

Fel Barros & Tiozão

Divivicity



Divicity

A story...

Divicity is a trick-taking game created especially for Covil Con. Covil Con is the great annual event of "Covil dos Jogos", one of the biggest board game YouTube channels in Brazil.

The event brings together the channel's subscribers, associates and supporters from all over Brazil in the city of Divinópolis - MG, where the channel's headquarters are located.

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Components



52 cards divided into four suits
(meeples, vikings, paws and beers)



30 scoring tokens



That smell of a brand new game!



2 wild cards

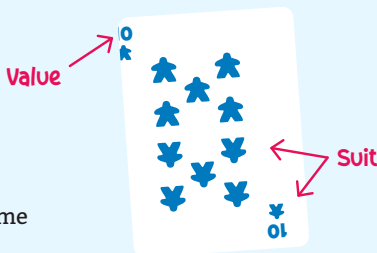
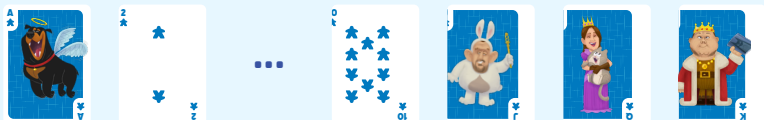
Game Setup

Shuffle the 54 game cards and distribute them among the players as described below:

- **3 players** - 15 cards per player
- **4 players** - 13 cards per player
- **5 players** - 10 cards per player
- **6 players** - 9 cards per player

The remaining cards are returned to the game box and will not be used in this match.

The lowest value card in the game is "A" (Lex) and the highest value is "K". The illustration below shows the hierarchy of cards.



Mix the 30 scoring tokens face down and stack them within reach of everyone.

Objective

The objective of the game is to have the most points at the end of the match.

Remember, following Covil's tradition, not finishing last is also very important. You don't want to take a photo holding the duck, do you?



How to play?

The player who ate pork rinds most recently starts the game.

The starting player separates a number of face-down tokens from the piles of scoring tokens according to the number of players and put in play:

- **3 and 4 players:** 2 scoring tokens.
- **5 and 6 players:** 3 scoring tokens.

You can use the famous Covil Law, in which the one who starts is the one who won the last match...



Peeking at the Tokens

Before playing the first card, the starting player may look at two of the scoring tokens in play and return them face down to the center of the table.

Playing cards

The starting player plays whatever card they want from their hand, face up on the table. The other players, in clockwise order, play one card each. **The played cards are known as a trick.** Players are required to play cards of the suit played by the starting player. If they do not have cards of the suit played by the starting player, they can play any card. Jokers can be played even if the player has cards of the required suit and count as an unsuited 0.

If the starting player plays a joker (it has a value of 0 and has no defined suit), the next player in clockwise order can play whatever card they want (but does not peek at any tokens). The suit of the card played by this player is now the suit to be followed.

Choosing Tokens

When all players have played a card, the player who played the **lowest card** of the same suit played by the starting player reveals the scoring tiles and **takes one of them.** Then the player who played the **highest card** of the suit played by the starting player wins the trick and **takes a second token.**

In games for **5 or 6 players**, the **third token is donated by the winner of the trick to any player, except himself and the player who took the first token.**

If no other player has played a card of the same suit as the starting player, the starting player must choose one token for themselves and another to discard. In games with 5 or 6 players, the remaining token must be handed over to another player according to the rules.

When receiving a special token, you must perform the effect in its entirety and discard it.

Important! *If it is not possible to fully perform its effect, you keep the token and it will be considered a token with five positive points until the end of the game.*

Players must keep all of their tokens in front of them face up.

End of the Trick

The winner of the trick receives all the “A” (Lex) cards that were eventually played in the trick and keeps them face up in front of him.

The remaining cards must be discarded.

Then, the winner of the trick begins the next trick, separating scoring tokens from the piles and repeating the entire process explained here.

This cycle repeats until players have no more cards in their hands.

Example of a Trick

Fafa is the starting player, pulls out two tokens and peeks without letting Pikachu spy (actually, any player, but with Pikachu you need to be extra careful).



She starts the trick by playing a 2 from the Vikings suit. The next player is Pikachu, he has to follow the suit and plays a "K" for Vikings. Then it's Jean's turn but he does not have the Vikings suit, so he can play any other suit. He plays a 6 of Meeples and Karine ends the trick by playing a "J" of Vikings.

The lowest card of the chosen suit is 2, so Fafa reveals the two tokens: a Donate token and a Milk token. She chooses "Donate" and hands a -10 token that she had received in the previous trick to Pikachu, who places it face up in front of him. The Donate token is discarded and, since Pikachu played the biggest card, he takes the Milk token. This trick was not good for Pikachu, but he hopes to recover in the next trick, where he will be the starting player and will see two tokens before opening the trick.



End of the Game

When players have no more cards in their hands, the game ends. Players add up the scores on their tokens. Whoever has the highest score wins the match. In case of a tie, the player with the most "A" (Lex) cards wins. If the tie remains, the tied players share the victory.

Lex

The "A" cards in the game represent Lex.

If a player ends the game with

3 Lex, this player receives **50 points bonus**. If you have **4 Lex**, the player **automatically wins the game**.



The Tokens

In addition to the tokens that grant **10**, **-5**, **-10** and **-20** points, there are also tokens with images that have the following effects:



Milk: Milk tokens grant negative points according to the amount you accumulated during the game: **-5** for **one token**, **-25** for **two tokens** and **-50** for the **three tokens**.

If you can't take it, then drink milk!



Duck: The Duck token grants **-30 points**.



Pork Rinds: Each Pork Rinds token grants **10 points**.



Beer: Each Beer token grants **5 points**.



Pair of Beer + Pork Rinds: Each pair grants **30 bonus points**.



My favorite fruit is pork rinds, and yours?

Example: Karine ended the game with two Pork Rinds tokens and one Beer token. She will receive 20 points for the Pork Rinds tokens, 5 points for the Beer token and another 30 points for having a Pair of Beer Cracklings, totaling 55 points!

Special Tokens



Exchange: You choose another token of yours and must exchange it for a token from another player. **If there are no tokens available to exchange**, it loses its effect, stays in front of you and grants **5 points** until the end of the match.



Donate: You must choose another token of yours and give it to another player of your choice. **If there are no tokens available to donate**, it loses its effect, stays in front of you and grants **5 points** until the end of the match.



Random Steal: You choose a player, they turn all of their tokens face down, shuffle it, and then you take one of them. Unchosen tokens remain with the player who was stolen and must be turned face up again. **If there are no tokens available to steal**, it loses its effect, stays in front of you and grants **5 points** until the end of the game.

This is the only theft allowed in the game!



"Wildcard Immunity" variant

In this variant, when playing a Joker, the player must shout: "I'm immune!" and stand up from the chair. During this trick, that player cannot receive any tokens or be targeted by special tokens.

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Review: Pedro Vinicius

Playtesters: Karine, Fafa, Jean, Doguete, Pikachu, Breno BBC, André "Primo", Lucas Torresmo, Eduardo Vieira, Barbara Peres, Dilsinho, Gabriel Cestaro, "Rodrigo" Zombie, Thiago Cestaro, Castanho, "among many others"



"End of the rules!"