



Gods of Divinity

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Introduction

- Battle against your opponent using the power of the divine gods. The gods of myths and legends will become your avatars. Command them to defeat your enemies and reap the rewards for winning. Collect other gods to strengthen your deck and create new strategies that suit your play style.
- This is a game where winning will give you the rewards needed to build your own custom deck.

Introduction continued

- 2D digital card game
- Mythologies and legends focused theme
- Several types of playing cards
 - Avatars, spells, spirit, divine, equipment, field
- Elements for each avatar
- Card collections

Introduction continued

- Game modes
 - Online, friend vs friend, practice
- In-game purchases
 - Card packs
 - Collectables
 - Limited-time cards
- Possible additions
 - Leaderboards
 - Infusion
 - Infuse duplicate avatars into one, making it stronger
 - Equipment mounts/creatures for special effects

Myths and Legends

- Greek
- Roman
- Nordic
- Japanese
- Chinese
- Egyptian
- Angels/Saints
- Demons/Devils/Fallen angels
- Elves
- Dwarves
- Spirits
- Mythical Creatures

Elements

- Light
 - Dark
 - Fire
 - Water
 - Earth
 - Air
 - Lightning
- Creation
 - Destruction

Avatars

- Seven avatars per myth/legend minimum
- One avatar per element minimum
- Each myth/legend will have at least seven avatars, one for each of the seven elements.
- Avatars are your “monsters” they’ll help you defeat your opponents.

Avatars continued

- You can only have one avatar on the field at a time.
- You may switch avatars by using a spell card.
- They start with seven life energy, can have a max of ten.
 - Add life energy by collecting spirit cards.
 - If an avatar loses all life energy, they're defeated and sent back to heaven or the underworld.

Spell cards

- Destroy weapons or armor
- Negate other spells
- Negate attacks
- Negate spirit cards
- Defend or attack
- Counterattack
- Draw cards
- Deal direct damage to player
- Swap avatars

Divine Cards

- One divine weapon per deck
- One divine armor per deck
- Use divine ritual card to equip a divine weapon and/or armor to your avatar
- Divine ritual summons a divine avatar after the original avatar has both a divine weapon and divine armor equipped.
- Negate other divine cards
- Add divine cards to your hand

Field Cards

- Desert
- Ruins
- Forest
- Ocean
- Mountain
- Sky
- Volcano
- Dark Realm
- Light Realm
- Universe/Space
- Additional fields will be added

Equipment Cards

- Weapons

- Adds attack points
- Possible special effect
- Avatars can only attack if they posses a weapon
- May only last a set amount of turns or attacks

- Armor

- Adds defense points
- Possible special effect
- If no armor damage is dealt directly to player
- May only last a set amount of turns or attacks

Weapon and Armor Ranks

- Rank 1: Divine
 - Rank 2: Legendary
 - Rank 3: Holy
 - Rank 4: Demon
 - Rank 5: Spirit
 - Rank 6: Elemental
 - Rank 7: Basic
- Each rank increase adds higher attack and defense points, better special effects or abilities

Phases

- Both players draw five cards
- Choose who goes first
- Draw one card at the start of your turn
- Phase 1
 - Set your avatar or switch avatar, spells face down(max of 5), equip weapon and/or armor to avatar
 - If specified by spell effect, can be used during this phase

Phases continued

- Battle phase
 - First player may not attack on first turn
 - During battle phase
 - Attack
 - Defend
 - Counterattack
 - Use spells
- Phase 2
 - Set spells face down
- End turn

Battle Phase

- Can only attack with avatar unless specified by spell card
 - Spell cards can deal direct damage to player
- If attack is successful by your avatar, decrease enemy avatar's life energy by one out seven or $\max(10)$.
- Spells can be used to negate attacks or decrease direct damage to player

Winning

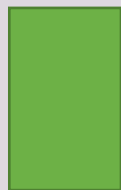
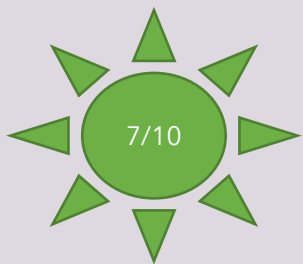
- Opponent loses their life points
- Opponent has no more cards to draw
- Opponent has no more avatars to summon
- Opponent forfeits the battle

Most Powerful Avatars

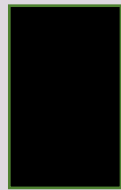
- The God of Destruction and Chaos
 - Universe element of Destruction
- The God of Creation and Life
 - Universe element of Creation
- Special effects
- Restricted summoning
- Extremely rare to collect or limited-time in-game purchase
- Immune to all elements except light and dark
- Spells have no affect
- Can only be affected by divine spells, light/dark avatars

Life Points
8000/8000

Life Energy

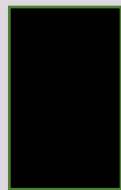


Field
spell

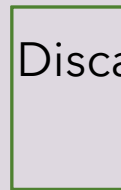
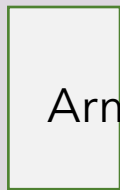


Avatar

Weapon

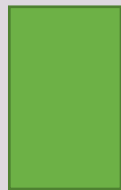


Armor



Discard

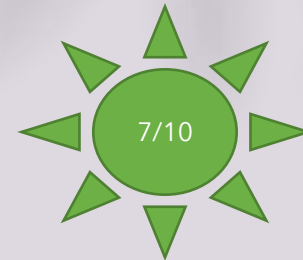
Defeated
Avatars



Deck

Spell/Divine cards

Life Energy



Life Points
8000/8000