

45-60
MIN

12+
AGE

2-4
PLAYERS

RULEBOOK

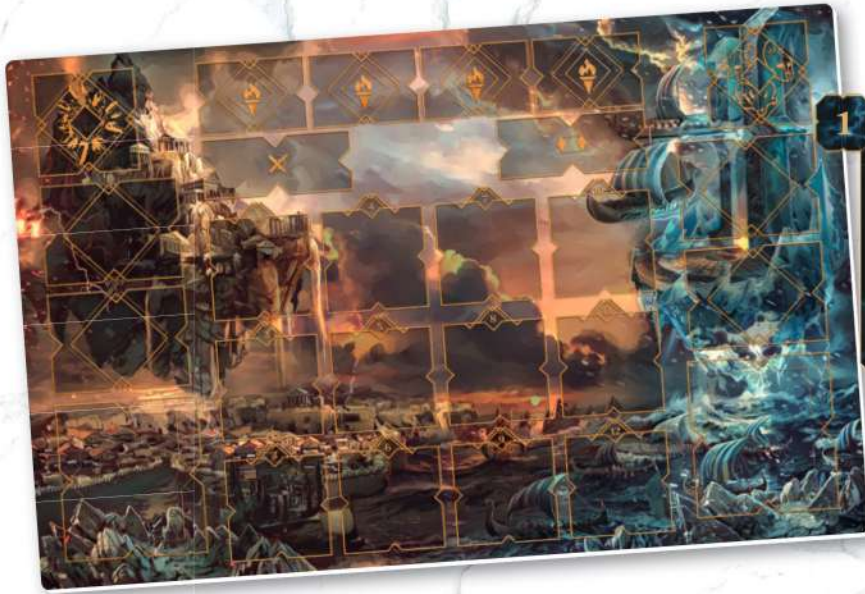


DIVINUS

FILIP MIŁUŃSKI

A Digital Hybrid Legacy game for 2-4 players

COMPONENTS



1 DOUBLE-SIDED MAIN BOARD:
one side for the base game (the one depicted), and the other side for the Shadow of the Yggdrasil expansion. The board shows spots to place Map tiles, God cards, and Quests

78 MAP TILES:



39 MAP TILES with a player-count and this icon on the back, and Terrains and Factions on the front



39 MAP TILES with a player-count and this icon on the back, and Terrains and Sacred Places on the front



4 DEMIGOD BOXES



1 ENVELOPE
with Sticker Sheets



24 DEMIGOD DICE
(6 of each player color placed in dedicated Demigod Boxes)



1 TARTARUS BOX
(a legacy box used to store components)

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

1 RULEBOOK

Divinus requires a free app, which you can download from Apple's App Store or Google Play Store. 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.



Android: 5.x **iOS:** 11

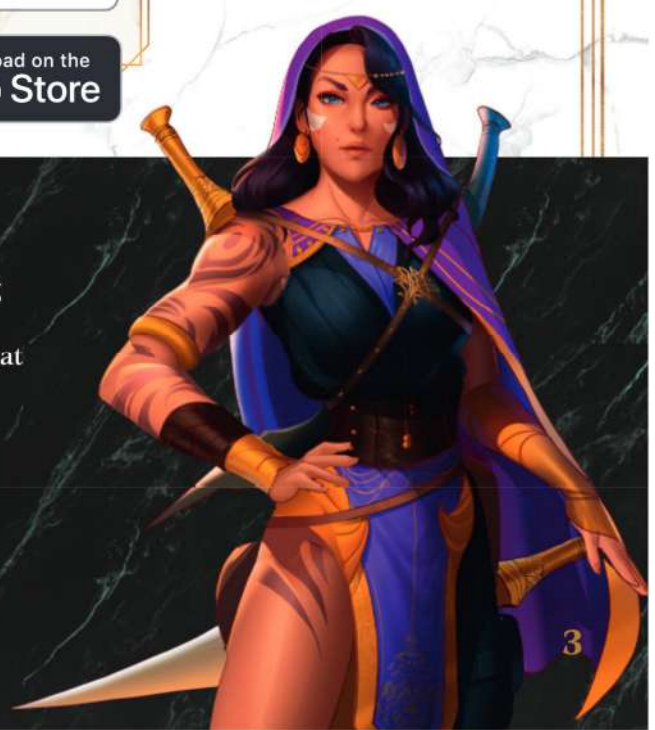
These minimal required versions might change in the future.



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 has been permanently changed through your choices in the campaign and allows for infinite replayability.

After playing through the campaign, you can either start playing Eternal Mode, or you can reset the game using a Recharge Pack (sold separately).




GOAL OF THE GAME

Players take on the roles of Demigods who witness the conflict between the Gods of the Greek Pantheon and the Norse 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** will be declared a Divinus - a new God—and the winner of the game.

GAME SETUP

- 1 Place the main board in the middle of the play Area.
- 2 Return Map tiles to the game box, depending on the number of players:
 - ◆ **2-player game:** return all tiles with a **3+** or **4** to the game box.
 - ◆ **3-player game:** return all tiles with a **4** to the game box.
 - ◆ **4-player game:** use all tiles.

- 3 Shuffle all of the remaining tiles with this  icon together, and place them in a face-down pile on the matching spot .

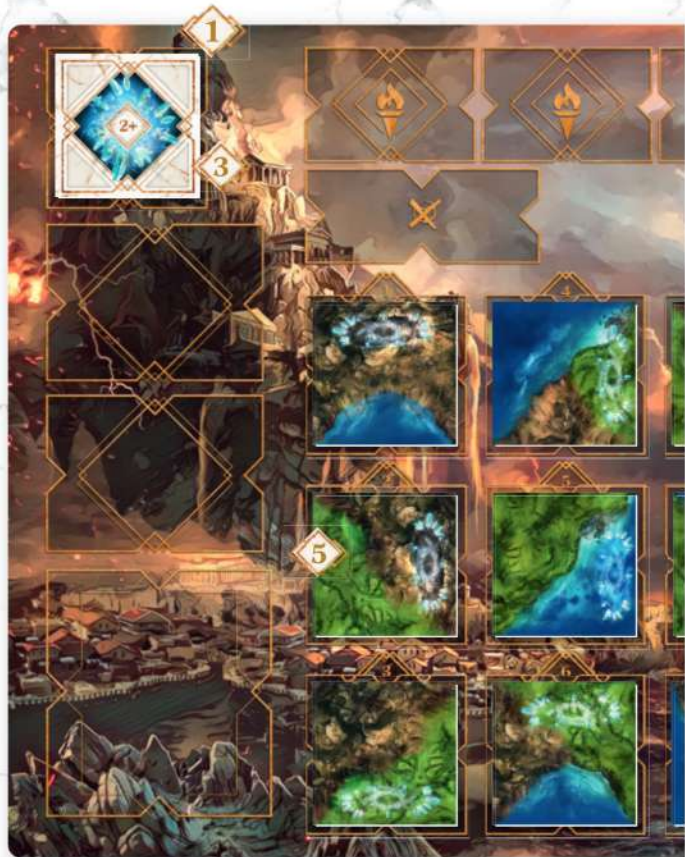
Sticker 11.10

- 4 Shuffle all of the remaining tiles with this  icon together, and place them together in a face-down pile on the matching spot .

Sticker 11.11

- 5 Place a total of 12 Map tiles face up on the main board as follows:
 - ◆ Take 6 tiles from the left stack  and place them face up on spots **1-6**, one on each spot.
 - ◆ Take 6 tiles from the right stack  and place them face up on spots **7-12**, one on each spot.

Sticker 9.06



*These 12 initially-placed tiles can **not have a scannable Location**; if any does, replace it with another tile from the corresponding stack. Afterward, shuffle any tiles with a scannable sticker back into their stack. (Before your first game, no scannable stickers have been applied yet.)*

6 Before the first Scenario, open Scenario box I . In future games, the App will instruct you which Scenario box(es) to open.

