

# **Living Rulebook**

# SINS: The Deck-builder

## Living Rulebook v1.16

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## Introduction

*SINS is a fantasy deck-builder with a quick setup and gameplay, filled with a plethora of combos and tough choices throughout the game, in a small package. **To win, gain power, give despair and resolve for dominance.***

# Video

## How To Play Video

[https://youtu.be/Eup4yE1Wm\\_M](https://youtu.be/Eup4yE1Wm_M)

<https://youtu.be/DMslCprliMU>

# Components

70x SINS cards.

20x Kosmos (starter) cards.

05x Module cards.

02x Dominance cards.

02x Reference cards.

01x Rules-reference card.

# Setup

Each box supports 2 players. Use multiple boxes when playing with more than 2 players.

Deal 10 **Kosmos** (starter) cards to each player. This is their draw pile, placed in their play area.

Shuffle all Sins cards together face-down, from the box sets of your choice. Place the cards in the center of the table to form the **Realm**.

Each player draws a card from the top of the **Realm**. The highest card-number is the active player (repeat if there is a tie). Destroy these cards. Destroyed cards are placed back in the box.

Then, draw 5 cards from the top of the **Realm**, into the center of the table, face-up.

*For expert players, select the sins you'd like to play with. We recommend 7 distinct (1 of each) sins per player, between the boxes in your collection.*

All players draw 5 starting cards into their hand from their draw pile (this is their hand limit).

The active player starts the game and takes their first turn.

## Modules

Each box contains a module of 5 cards (supporting up to two players per box), identified by a ribbon border. 1 module-rules-card, and 4 module-expansion-cards with a unique mechanic to extend your SINS experience. Use 1 or more modules, to change up the game, by following the instructions and rules on the first module card.

## How to Win

When a player reaches their first **dominance** (or two to three for a longer game), that player wins the game and the game ends immediately.

*You get dominance by resolving opposing despair in the Status phase, and you give despair by attacking your opponents in the Attack phase.*

*The Dominance card has numbers from zero to three. If you'd like to play a more tactical or longer game, you can optionally play until a player reaches two or three **dominance**. Or, you can use the **dominance** card to play multiple games, like "best out of three".*

## Card Anatomy

**Weakness:** Weakness is what you need to overcome with power. A barrier. Weakness icons are located in the middle of the card. Both when buying new cards and attacking your opponents. When buying, weakness is a cost-barrier to overcome. When attacking, weakness is a defensive-barrier to overcome.

Weakness is also the only value counted when resolving a despair pile. Power has no influence in the resolution of a despair pile.

**Tagline:** Each card has a variety of tags. These tags can be used when referenced by effects or indicate a principle mechanism.

**Effect:** Whenever a card is played to the table (except when swapping cards), the effect can be triggered. This trigger is optional.

**Power:** Power is what you use to overcome weakness. A strength. Power icons are located at the bottom of the card. Both when buying new cards and attacking your opponents. When buying, power is your currency-strength. When attacking, power is your combat-strength.

**Reminder:** *As the active player, **power** is your only means of measure. Weakness is never used by the active player. When you're the active player, weakness is a cost-barrier in the realm and your opponent's defensive-barrier.*

## Strategy

SINS is a deck-destroyer and a highly competitive game. It's built from the core to be an aggressive game of powers and weaknesses. Both attacking and defending will cost you deeply and exhaust your hand. Therefore, be careful not to be too aggressive or too defensive, as you might lose your advantage. Pick your battles, save your strength, take the hit and fight back when your opponent is exhausted.

Each set of cards has a specific sin and each sin has a unique set of principles, which can either form or change your strategy as you play through the game.

**Mechanisms:** *Each sin is beholden to a specific card mechanism or principle in each box.*

- **Gluttony**, will recycle your discard pile.
- **Envy**, will disrupt your opponents strategy.
- **Lust**, will look where you may not look.
- **Sloth**, will cancel or deny your opponent.
- **Wrath**, will destroy or alter your deck.
- **Greed**, will get more for less.
- **Pride**, will manipulate despair.

