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A GAME BY
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RULEBOOK

READY TO PLACE BETS ON A RACE AMONG MYTHOLOGICAL FLYING CREATURES?

Zeus invited you, along with a bunch of other divine friends from all around the Multiverse, for a little get-together on Mount Olympus.

After a legendary lunch and a few rounds of Ambrosia, the drink of the gods, you start arguing.

Which mythic creature is the fastest?

Is a Pegasus a better flyer than a Lamassu?

Can the fire-breath of a Dragon stop a Phoenix?

You start making bets, and soon you decide that the only way to know who is right is to summon all those creatures for a good race...

And soon the racing and higher risk betting begins, with the Olympic “All-father”, Zeus, as the ultimate judge.

Show your ability to evaluate the chances of each creature, choose the right bets, use your powers to influence the race to achieve your objectives.

And don’t worry about being nice to the others – they are also plotting against you to make you lose your bets...

Welcome to Divinity Derby!

GAME OVERVIEW

In Divinity Derby every player assumes the role of a god, chosen among the six available (Anansi, Horus, Marduk, Odin, Quetzalcoatl, and Yù Huáng the Jade Emperor), betting on a race among mythological flying creatures on a special track.

Every game is divided into three races. At the start of each race, movement cards are distributed so each player can see and use the cards in two cardholders, which are shared with adjacent players.

In every race, the players place their bets on the creatures, basing their choices on the movement cards they see.

During his turn, every player can choose two different movement cards from the two different hands of cards in the cardholders (one card from each hand), to make the creatures move on the race track.

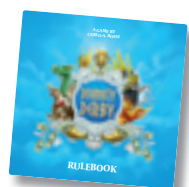
There are a limited number of available bets to place on each creature, so a player may not always be able to bet on the creature of his choice if he waits too long.

Every player has 11 different bets at his disposal, to split among the three races (nine will be used, two will be left unused at the end of the game). Every bet has a different difficulty level; the more difficult the bet is to complete, more victory points granted when completed.

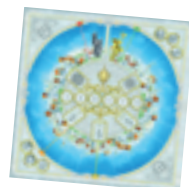
After three races, the player with most victory points is the winning god!



COMPONENTS



This rulebook



1 board



6 cardholders



24 creature tokens
6 for every creature



6 god tokens
1 for every god



1 first player token

6 creature miniatures and 6 miniature bases in different colors
Attach the base of the appropriate color to the miniature of each creature



Gryphon



Dragon



Sylph



Phoenix



Pegasus



Lamassu

54 movement cards, 5 normal card and 4 dirty trick card for every creature
Normal / Dirty Trick



Back



Gryphon



Dragon



Sylph



Phoenix



Pegasus



Lamassu



Zeus

4 Zeus protection cards

66 bet cards, 11 cards for every god
Front / Back



Anansi



Marduk



Horus



Odin



Quetzalcoatl



Yù Huáng the Jade Emperor

INITIAL SET-UP

Place the game board in the middle of the table, and then place the six creature miniatures on the sector behind the green starting line (indicate by the three trumpets illustration), ready for the race.

Every player has to choose which god to personify, taking all the matching bet cards to use during the three races of the game, and his god token.

Take the four Zeus protection cards and place them in the leftmost Zeus' Judgment space (marked with one azure gem).

Place the creature tokens in the appropriate places on the board, indicated by the matching creature illustration:

- 2 tokens for each creature in a 3-player game
- 3 tokens for each creature in a 4-player game or 5-player game
- 4 tokens for each creature in a 6-player game

Take a number of cardholders equal to the number of players and place them between the players, so each player will have one cardholder on his left and one on his right.

Shuffle the movement card deck, and randomly deal a number of cards determined by the number of players.

Every player draws:

- 10 movement cards in a 3-player game
- 8 movement cards in a 4-player game
- 6 movement cards in a 5-player or 6-player game

Then, each player inserts the movement cards he just received into the cardholder on his left (cards in each cardholder are shared with the adjacent players).

Place the deck of movement cards not used in this race in the space above the final ranking track, on the left. The space on the right is the discard pile and will be used to hold movement cards used by the players during the race (see **(2) The Race**, page **06**).

Finally, you must decide the first player: the youngest player at the table is the first player and receives the first player token.

Now, you are ready to play!



- 1** STARTING LINE
- 2** SECTOR
- 3** MID-RACE LINE (3-4 players)
- 4** MID-RACE LINE (5-6 players)
- 5** FINISH LINE



- BET TOKENS 1
FINAL RANKING TRACK 2
DISCARD PILE 3
UNUSED CARD PILE 4
ZEUS' JUDGMENT 5

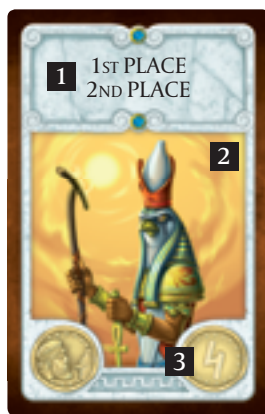
HOW TO PLAY

The game is divided into three races, and every race is divided into five steps:

1. First bets
2. The race:
 - a) Move the creatures
 - b) Third bet
 - c) Determine the ranking
3. Zeus' Judgment
4. Bet outcome
5. Set-up new race (first and second race) / Victory point count (third race only)

The final winner of the game is determined at the end of the third race.