7 Each player chooses a color to use for the entire campaign, then takes the Demigod box of their color and the 6 dice inside. During all future games of this campaign, each player will continue to use their chosen color, box, and dice.

Each player returns some of their dice to the game box, depending on the number of players:

- ◆ **2-player game:** all 6 remain in play
- ◆ **3-player game:** each player returns 1 die (5 remain in play)
- ◆ **4-player game:** each player returns 2 dice (4 remain in play)



On your Demigod box you can find:

- ◆ Spot for Demigod "Name" (same as in App)
- ◆ Spot for Titles (gathered by Demigod during campaign)


Sticker 8.06

Sticker 7.05

8 Open the game App on your device and select "Start New Game" / "Continue campaign", then follow the displayed instructions.

9 Each player rolls all of their dice:

- ◆ **Only for the first Scenario,** the players roll dice to determine the player order. The lowest total is the first player and

takes the first player meeple , the second lowest total is the second player, and so on. Tied players re-roll their dice to resolve their tie among themselves. We suggest players sit in clockwise turn order.

- ◆ Each player places their rolled dice in front of themselves (maintaining their rolled faces). These are your **Ready dice**. Players may use Ready dice to perform various Actions.

The starting player is determined by the App from the second Scenario on.


If you roll the 3/6 die face (which was applied as a sticker during setup in the app), when you use it, you can choose to use this die as either a 3 or 6.


HERO DRAFT




EXPLORING THE APP

After the Scenario is set up, the App will have 3 main utility sections: **Scan or Select, Gods' Favor, and Quests.**

Each time player Explores a tile with Location sticker e.g.  That player goes into this section of the App:

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

 Tap **Gods' Favor** to display the Gods' Favor toward each player.



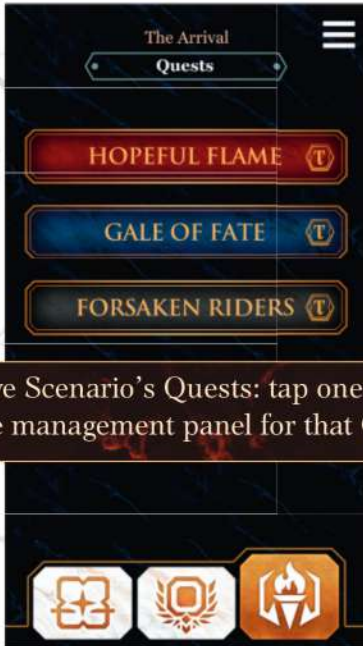
Tap here to scan a sticker

Manual Selection:
Tap to enter a selection without scanning

Each time player fulfills a Quest during a Scenario that player goes into this section of the App:



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



Active Scenario's Quests: tap one to enter the management panel for that Quest.

Greek Favor rank column. Norse Favor rank column. Total Favor rank column.



FAVOR AND PANTHEON FAVORITE

The amount of Favor each player has gained during the campaign is tracked by the App in the total Favor column. During a single Scenario, players can collect Greek Favor, Norse Favor, and Total Favor. At the end of the Scenario, after all Favors have been awarded, the player with the most Favor with a Pantheon is considered to be their Favorite (now and for the next Scenario). Pantheon Favorites are selected at the end of each Scenario. Being a Pantheon's Favorite may give various benefits to a player.

You can **never** be the Favorite of two Pantheons at the same time. If at the end of the Scenario, a player is the single leader of both Pantheons, they must choose one Pantheon and be its Favorite. The unchosen Pantheon will then have no Favorite for the next Scenario.

To be a Pantheon's Favorite, you **must be the single player with the most Favor for that Pantheon**. If multiple players are tied for the most Favor of a Pantheon, no one becomes that Pantheon's Favorite for the next Scenario.

Finally, add each player's Greek and Norse Favor to their Total Favor, then reset their Greek and Norse Favor to zero.



Example: Green is at the top of the Greek Favor column because they have the most Greek Favor with 7. Blue is in second place with 5, followed by Purple in third place with 2 Favor. Green is the Greek Pantheon's Favorite because they are the single player with the most Greek Favor.



On the Norse Favor column, Purple and Blue are tied for first place with 7 Favor, and Green is in third place with 4. There is a tie between Purple and Blue players in total Norse Favor, so the Norse Pantheon has no Favorite.

Finally, all Greek and Norse Favors are added to the players' respective Favor totals, then Greek and Norse Favor are all reduced to 0.

GAMEPLAY

The game takes place over a variable number of rounds. In each round, players each take a turn, in determined order. The player with the first player meeple takes the first turn.

YOUR TURN

On your turn, you **must** perform one Main Action, and you **may** perform one Demigod Action (before or after your Main Action).

During the first Scenario, you only do Main Actions. Demigod Actions will appear in future Scenarios!

GAME END

If a player finishes building their Map (the grid specified in the Scenario is filled completely), the game ends at the end of the round (i.e., after all players have had the same number of turns).

Additionally, if all players each Rest 2 times in a row, the game immediately ends (without finishing the round). All endgame scoring will be guided by the application step by step.



MAIN ACTION: EXPLORE

Use your dice to take a Map tile and add it to your Map.

To Explore, perform the following steps in order:

- 1 Choose one or more of your Ready dice:
 - ◆ For each of these chosen dice, **add or subtract** their individual values together into a total positive value.
Example: If you choose two dice of values 5 and 2, you can treat them as having a total value of $7 = 5+2$ or $3 = 5-2$.
- 2 Take the Map tile from the numbered space that matches the chosen dice total value, then place these dice on the newly vacant spot.
- 3 Place that taken Map tile onto your Map (following Map placement rules p.11).



Example: To take the Map tile from space 7, you could use two dice with 6 and 1, since $6+1 = 7$.

Example: To take the Map tile from space 10, you could use three dice with 2, 6, 6, since $6+6-2 = 10$.

USED DICE:

Dice placed on the main board are unavailable for further Actions. You can make them Ready again by performing a Rest Action (p.12).

Sticker 8.02

MAP TILES

All Map tiles are square and contain two or three types of terrain:

- ◆ Plains
- ◆ Mountains
- ◆ Seas



Map tiles are divided into two main groups:



◆ Tiles with Faction icons contain one or two Faction icons.



Vikings



Greeks



Barbarians



◆ Tiles with Sacred Places contain one Sacred Place and no Faction icons.



Sacred Place



YOUR MAP

Your Map usually consists of up to 16 **visible** tiles, displayed in a **4×4** square grid. The App or a specific rule sticker will inform you about any changes to your Map's grid size.

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

- ◆ Each new tile must touch an existing Map tile side to side (not only at corners).
- ◆ All adjacent pairs of tile sides must have matching Terrain types.
- ◆ Your Map can never extend beyond a 4×4 square grid. E.g. you can never have a row or column with 5 tiles, unless specific rules allow this later in the campaign.

Until you place your second tile, your first tile may be rotated in any direction.

OVERBUILDING



When adding a tile to your Map, you can alternatively choose to **place it on top** of an existing tile (which becomes no longer visible):

- ◆ Adjacent pairs of tile sides must always have matching Terrain types, but a tile can otherwise ignore the Terrain and symbols on a tile it is covering.
- ◆ You cannot overbuild an already overbuilt Map tile.
- ◆ You cannot overbuild a tile with any non-sticker component on it.

Example: Filip has this Map with 6 tiles. After obtaining this 7th tile, he can place it on any spot marked **OK**.

A: Here it could match the terrain of the adjacent tile side, but it would extend beyond the permitted 4×4 grid.

B: Here it cannot match all the adjacent sides' terrains.

C: Not aligned with an existing tile.

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



Sticker 9.02

AREAS

An **Area** is a connected larger region of a single terrain type spanning two or more tiles. To create an Area, a player must connect more than 1 tile with a continuous terrain spanning them.

There are three Area types:



Wild Area: A wild Area icon can be found on some Quests and Gods. Any Area type can be used to meet the requirements of a wild Area icon.



