaged. The goal of the game is to eliminate all of the Demigod's **Combat cards** and reduce its energy to 0. Once that happens, the Demigod is defeated, and the next Demigod in the stack comes up for play. If there are no other Demigods in the player's stack, the game is over and that player has lost the game. When Demigods are damaged by attacking Combat cards, they are able to deal some damage back to the attacking cards equal to their ATK power. How the damage is distributed is determined by the defending player. At the end of the combat phase, if a Demigod has no Combat cards in play and has 0 energy, it is defeated.

Demigods may also possess **Keyterms**, much like Combat cards. They work the same way as they do on Combat cards. The **Starting cards** of a Demigod are the cards that can be searched for at the beginning of the Demigod's first turn in place of drawing that number of cards. For instance, if a Demigod has 3 starting cards, you may search the deck for 1 of each of any number of those cards and draw cards up to 7 less the number of cards you searched for. You may also choose not to search for any starting cards and simply draw 7 cards. If it is the 2<sup>nd</sup> Demigod in your stack or lower, you can only choose to search for the starting cards. You cannot draw any additional cards.

Demigods also have two attributes that determine how much casting a specific card costs. One is the Demigod's **Plane**. If, for instance, the Demigod is Alial, any Alial card it casts what the energy cost is. If, however, the card is a different plane than Alial (except for Universal and Colorless), there is a **Plane Penalty** of 1 extra energy required to play the card. The other attribute is the Demigod's **Alignment**. The alignment is signified by the glowing orb below the mana bar. If the orb is white, the Demigod is Aevos-aligned. If it is gray, it is Neutral. If it is black/purple, it is Daevos-aligned. Whenever a Demigod plays a card requiring an energy cost and the card has a different alignment than the Demigod, there is an **Alignment Penalty** of 1 extra energy required to play the card. For this reason, it is best to play with a Demigod that is most similar to your deck, although adding in some cards of a different Plane/Alignment can be very advantageous.

## FORTRESS

Fortresses are the center of a Warrior-based deck. Fortresses are permanents and played using **Lands** as opposed to casting it using energy from your Demigod. The casting cost is specified by the Land symbols on the Mana Bar. Each symbol represents one Land of that type that is needed to be tapped in order to play the card. A symbol with a number means that many of any kind of Land can be tapped to pay the part of the cost.

Fortresses have energy and ATK and DEF. The energy in the top left is how much damage it can take. Fortresses can be attacked like Creatures. They also deal damage back when

they are attacked equal to their ATK, and are able to prevent damage in attacks equal to their DEF. The DEF is applied to each attacker, however.

Fortresses have **Starting cards** when they come into play, just like Demigods. This means you can search for the starting cards specified and put them into your hand when the Fortress comes into play. They also have bonus effects and abilities to boost your Warriors as well as additional Powers, Effects, and Abilities. Fortresses make getting a Warrior army going and playing them easier.

## LAND

Speaking of Land, Land cards are permanents but are not “cast.” They go into play on the battlefield immediately. Therefore, no player can do anything else in response. You can play lands only during your Main Phase when the stack is empty, and you can only play one land a turn.

Lands are used to play **Shrines**, **Warriors**, **Fortresses**, and most **Spells** have optional Land costs. All other cards must be played using energy from your Demigod.

Lands have implicit abilities to make Mana. Each **Basic Land** makes Mana of its respective type. Any other land that is not tied to a specific Plane is a **Nonbasic Land**.

## NAGUAL

Naguals are essentially Demigod-Creatures. They count as Creatures and thus, Combat cards, are different from Creatures in that they have pseudo-Demigod abilities. They function just like Creatures in that they can attack, block, be set in modes and so forth, but work like miniature Demigods because they have an **Energize** ability, starting cards, and Powers, Abilities, and Effects. You can also use their energy in place of your Demigod to cast cards. When a Nagual casts a card, all rules that apply to casting from a Demigod apply to the Nagual instead. This means that even though



you may have a Demigod with a different Alignment/Plane, you can cast the card using a Nagual of the same Alignment/Plane as the casted card and not have to pay the Plane/Alignment Penalties! Naguals however, are not affected by cards or Powers, Abilities, and Effects that affect Demigods, only Creatures or Naguals.

## ORB

Orbs are special cards that act like Aura Enchantments except that they can only be attached to cards with **Energize** rates. The enchanted permanent can only be enchanted with one Orb at a time. Orbs increase the Energize rates of the permanents they are attached to as long as they are attached. They also may have Powers, Abilities, or Effects that they may give the enchanted card. Orbs are paid for by paying the energy cost and work just like Aura Enchantments in that if the permanent leaves the battlefield, the orb goes to the discard pile. It does not remain in play unless it is enchanting a permanent.



## RELIC

Relics are permanents that stay on the battlefield after they are played and will have some kind of Power, Effect, or Ability that can be used or will static-ly alter gameplay. Like most other permanents, you can have up to 4 in your deck and multiple copies on the battlefield. Each one works independently. Most Relics have an energy cost of 0, and then energy must be paid later to use them typically. Some only have static effects.



The Relic subtype **Equipment** card is a Relic that can be equipped to a Combat card by paying an **Equip cost**. This will make the card more powerful and give it some kind of boost or Power, Effect, or Ability. If the Combat card leaves play, the Equipment doesn't—it stays on the battlefield.

## SHRINE

Shrines are permanents that work similar to Fortresses, but instead are centers for summoning **Deities**. Shrines have energy like Fortresses and can be attacked, but have no ATK/DEF. They are played by paying the Mana Cost on the Mana Bar. Each Shrine corresponds to a specific Deity, and you may have up to 4 Shrines in the deck.