1. First Bets



- 1 RANKING
- 2 GOD / PLAYER
- 3 VICTORY POINT VALUE

Every player, starting from the first player and then proceeding clockwise, must choose one of his bet cards and place it facedown in front of him. Then, he has to choose the creature he wants to place this bet on, taking the corresponding creature token from the appropriate space on the board, and putting it on his bet card. The other players will see which creature he is betting on, but not the type of bet.

After every player has chosen his first bet, a second round of betting begins with the first player, following the same procedure as the first round of bets. Every player places his second bet card next to the first one, with the creature token on the bet card.

During a race, a player can bet only once on one single creature.

It may happen during the game that the creature tokens of the creatures run out. In this case, it is not possible to bet on that creature anymore.

Tips: Your betting decisions come after evaluating the cards at your disposal on the two cardholders visible to you. Remember, those cards will also be used by your adjacent players, so your strategy can change during the race. Using the easiest bets in the first bet step is often advisable, but sometimes taking a risk can be well rewarded! The number of creature tokens for each creatures is limited, so you must quickly determine what strategy you want to follow, as the token you want may no longer be available at the time of your third bet.

2. The Race



- 1 DIRTY TRICK BONUS
- 2 FAST MOVEMENT
- 3 SLOW MOVEMENT
- 4 CREATURE

After all the players have placed their bets, the race starts!

a) Move the Creatures

Starting from the first player, **every player chooses one movement card from the cardholder on his left and one from the cardholder on his right**, and then decides which card to play first.

On each movement card, a creature is shown, along with two different values, one below the other. The number at the top (**fast movement**) is always higher than the number at the bottom (**slow movement**).

- One movement card is played first, using the fast movement value of that card to move the corresponding creature forward along the track that

number of sectors.

- Then, the player uses the second movement card, using the slow movement value of that card to move the corresponding creature forward along the track that number of sectors.

Choosing both cards from the same cardholder is not allowed.

Example 1: It's the Horus player's turn. He chooses one card from each one of cardholders at his disposal and, having initially bet on the dragon at the start of the race, he decides to use a movement card for the dragon with a fast movement value of 4. He plays the card, and the

dragon miniature moves forward four sectors on the race track. The card is discarded in the discard pile.

Then he decides to slow the pegasus, fighting with the dragon for the first place, so he plays a movement card for the pegasus with a slow movement value of 0. So, the pegasus stands still for this turn, and the card is discarded in the discard pile.

Dirty Tricks

Some movement cards have a bonus value next to the fast movement value, indicated by a "+" in front of the number: these are **dirty trick** movement cards. This type of

Move the Creatures: Normal Card



movement card allows the player to do a dirty trick to increase the movement of a creature, but only when the player uses this card as his first movement card of the turn.

Using the dirty trick bonus is not mandatory. However, if you decide to use this bonus, the card is discarded, after being played, on the Zeus's Judgment space for the current race, instead of on the discard pile. This forms the Zeus deck (to be used during the Zeus' Judgment step, see page 08).

If the player uses the card as the second movement card, the slow movement value is used and the dirty trick bonus has no effect.

If you do not use the bonus, for either reason, the card is discarded normally.

Example 2: *It's the Odin player's turn. He chooses one card from each one of cardholders at his disposal and, having initially bet on the pegasus at the start of the race, he decides to use first the movement card for the pegasus with a fast movement value of 2 and a possible dirty trick bonus of (+3). He decides to "boost" the pegasus movement and uses the dirty trick bonus, so the pegasus miniature moves forward five sectors on the race track, and the card is discarded on the Zeus' Judgment space of the current race.*

Then he decides to slow the dragon just ahead of the pegasus, so he plays the movement card for the dragon with a slow

movement value of 1. So, the dragon moves only one sector along the race track and the card is discarded in the discard pile.

Creatures Tied in a Sector

When you move a creature, if it ends its movement in a sector where there is already another creature, place the moving creature to the left of the creature already present in that sector. When the race ends, and there are two or more creatures in the same sector, this placement indicates which creature will rank first among them: the innermost creature in the sector is the first and the others follow, one after the other.

Move the Creatures: Dirty Trick Card



b) Third Bet

The race continues until the leading creature moves beyond the mid-race line (the yellow line in 3-4 player games; the orange line in 5-6 player games)– consider only the line matching the number of players, and ignore the other. When the first creature passes the mid-race line, it's time for players to place the third bet of this race.

Tips: During the race, you will normally use movement cards to move the creatures you want to win ahead in the race. However, if playing a movement card would get the first creature beyond the mid-race line and start the third bet, consider if it is the right time to do so! It may be wiser to wait and consider which strategy you want to follow, and avoid being the last player to choose the third bet.

As soon as the player moving that creature turn ends, the player on his left becomes the new first player, and receives the first player token. If that player was already the first player, he keeps the first player token.