Plains Terrain



Seas Terrain



Mountains Terrain

Terrain: Regardless whether it's on only 1 tile or part of a larger Area.



This Map has a 2-tile Mountains Area, a 5-tile Plains Area, a 3-tile Seas Area, and a 2-tile Seas Area.

MAIN ACTION: REST

Resting makes your Used dice Ready, so you can use them again. To Rest, do the following steps in order:

1a

Sticker 6.02

1b

Take all your dice and roll **all** of them, **both Used and Ready**, and place them in your Ready dice Area, keeping their rolled results.

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

1c


1d


Sticker 7.07

2

Sticker 8.05

Refill all empty Map tile spaces from which you removed your dice in numerical order from lowest to highest.

◆ Fill spaces **1-6** from the top of the  stack.

◆ Fill spaces **7-12** from the top of the  stack.

If you need to fill from an empty stack, fill from the other stack instead.

Anytime you fill an empty spot on the main board with tiles, or replace any tile on the main board with a tile from a stack, you must draw from that spot's corresponding stack. You can use the other stack only if the spot's corresponding stack is empty.

Sticker 8.04

DIE STICKERS:

During the game, when you are instructed to apply a die sticker:

Apply it to **any** face on **any** of your dice (Ready or Used). If the face already has a sticker, remove that old sticker before replacing it with the new sticker.

◆ Do **not reroll** a die after doing so (place the die back showing the same face it originally had). If you put the sticker onto the die's top face (i.e. the current result), then the new sticker's value is now available instead of the old covered value.

DEMIGOD ACTIONS

On your turn, you **may** do one Demigod Action. You must do it before or after your Main Action. You cannot interrupt an Action with a different Action. Some Demigod Actions can only be done with specific Main Actions.

THE FOLLOWING DEMIGOD ACTIONS ARE AVAILABLE:

Sticker 11.01

Some abilities allow you to refresh Used dice. When you refresh dice that are on the main board, take them and re-roll them into your Ready die pool, then immediately place a new Map tile in each empty spot from which you just removed the last die.

If multiple players are to refresh dice at the same time, start with the player who is currently taking their turn, then continue one player at a time in turn order.

Refill each vacant space with a tile immediately after each die is removed from the board. This is unlike a Rest Action, where vacant spaces are filled in numerical order after all dice are refreshed.


Sticker 10.03


Sticker 6.04

QUESTS

Quest cards are revealed at the beginning of a Scenario. Fulfill a Quest's requirement to gain Favor with its indicated Pantheon. All players can pursue all Quests during a game, but it is a race: only the first player to fulfill a Quest will gain its reward and do the steps below.



If both Pantheon's are shown with , either you can choose, or how you fulfill the Quest decides which Pantheon's Favor you gain (not both).

Title icon: If you fulfill a Quest showing a , you become the Title Bearer for a Location! See page 16 for more information about being a Title Bearer.

The narrative choices enabled 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 image of the player who fulfilled it.
- 4 Follow the instructions shown by the App.
- 5 Unless instructed otherwise by the App, discard the fulfilled Quest card to the Tartarus box.

*If a player ever simultaneously completes 2 or more Quests (or they simultaneously Explore a Location and complete 1 or more Quests), the player **chooses the order** to resolve them. Fully resolve each completed Quest or Exploration before starting to resolve the next one.*

STICKERS

There are several types of stickers that you can add to game components during the game:



FACTIONS



Sticker 7.04



SCANNABLE LOCATIONS
& TITLES



ARTIFACTS

FACTION STICKERS

Represent the Factions existing in the world of Divinus:



Vikings



Greeks



Barbarians

Sticker 7.06

SCANNABLE LOCATIONS




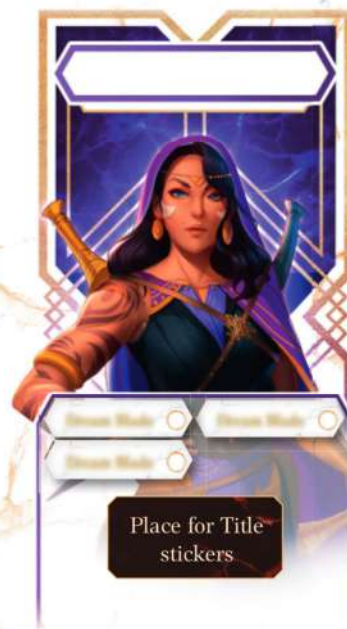
These stickers represent the various Locations you can visit while Exploring Map tiles. Each time you Explore a tile that has a Location sticker on it, you must scan it (or select it in the App), then read the displayed narrative.

*You only scan a Location when you **Explore** the tile, not when you first apply the sticker.*

Location stickers may appear in the game for various reasons (usually as a consequence of story decisions or completing a Quest).

Title and Title Bearer

Many Locations are linked to a Title . If you apply a Location sticker to a Map tile that has an associated Title, you become the **Title Bearer** of that Location for the remainder of the game and campaign. A Title Bearer has a special bond with their linked Location. Each time any player Explores a tile with a Location, that Location's Title Bearer receives a special reward. The bond between a Location and the Title Bearer is so strong that even if another player visits this Location, both the visiting player and the Location's Title Bearer receive the reward (in visiting player turn). When you gain a Title, apply the Title sticker to its dedicated spot on the front of your Demigod Box.



Sticker, 10.01

ARTIFACTS



Artifacts can be found in Wayland's Workshop and as a reward from Locations/Quests.

At the start of Campaign, each player has 2 Artifact slots on the back of their Demigod box. If you take an Artifact

from Wayland's Workshop, you **must** apply it to your Demigod box: either to an empty Artifact slot OR on top of an Artifact already applied to your box (completely covering it).

If you get an Artifact as a reward, **you may** apply it (same rules as above).

Some Artifacts can be upgraded. If so, they have an upgrade slot on the top half an ability (marked in gold) that will be upgraded if so.

Every time you perform an Artifact ability or when you get an ability as a reward (from Quests, Locations etc.) you **may** use it. You **may** always choose to use part of that ability. eg. "Reroll 2 dice" can always be used as "Reroll up to 2 dice".



APPLYING STICKERS ON TILES

Each tile has 3 slots for icons. (These "slots" are not specific physical locations on tiles, but are a limit of how many icons can fit on a tile.)

 Each **Faction** uses **1** slot.

 Each **Sacred Place** uses **2** slots.

 **Sticker 9.03**

 Each **Scannable Location** sticker uses **1** slot and can be placed only to a tile with a **visible** Sacred Place.

 **Sticker 9.04**

 **Sticker 7.01**

Examples:



Room for **one** more Faction icon sticker (but no Temple or Location, since they must be with a Sacred Place).



Room for two Faction icons.



No more room for a Faction, and a Temple cannot be placed on the Sacred Place because there is a Location here.

Sticker 11.05

Applying Stickers:

Stickers must be fully contained within the boundaries of a **single Terrain type** on a single Map tile. Stickers cannot hang off a tile or cover multiple Terrain types.

When Instructed to Replace a Sticker with a New Sticker:

To replace an old sticker with a new sticker, always remove the old sticker first, then apply the new sticker where the old one was.

Do not Scan a sticker when you apply it (you scan a Location when you **Explore** its tile).

You can **not cover** any part of another symbol or sticker (unless a new rule allows this).

No Legal Sticker Placement

If you cannot legally apply a sticker to any tile in your Map, you must instead apply it to a legal tile (of your choice) in any other player's Map. If you still cannot apply it legally, apply it to any legal Map tile on the main board. If you still cannot apply it, draw tiles from a stack until you draw a tile onto which you can place it, then shuffle that stack, then put the stickered tile on the bottom.

MONSTERS

Sticker 11.02

Sticker 6.01

Sticker 9.01

HEROES

Sticker 7.09

Sticker 6.03

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 Gaia and Ymir. During the game, you can work to meet the Gods' goals to gain their Favor! These 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 God's goals is scored separately.

Most: have the **greatest number** of Areas of the indicated type. Remember that an Area must span 2 or more tiles.

