



# 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 high 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!**



# COMPONENTS



Dragon



Gryphon



Lamassu



Pegasus



Phoenix



Sylph



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



Back



Dragon



Gryphon



Lamassu



Pegasus



Phoenix



Sylph



Zeus

**54 movement cards**  
(5 normal cards, and 4 dirty trick cards for each creature)

**4 Zeus protection cards**



Anansi



Horus



Marduk



Odin



Quetzalcoatl



Yù Huáng the Jade Emperor

**66 bet cards**  
(11 cards for each god)



Anansi



Horus



Marduk



Odin



Quetzalcoatl

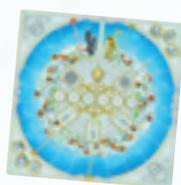


Yù Huáng the Jade Emperor

**18 power of the gods cards**  
(3 cards for each god)



This rulebook



1 board



6 cardholders



6 fate tokens



24 creature tokens



6 god tokens



1 first player token

**Other Components**

## GAME OVERVIEW

In **Divinity Derby** each 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.

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

In each race, the players place their bets on the creatures, basing their choices on the movement cards they see, and taking into account the choices of the other players.

During his turn, a player chooses 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.

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). Each bet has a different difficulty level; the more difficult a bet is to complete, more victory points it grants when completed.

There is 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.

After three races, the player with most victory points is the winner.



## 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 (indicated by the three trumpets illustration), ready for the race.

Each player chooses one god to personify, taking all the matching bet cards, and his god token.

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

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 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.

Each player gets:

- 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 unused movement cards for 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 7).

Finally, you must decide the first player: the player who most recently saw a flying creature (or the youngest player, if you prefer!) receives the first player token.

Now, you are ready to play!



# SET-UP



**1** STARTING LINE

**2** SECTOR

**3** MID-RACE LINE (3-4 players)

**4** MID-RACE LINE (5-6 players)

**5** FINISH LINE

BET TOKENS **6**

FINAL RANKING TRACK **7**

UNUSED CARD PILE **8**

DISCARD PILE **9**

ZEUS' JUDGMENT **10**

# THE DIVINITY DERBY RACERS



## Dragon

The winner's trophy belongs by right to Dragon, for Dragon is the greatest of monsters, and will tolerate no competitors.

There may be swifter fliers, more agile fliers, fliers with more stamina or grace – but the one thing that all these other fliers have in common is that they're *flammable*. They all *burn*. Even the phoenix *burns*, if the dragon tries hard enough.

The trophy will be Dragon's, because it's made of gold and all gold belongs to Dragon. When the race is over and all his enemies are ash on the wind, he'll curl up on that golden trophy and dream of... well, more gold and burning things, to be honest.



## Gryphon

Eagle-headed, eagle-winged, lion-bodied, the gryphon symbolizes kingship.

The eagle is king of the birds, the lion is king of beasts, and so the gryphon is emperor of all animals. Its claws are sharper and swifter than lightning, its wings stronger than storm-clouds.

Gryphon wants to win at all costs, and if that means chopping its foes into bite-sized chunks, it's fine with that. After all, the one thing that unites lions and eagles – other than gryphons – is a taste for fresh meat.



## Lamassu

Noble Lamassu isn't a natural sprinter. He's got the body of a bull, after all, and bulls are not aerodynamic in the slightest. He's more used to shouting prophecies with the voice of thunder and watching out for evil spirits than racing around the clouds. However, the spirit of the Lamassu is irrepressible – he doesn't give up, even when the odds are against him. Once he gets moving, too, he's very, very difficult to stop.

And when he does win, the roar of his triumph will shake the heavens.

## Pegasus

Born of sea-foam and the blood of Medusa, this race is on home turf for Pegasus, the winged horse. He's the prize steed in Zeus' stables on Mount Olympus, so he knows the skies around this mountain better than anyone. Pegasus may not be the fiercest of the beasts in the contest, but he's a fast flyer, and Zeus is on his side. Some races go to the swiftest, some to the strongest, and some to the monster that hasn't been blasted by lightning bolts hurled from the heavens.