## Turn sequence

The active player takes their turn in full, then passes to the player on the left, as the new active player. Each turn has 4 phases and each phase has one or more steps.

Once you start a new phase, you cannot go back to the previous phase.

1. Status Phase
2. Buy Phase
3. Attack Phase
4. Refresh Phase

## Status phase

*This is the phase that wins the game. If you act too fast you might not dominate your opponent. And if you are too cautious you end up getting dominated.*

Skip this phase on your first two turns.

**Resolve:** You can choose to resolve the left players despair pile.

The owner of the despair pile reveals the cards from their despair pile.

If the total weakness from the cards are 5 or more, counting all weakness icons across all revealed cards, the active player scores one dominance. The active player turns their Dominance card to indicate the dominance level.

The cards from the revealed Despair pile are all destroyed regardless of the result.

## Buy phase

Use the **Buy Phase** to acquire new cards, develop a strategy and enhance your deck. Use **powers** to overcome **weakness**.

**Refill:** Refill the **Realm** to 5 cards.

**Gain:** Play any cards from your **hand**, one by one, activating (optional) card-effects immediately when played.

*Using the card effect does not prohibit you from using the card for its power to gain new cards.*

Match powers from your cards in play, against weaknesses in the **Realm**, to gain a card. No icon can be used twice. Place the card gained in your discard pile.

*You can play your cards in any order (play, gain, play, gain...). Cards played, do not need to be used for purchase.*

**Discard:** Discard all your remaining cards in play.

*Weakness icons are listed in the middle and power at the bottom of each card. Both weakness and power icons share the same 5 symbols (green, pink, blue, orange and white).*

- *Omnis (white icon) will match all powers and all weaknesses. When you play a card with an Omnis power, you can match it against any weakness in the Realm incl. an Omnis weakness.*
- *You can always substitute two powers for any other power in the Buy Phase.*

**Example:** *Jacob wants a Gluttony card with three Terra weakness icons. He spends two Omnis powers and a Terra power, matching the same colors/shapes from his cards in play.*

## Attack phase

Use the **Attack Phase** to play your powers against another player and overcome their weaknesses. If successful, they will suffer despair. Use your **powers** to overcome their **weaknesses**.

**Struggle:** Announce any player as the defending-player in this power struggle.

1. Play a card from your hand (any card).
  - a. Activate the effect (optional).
2. The defending player can play a card from their hand (any card) to negate or pass. If they pass, they can no longer participate in this step.
  - a. Activate the effect (optional).
3. Repeat this process or pass.

**Despair:** After both players have passed, compare powers (all power icons) from your cards in play against weaknesses on the defending players cards in play (all weakness icons). The defending player will suffer one despair per unmatched power on your cards.

**Suffer:** Draw the amount of despair suffered, from the top of your draw pile, face-down, and give these cards to the defending player. These cards are now considered despair and should remain face-down and placed vertically on top of the defending players **Dominance** card, to form the defending players despair pile.

**Winner:** The winner of the struggle is either the attacker, if any despair was given – or – the defender if no despair was given.

**Discard:** Both players discard all cards in play.

**Example:** *Jacob targets Louise in this attack. Louise is now the defender. If Louise chooses to pass, she can no longer play any cards. If Jacob chooses to pass, he will end the struggle step for both players and continue to the next step.*

- **Struggle Step (1):** *Jacob plays a Greed card with a Terra power.*
- **Struggle Step (2):** *Louise plays a Gluttony card with three Terra weaknesses.*
- **Struggle Step (1):** *Jacob plays a wrath card with an Omni power.*

- **Struggle Step (2):** Louise chooses to pass and is no longer able to play any cards in this step.
- **Struggle Step (1):** Jacob plays a Gluttony card with a Canva power.
- **Struggle Step (3):** Jacob chooses to pass.
- **Despair Step:** Jacob has a total of three powers in play (terra, omni and canva). Louise has a total of three weaknesses in play (3 x terra). Jacobs terra and omni power is matched by Louise's 2 x terra. Jacobs canva power is unmatched.
- **Suffer Step:** Jacob gives Louise 1 despair in total (one for each unmatched power), from the top of Jacob's draw deck.