Largest: have an Area of the indicated type that spans the **greatest number of Map tiles**. You may 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 player who won the goal gains the **I** Favor, and the second-place player gains the **II** Favor.

In a 2-player game, the winner gains the **II** Favor (and no one gains the **I** Favor).

Resolving Ties

All God card ties are resolved in the same way:

- ◆ If there is a tie for 1st place, each of those tied players gains the full 1st place reward, and there is no reward for 2nd place.
- ◆ If there is one single winner and 2 or more players are tied for second place, each of those tied players gains the full 2nd place reward.

Sticker 7.08

Sticker 8.03

GAME END

When any player completely fills their Map grid (Exploring to place their final Map tile), the game ends at the end of that round, after each player has taken the same number of turns. **Alternatively**, if all players each Rest 2 times in a row, the game immediately ends.

The game may end with some players not having a full Map. Uncompleted Quests give no rewards, even if they have Demigod Markers on them.

Tap the “Finish Scenario” button in the App to trigger the End of the game; input which player fulfilled each of the God’s goals (to award Favor; see page 23); then the Scenario outro will be shown.

SCORING FAVOR

1 Filled Map Grid

Each player who has a completely filled Map grid at the end of the game gains 1 additional Total Favor.

2

Sticker 7.02

2a

Sticker 7.03

3 Gods

Each God has their own scoring requirements, but only the players who accomplished a God’s requirement the best gain 2 Favor in that God’s Pantheon.

In the first Scenario, there are only 2 Gods to score. In each subsequent Scenario, there will be 4 or more Gods. The app will tell what order to score the Gods.

◆ The players in 2nd place for a God's requirement gain 1 favor in that God's Pantheon. (No reward for 3rd and 4th place.)

In a 2-player game: Only 1st place is rewarded, gaining 1 Favor.

Tie: If there is a tie for 1st place, each of those tied players gains 2 Favor, and there is **no reward for 2nd place.**

In a 2-player game: Both players gain 1 Favor.

If there is a single winner, but a tie for 2nd place, the winner gets **2** Favor, and each of those tied players gains **1** Favor.

You must have at least one contribution/requirement met to score any Favors for God scoring.

◆ **1** Map scoring example:

Zosia finished the game by adding her last tile to complete her 4x4 Map grid. For finishing her Map, she gains **1** Total Favor.

Zosia's Map has:

- ◆ 3 Seas Areas (sizes 9, 2 and 2)
- ◆ 3 Plains Areas (sizes 6, 3 and 2)
- ◆ 3 Mountains Areas (sizes 3, 3, and 2)



Anna did not fill her entire Map (so she does not gain **1** additional Total Favor). Her Map has:

- ◆ 4 Seas Areas (sizes 6, 2, 2 and 2)
- ◆ 2 Plains Areas (sizes 4 and 2)
- ◆ 4 Mountains Areas (sizes 5, 4, 2 and 2)

Filip did not fill his entire Map (so he does not gain **1** additional Total Favor). His Map has:

- ◆ 2 Seas Areas (size 4 and 3)
- ◆ 1 Plains Area (size 9)
- ◆ 3 Mountains Areas (size 5, 2, and 2)



Sticker 10.02**How to Score Gaia and Ymir (for this 3-player game):****Gaia Scoring Example:**

For **most** Seas Areas, Anna gains **2** Greek Favor and Zosia gains **1** Greek Favor.

For **most** Mountains Areas, Anna gains **2** Greek Favor, and because there is a tie for second place, Zosia and Filip each gain **1** Greek Favor.

Ymir Scoring Example:

For the **largest** Seas Area, Zosia gains **2** Norse Favor and Anna gains **1** Norse Favor.

For the **largest** Mountains Area, Anna and Filip each gain **2** Norse Favor; because of the tie for 1st place, no one gains any Norse Favor for second place.

So in total,

- ◆ Anna gains **4** Greek Favor and **3** Norse Favor,
- ◆ Zosia gains **2** Greek Favor and **2** Norse Favor,
- ◆ Filip gains **1** Greek Favor and **2** Norse Favor.

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. If you choose to stop and pack away the components, take all components belonging to a player at the end of the Scenario and place them inside that player's Demigod box (until specific rules say different; Map tiles do not belong to players between Scenarios).

When you resume the game, the application will always start at the time of the last save of the game. In addition, the application itself will automatically launch another campaign Scenario.

DON'T READ ANY FURTHER UNTIL THE APP DIRECTS YOU TO A SPECIFIC PARAGRAPH!

1 ARTIFACTS



Stickers available in some Scenarios during the campaign that provide special, unique powers and abilities to the players who possess them. Artifacts can be gained by visiting Wayland's Workshop during a Demigod Action, and they can also be received as a reward for certain Quests or a Clash of Gods.

Some Artifacts can be upgraded during the campaign. If an Artifact has a free upgrade slot, you can upgrade it using the "Artifact upgrade" ability. The Artifact upgrade ability can usually be found as a reward after visiting a Location or fulfilling a Quest. Artifacts have 0 or 1 upgrade slots.

Artifacts can be placed only on dedicated unlocked spaces on the Demigod Box backside.

X → Y means you can use each X as Y instead.

(Example: → means you can treat as or or or .)

X = Y means you can use X and Y interchangeably

(Example: = means you can treat as or or or .)

2 SCANNABLE LOCATIONS



During the Divinus campaign, many situations can lead to the creation of a Location. Each Location in the game appears in the form of a scannable sticker with a number. The number allows you to use the sticker without scanning, and it also reminds you which Title is linked to the sticker.

3 RECEIVE AND SCAN A LOCATION STICKER

When you receive a Location sticker, you must immediately apply it to a tile in your Map. You must follow all rules for applying a sticker (p.18-19). Each Location can be scanned only once per Scenario, when a player Explores its tile. **(Don't scan when applying the sticker onto the tile.)** After scanning a Location, the player who Explored the tile containing this Location will be faced with a story choice. As a result of players' decisions, Locations may change and even be destroyed!

When Exploring a tile with a Location, you may be rewarded in a variety of ways, such as: dice rolls, dice refresh, Artifact upgrades, dice stickers, and much more.

4 MAP TILES



There are two types of Map tiles: those with a Sacred Place , and those with Faction icons . Both types have their own draw stack and are placed on specific spots on the main board. Once Explored by a Main Action, you must place the tile in your Map grid following all the rules of Exploration.

5 FIRST MAP TILE

Your first Map tile can be rotated and placed as you wish.

6 DEMIGOD MAP TILE

Each player may earn one special Demigod Map tile during the campaign. When you gain a Demigod Map tile, put it into your Demigod box. In each future game, if you own a Demigod Map tile, immediately before you take your first turn of the game, Explore your Demigod Map tile for free (using no dice) and place your Hero on it.

7 TITLES



Some Locations (from Quests marked with and events like Clash of Gods) give players a Title. A Title is always a sticker with the same number as the Location sticker it is associated with. When a player receives a Title, the App will tell you where you find and apply it. Players can hold any number of Titles at the same time. A player with a Location's Title is called the Title Bearer when the tile with that Location is Explored (scanning and making story decisions related to it).

You can ask other players to call you by your Title.

8 TITLE BEARER

A Location's Title Bearer has its sticker (with the matching number) on their Demigod box. When that Location's tile is Explored, the Title Bearer is rewarded. The Title Bearer is rewarded no matter which player Explores the Location. The reward may vary, depending on whether the Title Bearer Explores their own Location, or another player does so.

9 DICE



9.1 Pantheon Dice:

1 Greek and 1 Norse Pantheon Die appear at the end of the second Scenario. If a player is a Pantheon's Favorite at the end of a Scenario, they gain that Pantheon's Die to use during the following

Scenario. A Pantheon without a Favorite returns its Pantheon Die to the game box. (Recall that a tie for most Favor means the Pantheon has no Favorite.) Pantheon Dice are re-rolled as usual during a Rest Main Action (or by specific Pantheon Die abilities) and can only be used for the Demigod Action "Use Pantheon Die".