Shrines help you gain **Approval** counters. Once enough Approval counters have been gained to summon the Deity, you must pay the Deity's summoning cost to summon it for use. Each Shrine is different, so the process for summoning each Deity varies.

## SPELL

Spell is a wide term used to refer to the magical incantations the Demigod uses. Spells come in a variety of subtypes, including **Sorceries, Instants, Enchantments, and Aura Enchantments**. Each spell has a specific effect, so you just follow the instructions on the card. Sorceries and Instants go into the discard pile after they resolve, and both Enchantments stay in play.

Spells can be played using either the Energy cost or their Mana Cost. Sorceries can only be cast during the Main Phases. You also cannot cast it when another card is on the stack. Instants can be cast at just about any time, including on your opponent's turn and in response to other cards being played.

Unlike Sorceries and Instants, Enchantments are permanents. Regular Enchantments stay on the battlefield much like Relics. Aura Enchantments come into play attached to and enchanting something else. When the Aura Enchantment is no longer able to enchant its target, it goes to the discard pile.

## WARRIOR

Warriors are Combat cards much like Creatures, except that they are played by paying their Mana cost and not their Energy cost. Otherwise, they function just like Creatures, except that they have DEF as well as attack. The DEF is only the total amount of damage prevented in an attack or block, and is not applied to each blocker.



# SECTION 3: TURN ORDER

Each player's turn consists of six **phases** which act like a series of checkpoints. These phases are sub-divided into mini-checkpoints called **steps**. Here is a breakdown.

## PHASE 1: BEGINNING PHASE

The beginning phase signals the start of your turn. Anything that happens at the “beginning of your turn” happens at this point, before any of the following steps happen.

- a. **ENERGIZE Step:** All cards that have ENERGIZE are energized during this step. Nothing else can happen during this step.
- b. **Untap Step:** Untap all your tapped cards during this step. No one can play any cards or activate any abilities during this step.
- c. **Upkeep Step:** Anything that triggers at the beginning of your upkeep goes on the stack. Instant Spells and activated abilities can be played or used during this step in response (not before).
- d. **Draw Step:** If you have 1 or more cards in your hand, draw 1 card. If you have no cards in your hand, draw 2 cards. Instant Spells and activated abilities can be played or used during this step in response (not before).

## PHASE 2: MAIN PHASE I

You can play every type of card and ability during this phase of your turn, but your opponent(s) can play only instants and activated abilities. You can play a land during this phase, but remember that you can play only one land each turn.

## PHASE 3: SET PHASE

During this phase, you may set combat cards (Creatures, Warriors, and Naguals) into either **Attack Mode** or **Defense Mode**. However, you cannot switch the modes of combat cards you played this turn (When you play a combat card, you choose what mode to put it into). No cards or abilities may be played during this phase.

## PHASE 4: COMBAT PHASE

- a. **Beginning of Combat Step:** Players may play Instant Spells and activated abilities during this step, but usually they don't.
- b. **Declare Attackers Step:** You decide which of your combat cards you are going to attack with (you can attack with any number). You do not have to attack. When a combat card is declared to be attacking, it becomes tapped. Combat cards with defender, cards that are already tapped, cards that have summoning sickness, and cards set in defense mode can't attack.

After you have declared your attackers, declare what cards they are going to attack. By default, combat cards attack the opponent's Demigod, but you can choose to have any number of your cards attack an opponent's combat cards that are set in attack mode. Cards that are set in defense mode cannot be attacked. If you are playing with more than 1 opponent, you may attack any number of players and/or combat cards.

Once you have finished declaring your attackers and what they're attacking, players can play Instant Spells and activated abilities.

- c. **Declare Blockers Step:** Your opponent(s) decide which of his or her combat cards will block your attacking cards. Eligible blockers include:
  - Cards set in defense mode
  - Cards set in attack mode that were not directly attacked by an attacking card.
  - Cards with summoning sickness are capable of blocking.

Cards that cannot block include:

- a. Cards that are tapped.
- b. Cards that have been attacked.

Each combat card can block only 1 attacker, but the defending player can have two or more cards block an attacking card if he or she wishes.

**\*Note:** If the defending player has all of his or her combat cards set in defense mode, then he or she **must** block with at least one of those cards.

Once the defending player is done declaring blockers, players can play Instant Spells and activated abilities.

- d. **Combat Damage Step:** This is when damage is dealt by combat cards.
- Unblocked attackers deal damage equal to their ATK to the defending player's Demigod.
  - Blocked attackers deal their damage to the cards they are attacking or being blocked by. If more than one card blocks one of your attackers, you decide how to divide your attacker's damage among the blockers.
  - Blockers and attacked cards deal their damage to the cards they're blocking. If a card has become tapped since it was declared as a blocker, it still deals damage normally.

If an attacking card was blocked at the declare blockers step, it doesn't deal any damage to the defending player. This is true even if all the blockers have left play.

Once you decide how combat damage will be dealt, the damage goes on the stack. After that, the damage is "locked in." It will be dealt even if some of the cards leave play.

Players may then play Instant Spells and activated abilities. If a card tries to deal damage to a card no longer in play, it can't and the damage isn't dealt.

- e. **End of Combat Step:** Players may play Instant Spells and activated abilities during this step, but usually they don't.

## PHASE 5: MAIN PHASE II

Again, you can play every type of card and ability during this phase of your turn, but your opponent(s) can play only instants and activated abilities. You can play a land during this phase if you did not play one during Main Phase I, but remember that you can only play one land a turn.

## PHASE 6: END PHASE

- a. **End of Turn Step:** Players may play Instant Spells and activated abilities during this step, but usually they don't.
- b. **Cleanup Step:** If you have more than seven cards in your hand, choose and discard cards until you have only seven. All "until end of turn" effects end. No one can play cards or abilities during this step.