*For each card that you are short in your draw pile (after reshuffling your discard pile), the defending player gains one dominance.*

- Always match powers against weakness to the advantage of the defending player.
- Once a player has passed, they can no longer play cards for the remainder of this step.
- If card effects are activated during this phase, follow the effect to completion immediately when the card is played.
- Omnis (white icon) will match all powers and all weaknesses. If you play a card with an Omnis power, it can be negated by any weakness. Any opposing card, with an Omnis weakness, can negate any power.

## Refresh phase

You are allowed to keep or discard any remaining cards in hand.

Then draw cards up to your current hand size, **subtracting any despair given** in this phase and remaining cards in your hand. This limitation only applies to the current phase.

**Example:** Louise gave Jacob 2 despair in Louise's Power struggle. Louise chose to keep 1 card in hand. Therefore he only drew 2 new cards, to a total of 3 cards in hand.

*If your draw pile is empty and you need to draw the next card for any reason, shuffle your discard pile to form your new draw pile. Only shuffle and recreate your draw pile when needed.*

Then, the next player in clockwise order takes their turn as the new active player.

## References

- **Destroyed**, will remove a card from the game. When a card is destroyed, return it to the game box.
- **Discard**, will place a card in a discard pile face-up. The discard pile is public information and any card placed or cards swapped, must be revealed to the entire table.
- **Draw**, is a reference to your draw pile. When allowed to “draw a card”, this card is drawn from your draw pile. If the draw pile is empty, shuffle your discard pile to form a new draw pile and continue drawing cards, if allowed.
- **Effects** are activated when played. Activation is optional, but once an *effect* is forfeited, the *effect* can no longer be activated. The effect persists as long as the card is in play. If the card is discarded or destroyed, the *effect* is no longer active. If a card specifies a timeframe (.i.e. “current phase” or “until next turn”), the *effect* will persist throughout that timeframe, even if discarded.
- **Gain**, allows a player to *gain* a new card from the Realm. When you *gain* a new card, discard it, if not otherwise instructed. If an effect allows you to gain a card, without any requirements, you simply take a free card and place it in your discard pile.
- **Look**, allows you to see a specified amount of cards from a face-down card pile. This information is private. You can only look at the available cards in any particular pile, even if that pile is empty or limited.
- **Omnis**, will match all powers and all weaknesses. It is equally the strongest and weakest icon in play depending on its application.

- **Power**, is used as a currency to gain cards and to attack your opponents. In short, power is used to overcome weaknesses. Power icons are listed at the bottom of a card.
- **Realm**, unless specified, refers to the face-up cards. If a player is instructed to gain a card from the Realm, they will take a card from the face-up, if available. If a player is instructed to take a card from the “top of the Realm”, they will take a card from the Realm draw pile.
- **Swap**, is an exchange between two different cards. You can not swap a card with itself.
- **Weakness**, is used to define card cost, defend and to determine success when resolving a despair pile. Weakness must be overcome with power, to gain a card. Weakness must be overcome with power, to give your opponent's despair.

## Variants

### Solo

The solo game has the same phase-structure, like the multiplayer game (Status, Buy, Attack and Refresh), but with adjusted rules for playing against the **Champion (AI)**. The behaviour of the Champion depends on which box you play (“Rise of Wrath”, “Gloom of Greed” or “Ooze of Gluttony”).

Download the [Living Rulebook \(Solo\)](#) for rules on the solo variant.