If a Pantheon had no Favorite and its die was removed, that Pantheon will still determine a Favorite as usual at the end of the next Scenario.

You can never lose a Pantheon Die during a Scenario, and you may never apply any sticker to a Pantheon Die unless an Action explicitly says so (this can only happen after a Clash of Gods).

Pantheon dice cannot be targeted by any abilities.



9.2 Demigod Dice:

Depending on player count, each player has 4-6 Demigod Dice. Demigod Dice are the main resource during play. You can use them to pay for Main and Demigod Actions. You can upgrade them by applying die stickers on them.



9.3 Pythia Die:

A special die that may appear at the end of each Scenario, starting with Scenario 2. The Pythia Die is a regular 6-sided die with 1/2/3/4/5/6. The Pythia Die is considered a "Demigod Die" for all abilities and Actions in the game, except stickers may not be applied to it. At the end of each Scenario, players should check which player meets the conditions to gain the Pythia Die: if there is a unique player with the lowest Total Favor, and this player is 5 or more Favor behind the player with the highest Total Favor, then this player gains the Pythia Die.

At the start of the next Scenario, this player rolls the Pythia Die with their Demigod Dice.

If there is a tie for lowest Total Favor, or the lowest score is less than 5 Favor behind the leader, then no player gains the Pythia Die (return it to the game box).

10 DEMIGOD ACTIONS

During each of your turns, you must do one Main Action (Explore or Rest), and you may do one Demigod Action before or after your Main Action. Some Demigod Actions must be done with a Rest Action. All other Demigod Actions can be done with any Main Action.

10.1 GAIN AN ARTIFACT OR DICE STICKER

Only during a turn that you Rest Only, you may use 1 Ready die to visit Wayland or Hephaestus to gain one sticker.

Apply the sticker you gained as follows:

10.1.A GAIN AN ARTIFACT FROM WAYLAND

If you choose an Artifact from Wayland's Workshop, you must apply it on your Demigod box. You cannot purchase an Artifact just to discard it from the game.

Some Artifacts can be upgraded. If you cover an upgraded Artifact with a new Artifact, the old Artifact's upgrade is lost!

Artifact sticker: Apply it to your Demigod box: either to an empty Artifact slot OR onto an Artifact that's already on your box (completely covering it).

10.1.B APPLY A DICE UPGRADE FROM HEPHAESTUS

If you choose to gain a die sticker **before** you Rest, place this sticker nearby. You must apply it **after** you roll all your dice (including the die you used to gain the sticker).

If you choose to gain the sticker **after** you Rest, you do not again reroll the die you used to gain it.

Die sticker: Apply it to any face on any of your dice (already stickered or not). You may apply a die sticker to a face-up (or not) die face, and the die may be Ready or Used. In any case, the die keeps its same orientation (i.e. do not reroll it), and it keeps its same Ready or Used state.

10.2 USE A PANTHEON DIE

Use a Pantheon Die you own to perform its ability. After you resolve the Pantheon Die's effect, move it to the Used dice section on the main board.

*Anytime you swap or exchange tiles with the top of a Map tile stack, put all drawn unused tiles or tiles chosen to swap on the **bottom** of the corresponding Map tile deck in any order.*

*A Pantheon Die can't be the target of any ability except the "Set Pantheon Die face" ability on **this** Pantheon dice itself.*

Flip: Turn one of your Ready dice over, so that its bottom face becomes its top face.

Refresh: Take one of your Used Demigod or Pythia Die (if you have it), reroll this Used die, and put it into your Ready dice pool.

Refresh is not a "Rest Action", and you can never refresh Pantheon dice.

Reactivate: Take one of your Used Demigod or Pythia Die and put it into your Ready dice pool with the same face up, without rerolling it.

Set: Change this Pantheon Die to the result you wish. This die stays ready.

Swap: Interchange two orthogonally adjacent tiles with no non-sticker components on them on the main board.

Rearrange: Remove a tile from your Map that does not separate your Map into more than one connected set of tiles. Rotate this tile as you wish, then place it anywhere in your Map following all normal placement rules.

You can not:

- ◆ Remove an Overbuilt tile
- ◆ Overbuild using this tile
- ◆ Remove a tile that has non-sticker components on it (meeples/miniatures/tokens/tiles).

10.2.A

GREEK PANTHEON DIE:



Reroll 2 dice. Use this die to reroll up to 2 different dice (once each), from your ready Demigod Dice.



Flip 1 die. Use this die to flip 1 of your ready Demigod Dice.



Refresh 1 die. Use this die to take one of your Used Demigod Dice, reroll this Used die, and put it into your Ready dice pool.



Flip 2 dice. Use this die to flip up to 2 of your ready Demigod Dice.



Refresh 2 dice. Use this die to take up to 2 of your Used Demigod Dice, reroll these Used dice, and put them into your Ready dice pool.



Refresh a row or column. Refresh all players' dice in a single row or column of numbered board spots. You choose the row or column. Players must refresh their dice. Refill the empty board spots with tiles.



Reactivate 1 die. Take one of your Used Demigod Dice and put it into your Ready dice pool with the same face up (do not reroll it).



Reroll any number of your ready Demigod Dice. Choose which ones to reroll, then roll them all at once.



Set this die. Change this die's face to one of your choice. This die stays Ready.

10.2.B

NORSE PANTHEON DIE:



Swap the 2 Map tiles on 2 orthogonally adjacent main board spots.



Exchange one tile on the main board with the top tile of that tile's stack of Map tiles (if this stack is empty, then take the top tile of the other stack, but return the tile from the board to its original stack's space).



Rearrange a tile in your Map (you can change its position and its orientation). The result must meet all tile exploration rules.



Swap 2 Map tiles on 2 main board spots in the same row or column. They do not need to be adjacent.



Replace a tile on the board with one of 2 tiles drawn from that tile's stack of Map tiles. Put the replaced and unused tiles on the bottom of that stack. (If the stack has only 1 tile, draw only that 1 tile. If this stack is empty, then take the top tile of the other stack, but return the tile from the board to its original stack's space).



Pick a row or column. Select any tiles in it, then replace each selected tile with a new one from its stack in order from lowest Tile Spot number. Then put the replaced tiles on the bottom of their matching Map stacks, in any order (pick tiles to replace once and before you start replacing).



Choose a Map tile on a numbered board spot; the tile **must not have a Location**. Next, name a type of Map tile icon (e.g. Faction: Greek, Norse, Barbarian, Sacred Place, Temple, Location). Draw tiles one by one from that spot's corresponding stack, until you reveal a tile with your named icon. Swap this revealed tile with your chosen tile. Shuffle all other revealed tiles and the swapped tile back into each tile's matching stack. If there is no tile with the type you picked, reshuffle the revealed tiles, and nothing else happens.



Draw 2 tiles from the top of a Map stack of your choice. You may use one of these drawn tiles to overbuild a tile on your Map (following the usual placement rules). Put the unused tile(s) back on the bottom of the same stack.



Set this die. Change this die's face to one of your choice. This die stays Ready.

10.3

MOVE HERO

Use a Demigod or Pythia Die to move your Hero up to as many Areas on your Map as the die's number. Place your Hero on one terrain type of your choice on the destination tile. Your Hero is considered to be on this single Terrain type (regardless of how many other Terrain types are on this tile).

The Hero must end their move on a different Map tile from where they started. I.e. a moving Hero cannot simply change to a different Terrain on the same tile.

10.4 FIGHT MONSTER

Use one or more dice with total value exactly the same as the number on an empty Monster fight spot and put your Demigod Marker on it. A fight spot can have only one marker.

10.5 NECTAR DIE FACE



3

Use a Demigod Die **showing** the Nectar Die face to Refresh 2 of your **other** dice. (A Nectar Die can instead be used during an Explore Action as a regular Demigod Die using its number.)