## Phoenix

The Phoenix-bird has mastered the art of the come-from-behind victory, the twist in the last lap of the race. Nothing lulls one's opponents into a false sense of security like dying in front of them. Reborn from the ashes each time it perishes, the Phoenix takes a philosophical attitude towards racing. It might win, it might lose – but eventually, everyone else will perish, and Phoenix will still be around, forever young. In a long enough race, everyone dies eventually. Or, to be precise, everyone else. Don't get too close to the Phoenix-bird. It has the callous disregard for life and death that comes from being genuinely, eternally undying.

Also, don't get too close because it's literally on fire.



## Sylph

Sylph is the newcomer to this race, the wild card. None of the gods know what to make of this strange new racer, this gossamer-winged exile from some distant isle of misbegotten monsters. Is Sylph faster than Pegasus, more stalwart than Lamassu, fiercer than Dragon or Griffon? There's no way of knowing, and not even the wisest of gods can see how the race will end.

Sylph looks almost harmless there, drifting on the warm winds above Mount Olympus, idly trailing streamers of slime into the glittering wine-dark waters of the Adriatic. How tough can a giant magic butterfly-thing be, really?



# 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

Starting with the first player and proceeding clockwise, each player:

1. Chooses one of his bet cards and places it facedown in front of him;
2. Chooses the creature he wants to place the bet on;
3. Takes the corresponding creature token from the appropriate space on the board;
4. Places the token 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. 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 the same creature.**

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

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

### Bet cards



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

## 2. The Race

### a) Move the Creatures

Starting with the first player and proceeding clockwise, each player takes his turn, choosing one movement card from the cardholder on his left and one from the cardholder on his right.

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**).

- The player decides which movement card to play first, and uses the fast movement value of that card to move the corresponding creature forward along the track that number of sectors.
- Then, the player selects the second movement card, and uses 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.

### Movement cards



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



**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 creature 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.

## 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. Such a 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 (that is, when the fast movement value is used).

Using the dirty trick bonus is not mandatory. However, if a player decides to use this bonus, the card is discarded, after being played, on the Zeus’s Judgment space for the current race, not on the discard pile. This forms the Zeus deck (used during the 3. Zeus’ Judgment step, on this page).

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, the card is discarded normally.

## Creatures Tied in a Sector

If a creature ends its movement in a sector where there is already another creature, place the moving creature to the right 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 rightmost creature in the sector is the first and the others follow, one after the other one. (In other words, the last creature to enter the sector will be ahead in the ranking.)

## b) Third Bet

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

At the end of the turn of the player moving that creature, 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 procedure explained in the First Bets step is followed.



**Tips:** During the race, you will normally use movement cards to move your favorite creatures ahead in the race. However, if playing a movement card would get the first creature to cross 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 avoid being the last player to choose the third bet.

**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 tricky to keep your best bet cards until this step, because you might be able to place a safe bet, but it may happen that the creature tokens you want aren't available anymore.



**Tips:** If you and other players have used many dirty tricks on certain creatures, think about playing the “Disqualified” bets on them as your third bet. They are risky, but well rewarded, and the 7 points you can score with them may be the difference between victory and defeat!

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

## 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, from first to last. Resolve any ties as indicated in **Creatures Tied in a Sector**.

## 3. Zeus’ Judgment

After the end of the race, the Zeus’ Judgment space contains four Zeus Protection cards and all the movement cards played using a dirty trick in the current race: this is called the Zeus deck. After the ranking is determined, this deck is shuffled, and **two cards 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, and advance the remaining creatures on the track to fill any gaps thus created.

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.

## Move the Creatures: Normal Card

**Example:** It's the Horus player's turn. He chooses one card from each one of the cardholders at his disposal and, having bet on the dragon at the start of the race, he decides to play a movement card for the dragon with a fast movement value of 4 as his first card. He plays the card, and the dragon miniature moves forward four sectors on the race track. The card is placed in the discard pile.