The new first player now places the third bet for this race. Then, in clockwise order, all the other players place their third bet. The same rules explained in the First Bets step are followed.

When they all have placed their bets, this step ends, and the race goes on normally, restarting from the new first player.

Tips: Usually the highest-value bets are placed during this step, especially during the first two races. In the third race, it could be especially risky to keep them until this step, because the ranking can help you to place your bets well, but it may also mean the creature tokens you want have already run out.

Tips: If you and other players have used many dirty tricks on certain creatures, think about playing the “Disqualified” bets on them (risky but well-rewarded!) as your third bet.

c) Determine the Ranking

During the race, as soon as a creature crosses the red finish line, place it on the final ranking track on the board.

Even if one or more creatures cross the finish line, the race goes on until all the movement cards in the cardholders have been played.

At this point, determine the final ranking of this race, moving the creatures still on the race track to the final ranking track according to their position on the track, from first to last. Resolve any ties as indicated in **Creatures Tied in a Sector**, page 07.

Example: The dragon has already crossed the red finish line, so its miniature has already been placed on the first place of the final ranking track.

The pegasus is in sector 22, just ahead of the gryphon in sector 20. The lamassu and the phoenix are both in sector 18 –the lamassu is on the left of the phoenix, as it entered the sector after the phoenix did. Last, the sylph is in sector 17.



Determine the Ranking



The pegasus miniature is placed on the second place of the final ranking track, followed by the gryphon in third place. With its last movement, the lamassu had reached the phoenix in sector 18. Now that the race has ended, the phoenix, being the innermost creature in the sector, is fourth and the lamassu is fifth in the final ranking, so their miniatures are placed in the corresponding places of the final ranking track.

Then the sylph is placed in the sixth and last place of the final ranking track, determining the final ranking of the race – except now the gods have to hear Zeus' Judgment.



3. Zeus' Judgment

After the end of the race, the Zeus deck (four Zeus Protection cards plus all the movement cards played using a dirty trick in the current race) is shuffled, and **two cards from this deck are drawn at random**.

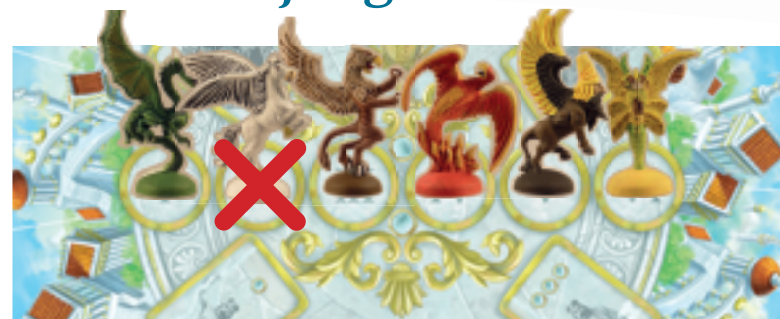
If there are one or more movement cards among the drawn cards, then the creature(s) shown will be disqualified – remove them from the final ranking track of this race.

Example: The two cards just drawn from the Zeus deck are one Zeus Protection card and one pegasus card; the pegasus is disqualified (and possibly turned to ashes by a lightning bolt!) and removed from the final ranking track of this race. The gryphon now takes second place instead of third. The fourth, fifth and sixth place creatures all move one step ahead in the final ranking.

Unless this is the third race, the four Zeus Protection cards are then placed on the space for the next race (two azure gems for the second race, three azure gems for the third race), while all the movement cards (dirty tricks, used cards, and unused cards) are shuffled together to reform the movement card deck.



Zeus' Judgment



4. Bet Outcome

All the players now reveal the three bets cards placed during the race, in clockwise order, starting with the first player.

Each player compares his bet cards with the final ranking of the race, and determines which of his bets are successful or not.

He places all successful bet cards face up under his god token, while he places his unsuccessful bet cards face up on the Zeus' Judgment space on the board related to the race just ended.

Every player can calculate his partial total of victory points, and ask other players their total, anytime during the game.

Example: *The Odin player placed three bets, and now reveals them: "First or Second" on the gryphon: the gryphon is second, so the bet is successful and he scores four points;*

"First or Disqualified" on the pegasus: the pegasus is disqualified, so this bet is also successful, and he scores four more points; "Last or Next to Last" on the dragon: the dragon is first, so this bet fails, and no victory points are scored. The victory point total for the Odin player is eight points.

The first player token passes to the player on the left of the last player to previously have it, so the player who has played the third bet first during the previous race will be the last player at the start of the new race.

Creatures and creature tokens are placed as in the starting setup.

5. Set-up New Race (FIRST AND SECOND RACE)

After the first and the second race, there are some things to do to prepare for the third race.

First, distribute the movement cards for the new race to the players in the same way you did during the first race.

Return the unused cards to the appropriate space on the board.

5. Victory Point Count (THIRD RACE)

At the end of the third race, each player takes the successful bet cards from the three races (placed under his god token). Then, they sum the victory point values of these cards and calculates their victory point total.

The player with the most victory points wins the game.

Bet Outcome



✓	✓	✗			
4 PV	+	4 PV	+	0 PV	=

8 Victory Points

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