11 HEROES

Players can use maximum of one Hero during Scenario (unless any rules say otherwise).



11.1 PROMETHEUS

Prometheus's Faction **changes** each time he moves. When Prometheus first comes into play (on your first Explored tile), place a Demigod Marker above the Faction icon **of your choice** on Prometheus's card to indicate his current Faction. Each time Prometheus moves (any number of spaces), you **must** move your Demigod Marker to a different Faction.

Prometheus counts as a Faction icon (of his current Faction) for resolving Quests, Consecrations of Temples and God's scoring.



11.2 ATALANTA

Pick up one tile that is adjacent (orthogonally or diagonally) to Atalanta's meeples, then freely rotate and place this tile onto any empty spot adjacent (orthogonally or diagonally) to Atalanta's meeples. You cannot overbuild when doing this, or take an overbuilt tile. You must follow all tile placement rules (page 11).



11.3 PERSEUS

Each time any number of Faction icons are added to the same Area as Perseus's meeples, Refresh 1 die.

Example: You apply a Faction sticker to Perseus's Area, so Refresh 1 die. Later you add a Map tile with multiple Faction icons on it to Perseus's Area, so Refresh 1 die.

This also works if you connect two separate Areas of the same type and join them together into one larger Area.



11.4 HERACLES

When Exploring a tile that you will place adjacent (orthogonally or diagonally)

to Heracles, you may raise or lower the base price of this tile by the number of **all** icons on that tile. If the lowered price is less than 1, then that lower price cannot be used. Heracles counts all visible icons both printed on the tile and stickers, including Faction icons, Sacred Places, Temples, and Locations.

Example: You want to Explore a tile from spot 10 and put it next to Heracles. This tile has 3 icons, so you may choose to pay 7, 10 or 13 to Explore this tile.

Sacred Places covered by Temple stickers are no longer visible and do not count. Each Sacred Place or Temple is 1 icon, even though they use 2 slots.



11.5 THESEUS

Each time you Consecrate a Temple adjacent (orthogonally or diagonally) to Theseus, Refresh 1 die.

Each time you Consecrate a Temple on the same tile as Theseus, Refresh 2 dice.



11.6 ODYSSEUS

As your Main Action, **but only if no Map tiles on the main board would allow you to legally extend the Sea Area** Odysseus is currently on in your Map, you may search one selected stack and select any tile from it that allows you to extend Odysseus's Sea Area, then Explore this tile by using any two of your dice (place them in the Used Area of the main board). If you do this, you must use the tile to extend Odysseus's Sea Area. If your chosen stack has no placeable tiles, you may **not** search the other stack

this turn; instead, you must immediately perform another Main Action of your choice.

If **any** tile on the main board could extend *Odysseus's Sea* (regardless whether your current Ready dice would let you take that tile!), then you cannot do *Odysseus's alternative Main Action*.

12 TEMPLES



Some tiles contain a Sacred Place. Temple stickers can only be applied on top (covering) a Sacred Place. Temples are dedicated to Gods from the Norse and Greek Pantheons, or even Barbarian forces. Each Temple uses 2 of a tile's 3 slots. When you Explore a Map tile showing a Sacred Place, you may apply a revealed Temple sticker to it as a free part of your Explore Action. If there are no revealed Temple stickers, then ignore this option.

- ◆ If at any moment, a player fulfills the requirements shown on a visible Temple sticker in their Map, this Temple becomes Consecrated: place a Demigod Marker on it.
- ◆ If more than one Temple is Consecrated in the same moment, the owner Consecrates them in any order they choose.
- ◆ If Consecrating a Temple activates any abilities for its owner, the player does them in any order they choose.

CONSECATED TEMPLE

To Consecrate a Temple, you must fulfill the conditions of the Temple. The Temple must be already applied to a tile currently in your Map and must be visible (i.e. not overbuilt and covered). After fulfilling the conditions, immediately mark it with a Demigod Marker. A tile with a Consecrated Temple cannot be overbuilt or rearranged. At the end of the Scenario, gain 1 Favor for each of your

Consecrated Temples: 1 Norse Favor for each Consecrated Norse Temple, 1 Greek Favor for each Consecrated Greek Temple, and 1 Total Favor for each Consecrated Barbarian Temple.

Once a Temple is Consecrated, it remains Consecrated for the rest of the Scenario, even if later its Consecration requirements are no longer met.

13 APPLYING STICKERS

No sticker can be applied to cover any part of other stickers or printed icons unless other rules tell you to do so.

Demigod Dice stickers - You can apply a sticker to any face (stickered or not) of a Demigod Die. If you choose an already stickered die face, first remove the old sticker. You cannot apply a sticker to the Pythia Die.

Pantheon Dice stickers - You can apply a sticker to any face (stickered or not) of a Pantheon Die. If you choose an already stickered die face, first remove the old sticker.

Location stickers - You must apply a Location sticker to a Map tile that also shows an (uncovered) Sacred Place. Do not cover the Sacred Place. Each tile may have at most one Location, and a Location can never be on a tile with a Temple. You must put a Location fully within the boundaries of a single terrain type.

Faction sticker - You may apply a Faction sticker on any single terrain type on any Map Tile type. A Faction sticker uses 1 of a tile's 3 slots. You must put a Faction sticker fully within the boundaries of a single terrain type.

14 MONSTERS THAT HAVE A MEEPLE



14.1 CERBERUS

- ◆ The Cerberus meeple starts the game on the main board, on the intersection between spots **8, 9, 11, and 12**.
- ◆ Cerberus blocks the spots adjacent to him: players cannot Explore and take tiles from those spots. Initially Cerberus blocks 4 spots (8, 9, 11, and 12), but this will change when he is **Weakened**.

Each time you Fight Cerberus, you must move the Cerberus meeple to any other intersection of four spots, blocking all 4 of them. Those spots may have Map tiles or Used dice. After Cerberus is **Weakened**, his movement changes.

After all 3 Cerberus Quests are fulfilled, he is defeated and removed from the board.

Weakened - Cerberus becomes weakened after any of his Quests is fulfilled.

After Cerberus is weakened once, he blocks only 2 tiles; when you move him, put him on the shared edge of 2 adjacent spots.

After Cerberus is weakened a second time, he blocks only 1 tile; when you move him, put him onto any single spot.



14.2 CHIMERA

Chimera starts on top of the Map tile on spot **12** pointing to spot

11. Each time you fight Chimera, you must move its meeple onto any other Map tile on the main board, and facing in one direction along a horizontal or vertical line of spaces. Chimera then burns all spots in that direction forward along the line: one die from each of those spots becomes **Burnt**: move each Burnt die onto Chimera's card. If a spot has multiple dice, their owner chooses which die becomes Burnt.

The rules for the Rest Action are modified for Burnt dice:

I. Take and reroll all of your Used dice as usual, but **not the Burnt ones** from Chimera's card.

II. Then move all of your Burnt dice to the Used dice spot on the main board.

Burnt dice on Chimera's card cannot be the target of any abilities (by Artifacts, Nectar, Pantheon Die, Location rewards, etc).

When the last Chimera card is defeated, return her meeple to the game box and place all Burnt dice on the Used dice spot.



14.3 HYDRA

Hydra starts on spot **8** of the main board.

Hydra blocks the tile it is on and increases the cost of the four orthogonally adjacent tiles by +4.

Example: When Hydra is on spot 8, the tiles on spots 5, 7, 9 and 11 cost 9, 11, 13 and 15 to Explore.

Each time you Fight Hydra, you **must do both** of the following:

- I.** Move the Hydra meeple to **any other** spot on the main board;
- II.** Move the Odysseus meeple on your Map to one of its orthogonally adjacent tiles.

When the last Hydra card is defeated, return its meeple to Tartarus box.



14.4 ECHIDNA

Each player takes one Echidna Monster card (Hero of Legend) and places a Monster meeple on their first Explored Map tile (taken randomly from the meeples for Echidna, Hydra, Chimera, and Cerberus).