Then, he decides he wants to slow down the pegasus, and he plays his second movement card on the pegasus, choosing a card with a slow movement value of 0. As a result, the pegasus stands still for this turn, and the second card is also placed in the discard pile.



## Move the Creatures: Dirty Trick Card

**Example:** It's the Odin player's turn. He chooses one card from each one of the cardholders at his disposal and, having bet on the pegasus at the start of the race, he decides to use the first movement card on the pegasus, with a fast movement value of 2 and a possible dirty trick bonus of +3.

He decides to "boost" the pegasus movement using the dirty trick bonus: 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 down the dragon as much as he can, so he plays a movement card on the dragon with a slow movement value of 1. The dragon moves only one sector along the race track and the second card is placed in the discard pile.



## Determine the Ranking

**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 before the phoenix did. Last, the sylph is in sector 17.

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

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



## Zeus' Judgment

**Example:** The two cards 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 it is removed from the final ranking of this race.

The gryphon now takes second place instead of third. The fourth, fifth and sixth place creatures all move one step forward in the final ranking.



## 4. Bet Outcome

All the players now reveal the three bet cards they placed during the race.

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 discards his unsuccessful bet cards face up to the Zeus' Judgment space on the board related to the race that just ended.

A player can always look at the cards under his god token, and ask their victory point total to the other players, anytime during the game.

*Example: The Odin player placed three bets, and now he reveals them:*



*“First Place or Second Place”  
on the gryphon: the gryphon is  
second, so the bet is successful  
and he scores four points*



*“First Place or Disqualified”  
on the pegasus: the pegasus is  
disqualified, so this bet is also  
successful, and he scores four  
more points*



*“Last Place or Next to Last Place”  
on the dragon: the dragon is  
first, so this bet fails, and no  
victory points are scored.*

**4 PV + 4 PV + 0 PV = 8 Victory Points**

*The victory point total for the Odin player is eight points.*

## 5.1 Set-up New Race (FIRST AND SECOND RACE)

After the first and the second race, players prepare for the next race.

- First, distribute the movement cards for the new race to the players in the same way you did during the first race.
- Place unused movement cards to the appropriate space on the board.
- The first player token passes to the player on the left of the previous first player (so the player who placed 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 initial setup.

## 5.2 Victory Point Count (THIRD RACE)

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

The player with the most victory points wins the game.

## VARIANTS

### Power of the Gods

To add more fun and variety to the game, players can decide to use this variant, introducing the Power of the Gods cards, which give different special powers to each player.

At the start of the game, each player takes the Power of the Gods cards matching his chosen god. If you do not use the Fate tokens optional rule (see below), the cards marked with a ⚡ symbol are not used: set them aside before the game begins.

Each card can be used once per game, at the moment indicated on the card condition, using the effect described on the card itself. The effect of a card takes precedence over the normal game rules.

In case more than one player wants to play a card at the same time, the current player must go first, then other players may play a card, in clockwise order. Resolve the effects one at a time.

### Optional Rule – Fate Tokens

Six Fate tokens are included in the game. If you play with this optional rule, at the start of the game, each player (starting with the first player and in clockwise order) picks one Fate token, and places it on any sector on the board (except the starting sector and finish sector) which does not have already a Fate token on it.

The Fate token does not have any power in itself. However, one card for each god (marked with the ⚡ symbol) requires a creature to be in a sector with a Fate token to be played.

When a Power of the Gods card is played because a creature moved into a section with a Fate token, the Fate token is temporarily removed from the board.

At the start of the next race, remove any Fate tokens remaining on the board, and set them up again in the same way indicated above.

### Zeus Sobers Up

As the race goes on, the effect of Ambrosia on Zeus fades, and his attention to the misdeeds of the creatures gets better.

After the Zeus' Judgment phase, any Zeus cards drawn are not used for the next race, but are removed from the game.

# DIVINITY DERBY

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