After each player Explores their **second Map tile**, they immediately place their Hero meeple on it.

Each player's Monster functions identically, regardless which meeple (Echidna, Hydra, Chimera, Cerberus) represents it.

While a Monster is on a tile, its contents (printed features, stickers, Hero abilities, etc.) are ignored for any game effects. A tile is considered to have no stickers while the Monster is on it. A player can Fight their own Monster only.

Each time you Fight your Monster (and cover a Fight spot with a Demigod Marker), you must immediately move the Monster **one Map tile away** in a direction specified by the Fight spot. The / means **or**. Each Fight value can only be covered once.



If a Monster is on a tile that has a **Temple**, you cannot Consecrate it (because you ignore all features on a tile that a Monster is on).

Example: A 7 forces you to move the Monster to the adjacent Map tile down (south) or to the right (east) on your Map, as shown in this chart.

Monster Movement Rules

Each player's Monster functions and moves by the same rules. Monsters cannot enter a tile with a Consecrated Temple or a space without a tile.

As soon you cover all spots on your Monster card, you have defeated your Monster: remove it from your Map. You cannot choose a Fight value if it would move your Monster into an empty space or onto a tile with a Consecrated Temple.

ICONS AND STICKERS:

15 FACTIONS: GREEK, NORSE AND BARBARIANS



Faction icons represent the 3 Factions of the Divinus story. Most are printed on Map tiles, but they can also be applied as stickers, as a result of Quests or events. A Faction sticker works identically to a tile's pre-printed Faction icon. Faction icons help you accomplish God's tasks and Quests.

16 FACTIONS: WILD ICON



Wild icons exist on some special Demigod Map tiles. You can count a Wild Faction icon as any Faction type (Greek, Norse, Barbarian), but only as one type at a time. For example, if you need 3 Viking and 3 Greek icons to Consecrate a Temple, you can use a Wild icon as one Viking or as one Greek icon (but not both at the same time). Each different time you use a Wild Icon for some purpose (e.g. requirements of a Temple or Quest), even during the same turn, you can choose a different Faction type.

17 SACRED PLACE



Some Map tiles contain a Sacred Place. A Sacred Place uses 2 of a tile's 3 slots. A Temple sticker can be placed only on a Sacred Place (covering it). This turns the Sacred Place into a Temple: it is no longer a Sacred Place.



18 TITLE ICON



Quests can award a Title sticker to the player who fulfills the Quest. The number on the Title shows which Location the Title is connected with.





19 AREAS AND TERRAINS

Terrain - different parts of a Map tile.

Terrain types include: **Seas** , **Plains** , **Mountains**  and **Wild**  (which can represent any of Seas, Plains, Mountains).

Area - in a player's Map, a connected set of contiguous Areas of one terrain type that spans two or more tiles forms an Area.



An Area can be **Seas** , **Plains** , **Mountains**  or **Wild**  (representing all Area types).

Areas do not have to be “closed”: they can have edges with no adjacent tile.



- **Area** spanning X or more tiles.



Demigod Marker

- each player has 16 Demigod Markers in their player color. Demigod Markers are placed on Hero, Monster, God and Quest

cards to mark game progress and achievements. Markers are unlimited: in the unlikely case a player uses all 16 of their markers, use any other markers as a replacement as needed.



- representing spots for Artifacts, Artifacts as a rewards etc.

Most and Largest - both Greek and Norse Gods can score for “most X” and “biggest X”

Most means the largest number of something. Example: Gaia scores for the most Sea Areas and the most Mountain Areas; a player with 3 different Sea Areas beats a player with only 2 Sea Areas. (It doesn't matter how large those Sea Areas are.)

Largest Example: Ymir scores for the biggest Sea Area and the biggest Mountain Area. So a player with a Sea Area spanning 5 tiles beats a player with two Sea Areas that each span 4 tiles. (It doesn't matter how many Sea Areas the players have.)

20 TEMPLE

A Temple can be associated with a Norse or Greek God, or Barbarians. Temples may be available at the start of a Scenario, and players may have the opportunity to apply a Temple to a Map tile (during or at the end of the Scenario). Each Temple shows its Consecration requirement. If you fulfill a Temple's Consecration requirement, place a Demigod Marker on it. A Temple uses 2 of a tile's 3 slots.

21 MONSTER

Monsters in a Scenario are always represented by special Quest cards and sometimes a Meeple. Special Quest cards show the requirements to fight the Monster and to kill the Monster, and the rewards for killing it. If a Monster has a meeple, then it has special abilities and rules.

22 DEMIGOD DIE STICKER

A circular sticker that can be applied to a Demigod Die to upgrade it. Die stickers can have a single number, e.g. **3**, **5**, **11**, etc, or several numbers, e.g. **3/5**, **2/11**, **1/3/5**, etc, or special Actions. / means you choose **one** of the shown values when you use that face.

23 SPECIAL DIE STICKERS



Fire: When you roll this result, flip this die to its opposite face. **Don't apply Fire stickers to 2 opposite faces!**



Swords: This result can be used as any number when fighting a Monster. For other uses, it is **2/4**.



Nectar: This result can be used as a Demigod Action to “Refresh 2 dice”. For other uses, it is **3**.

24 PANTHEON DIE STICKER

A square sticker that can be applied to a Pantheon Die to upgrade it. All active Pantheon Die sticker abilities are detailed on Pantheon Die cards.

CLASH OF GODS: DETAILS PER SCENARIO

Starting with the second Scenario, during each Scenario, two new Gods enter the game. At the end of each Scenario, there may be a Clash of Gods, a great duel between these Gods that players can influence. Each Clash has slightly different rules and ends in a different way. Each time a Pantheon wins a Clash, this Pantheon's Die gains access to a new ability (as a newly-applied die sticker). The Pantheon's most recent Favorite player can apply up to two copies of the same new die face.

If a Clash of Gods was won by a Pantheon that did not choose a Favorite for the next Scenario, then the most recent previous Favorite decides how to apply Pantheon stickers (this is kept track of by the App). If there was no previous Favorite, then don't apply the sticker.

Resolve a Scenario's Clash of Gods by the specific Scenario's scoring method, described below. Typically this involves using the player with the best Scenario-defined score for each Faction. If the Factions are tied, then the Faction that lost the previous Clash wins this one. If players are tied for Faction score, use the tied player earliest in the turn order. If the same player is the best in both Norse and Greek scores, that player can choose which Faction wins the Clash (even if the Factions are not tied!)

◆ SCENARIO 2

Resolve the Clash by comparing the player with the most Norse Faction icons with the player with the most Greek Faction icons.

◆ SCENARIO 3

Resolve the Clash by comparing the player with the greatest number of Sacred Places in Areas with Greek Temples and the player with the greatest number of Sacred Places in Areas with Norse Temples. Sacred Places in an Area with both Pantheons' Temples do not count.

◆ SCENARIO 4

Resolve the Quest according to the first completed Quest dedicated to a God: that God wins the Clash.

◆ SCENARIO 5

Resolve the Quest according to the first completed Quest dedicated to a God: that God wins the Clash.

◆ SCENARIO 6

Resolve the Clash by comparing the total numbers of all players' Demigod Markers on Norse Monsters and all players' Demigod Markers on Greek Monsters. The God whose Faction has more markers on their Monsters wins the Clash.

◆ SCENARIO 7

Resolve the Clash by comparing the player with the greatest Hades score (Barbarian Factions **minus** Greek Factions) and the player with the greatest Hel score (Barbarian Factions **minus** Norse Factions).

◆ SCENARIO 8

Resolve the Clash by comparing the player with the greatest number of Areas with a Greek Faction and the player with the greatest number of Norse Factions in a single Area.

◆ SCENARIO 9

Resolve the Clash by comparing the player with the most Barbarian Factions + Greek Factions on the left half (leftmost 2 columns) of their Map and the player with the most Barbarian Factions + Norse Factions on the right half of their Map.

◆ SCENARIO 10

Resolve the Clash by comparing the player with the most Sea Areas with a Sacred Place or Greek Faction and the player with the most Sacred Places + Norse Factions in one single Sea Area.

◆ SCENARIO 11

Resolve the Clash by seeing which player has the most Areas that have at least 3 Greek Faction icons, and which player has the most Areas with at least 1 Temple or Sacred Place. If the first number is higher, the Greek God wins; if the second number is higher, the Norse God wins.

◆ SCENARIO 12

Resolve the Clash by comparing the total amount of all players' support for Zeus and for Odin.

THE RULES FOR ETERNAL MODE CONTAIN SPOILERS! PLEASE DO NOT READ AHEAD BEFORE FINISHING THE CAMPAIGN.


ETERNAL MODE

If you completed your Divinus base game campaign and wish for more fun with this box, we present the Eternal Mode, which lets you play one-shot Scenarios. In Eternal Mode, players generate their own Scenarios by randomly choosing (or arbitrarily choosing as they wish) Quests and Gods to use in a game.

In Eternal Mode, there are no scannable Locations, and there's no narrative - Quests, Gods, and Temples simply give Favor, with no thematic intro or outro.

You can start Eternal Mode right after completing the campaign.

How to play?

- 1 Players choose a set of Gods and Quests to use during the game. You must choose 4 Gods and 4-6 Quests. The more Quests you use, the more complex the game becomes.
 - ◆ You must choose only Gods and Quests that have  on their back.
 - ◆ If you get a Monster fight Quest, you must choose all of that Monster's Quests.
 - ◆ You can not pick more than one Monster with a meeple.

Example: If you choose a Cerberus fight Quest, then include all 3 Cerberus Monster fight Quest cards (this counts as 3 of your 4-6 Quests).

- 2 During your campaign, stickers were applied to dice: don't remove the stickers! Each player receives a set of unique post-campaign dice. During setup, players should agree which specific dice of a given color each player takes so that each player's set is equally powerful. If you want, apply a few more stickers to some dice to make equally powerful sets.
- 3 Players draft Heroes, starting tiles (from Scenario 9 of the base game), and Artifacts (if playing with the Pandora's Box expansion).
 - ◆ All players roll their dice. The player with the lowest total starts the draft. They choose one Hero, and players continue choosing heroes in clockwise order. Then, starting from the last player, players choose starting tiles in counter-clockwise order.
 - ◆ You can also draft Artifact tiles (from Pandora's Box) using pick-and-pass drafting. Each player receives a set of 3 random Artifacts. Then 2 times, each player picks one to keep and passes the rest to the player on their left. Finally, each player discards their remaining (unchosen) Artifact back to the box.
Thus each player picks 2 Artifacts to have in the Scenario.
- 4 You are ready to play!

During the game, everything works the same, except there is no narrative part. Never scan Locations, there are no Pantheon or Pythia dice, and no Clash of Gods occurs at the end of the game.

Eternal mode Setup proposition:

Gods: Hades, Hermes, Tyr, Poseidon;

Quests: Empusa, Marshland of Bones, Hestia's Disciple, Reclaim the Land.

RESOLVING QUESTS

The first player who fulfills a Quest takes it from the board and places it near their player Map. Favos from Quests will be added during end game scoring.

MONSTER FIGHT QUESTS

Each Monster fight Quest scores Favos as follows:

With 4 players: 3/2/1 Favor

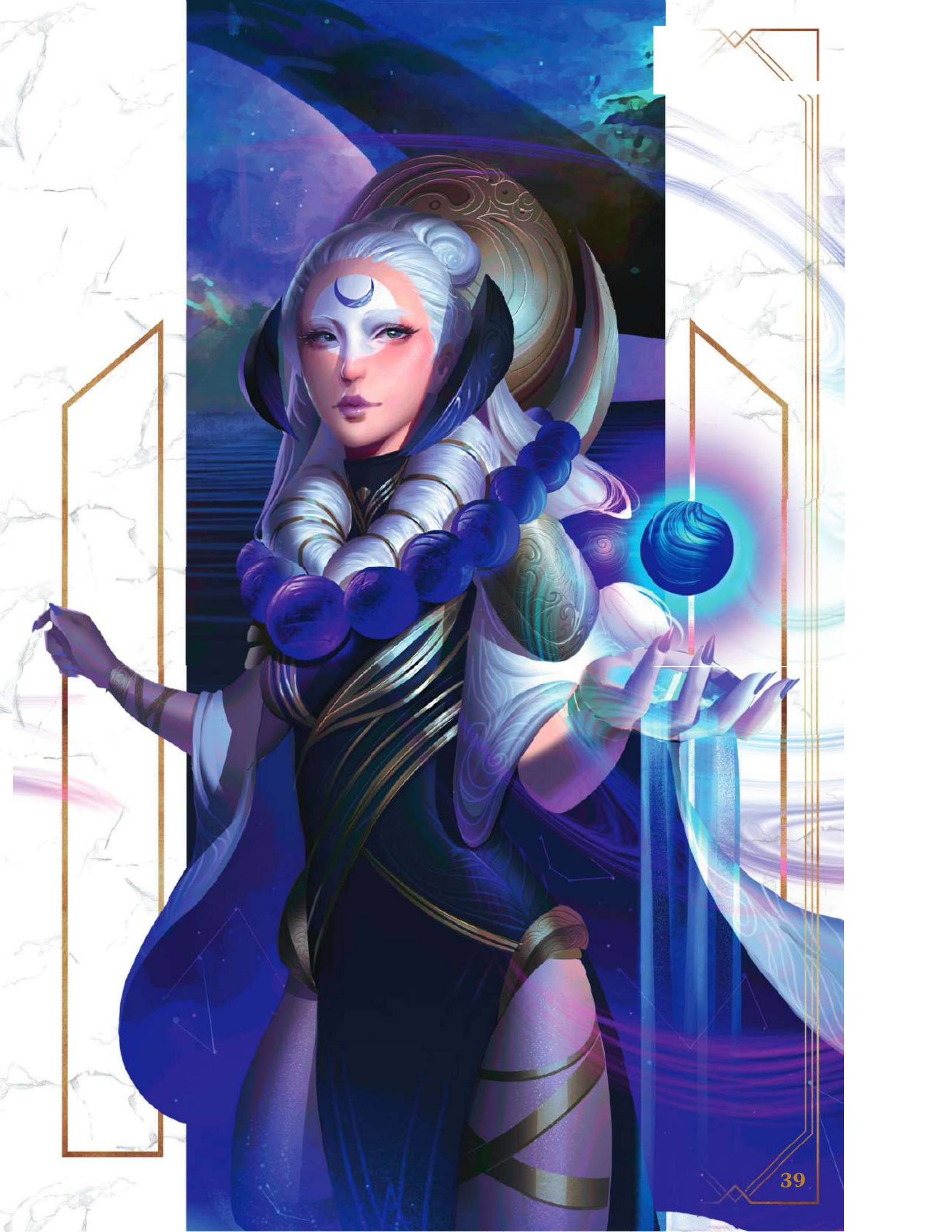
With 2 or 3 players: 2/1 Favor

In Eternal Mode, players never take any non-Favor Quest rewards (e.g. die stickers, Locations, titles, etc.)

GAME END

The game ends the same way as a campaign Scenario: a player filling their Map grid triggers the game end (after completing the round, so each player takes the same number of turns). Or if all players each Rest 2 times in a row, the game immediately ends.

When the game ends, players add all their Favor gained from Gods, Quests, and Temples. Whoever scored the most Favor wins. In case of a tie, the tied player later in the turn order wins.



From the Game Designer: I'd like to dedicate this game to my son Feliks - one of the very best playtesters I've ever worked with during my career. Thank you, son! This game is the third biggest project in my life, after you and your sister, and your feedback and thoughtful comments helped me tremendously!

I also want to express my gratitude to the whole amazing project team at Lucky Duck Games. This game is truly the fruit of the shared effort of the many extraordinary people listed below. You rock, Ducks!

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