



IMMERSIVE PLAY

SINS

*SINS is a fantasy deck-builder with a quick setup
and game play, filled with a plethora of combos and tough choices.*
Gain power, give despair and resolve for dominance.

Dear Gamer,

“The game you are about to play has been through a lot. It has been conceptualized, developed, written, tested, visualized, forged, backed, printed and ultimately unboxed by you. We believe that everyone at our studio plays an important role, bringing life to this game, regardless of job title or influence. This is why you won’t find a name on the box. Instead, we wish to give credit to all our amazing, creative and hard working people, united. We are proud of what we can accomplish together and we enjoy bringing games to life, so that you can experience immersive play and quality time from quality games.”

Special thanks goes to: Jacob Lindborg, for concept. Andreas Barbesgaard, for interaction. Morten Fausing, for experience. Louise Bannebjere, for immersion. Jeppe Jelvin, for story. Andreas Sveistrup, for production. Stephanie Gustafsson for layout. Henrik Kemp, and all our backers and supporters, giving us strength, courage and momentum.

We are Luudos Studio!

SINS Origin

BY-PRODUCT OF CREATION

In a time, long before our evolution, in reality, far from our own beliefs, the four Ancient roamed the empty space, driven by their will to create. Canva, Terra, Viscous, and Ignis found the dormant and mindless Titans, who had what they were lacking, a celestial presence, a means to weave matter into reality.

Through the intertwining of will and matter, the symbiosis between the Ancients and the Titans, **SINS** found its way into the fabric of reality, as each thread from the awakened Titans was spun and weaved.

The force of **SINS** emerged as a spark from the friction between powers and weaknesses as a by-product of creation. Feeding initially on emotions and motivations, it started to evolve as a simple unnatural force. Feelings sparked, and they grew within the fabric.

It became a dark entity, a parasite, a shadow clouding the vision until only it was visible, only it mattered. What it wanted was destruction.

BATTLE FOR DOMINANCE

SINS is a powerful companion indeed. If it grew strong enough, it could materialize powers of great use to their host. It could alter reality, spreading and disrupting the natural order. So, **SINS** was sought out by spirits, beasts, and spectral beings, in their battle for Dominance.

Praised in masses until **SINS** became religions across the Realms. Yet, in the dance between creatures and SINS, there can only be one to lead. A creature worshipping **SINS** might think itself to be powerful, may believe itself to be the decision-maker, the winner in this dark tango. But power can easily become a weakness, as **SINS** will leave you with only one thing, in the end, complete and utter Despair.

And so it continued to spread unnoticed, deep within the fabric of reality, while the Titans continued to weave and the Ancient continued to pull strings behind their celestial curtain.

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Components

Trilogy Box contains:

- 6 x Character Packs
- 2 x Neoprene Playmats
- 1 x Rulebook

One Character Pack contains:

- 32 x Common cards
- 10 x Starter cards
- 10 x Tokens
- 10 x Influence cubes
- 3 x Dominance cubes (*black*)
- 6 x Module cards
- 1 x Character card
- 1 x Reference card
- 1 x Character miniature(s) set
(1–4 minis depending on the Character Pack)



LIVING RULEBOOK

luudos.studio/sins/rules2/

Questions?

support@luudos.studio

SINS the Game of Destructive Strategy

SINS is a deck-destructor and a highly competitive game. It is built from the core to be an aggressive game of powers and weaknesses. Attacking and defending will cost you profoundly 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 Character Pack has a specific **SINS** keyword (Gluttony, Wrath, Envy etc.), and each keyword has a unique set of design principles, which can either form or change your strategy as you play through the game.

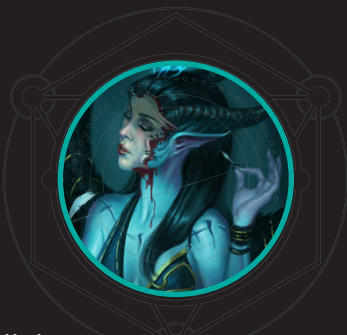
*Every time you play a **SINS** game, your strategy and thus your abilities will change, depending on which cards or keywords you choose to add to your deck-building. We encourage players to experiment with different strategies, finding, fine-tuning, and sharing their optimal decks for each Character Pack.*



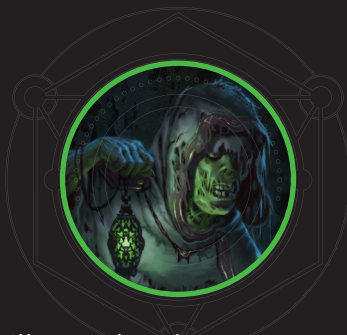
Mechanisms: Each keyword is beholden to a specific mechanism or principle in each Character Pack.



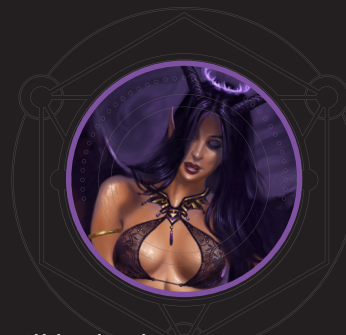
Gluttony will recycle your discard pile.



Envy will disrupt your opponent's strategy.



Sloth will cancel or deny your opponent's.



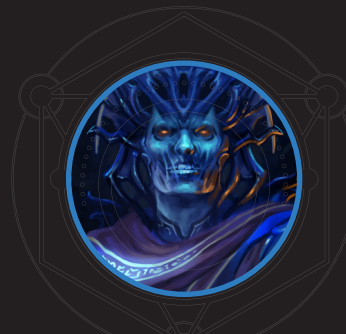
Lust will look where you may not look.



Wrath will destroy or alter your deck.



Greed will get more for less.



Pride will manipulate despair.

Setup

Select one to six Character Packs, depending on your player count. Each pack supports one player regardless of the number of miniatures associated with the pack. (*Characters selected may share keywords*)

- 1 Each player chooses a **CHARACTER** amongst the available packs, then takes the matching Starter-cards identified by the character icon in the top right corner. The player shuffles and places them face-down to their left. This is a players' **DRAW** pile.

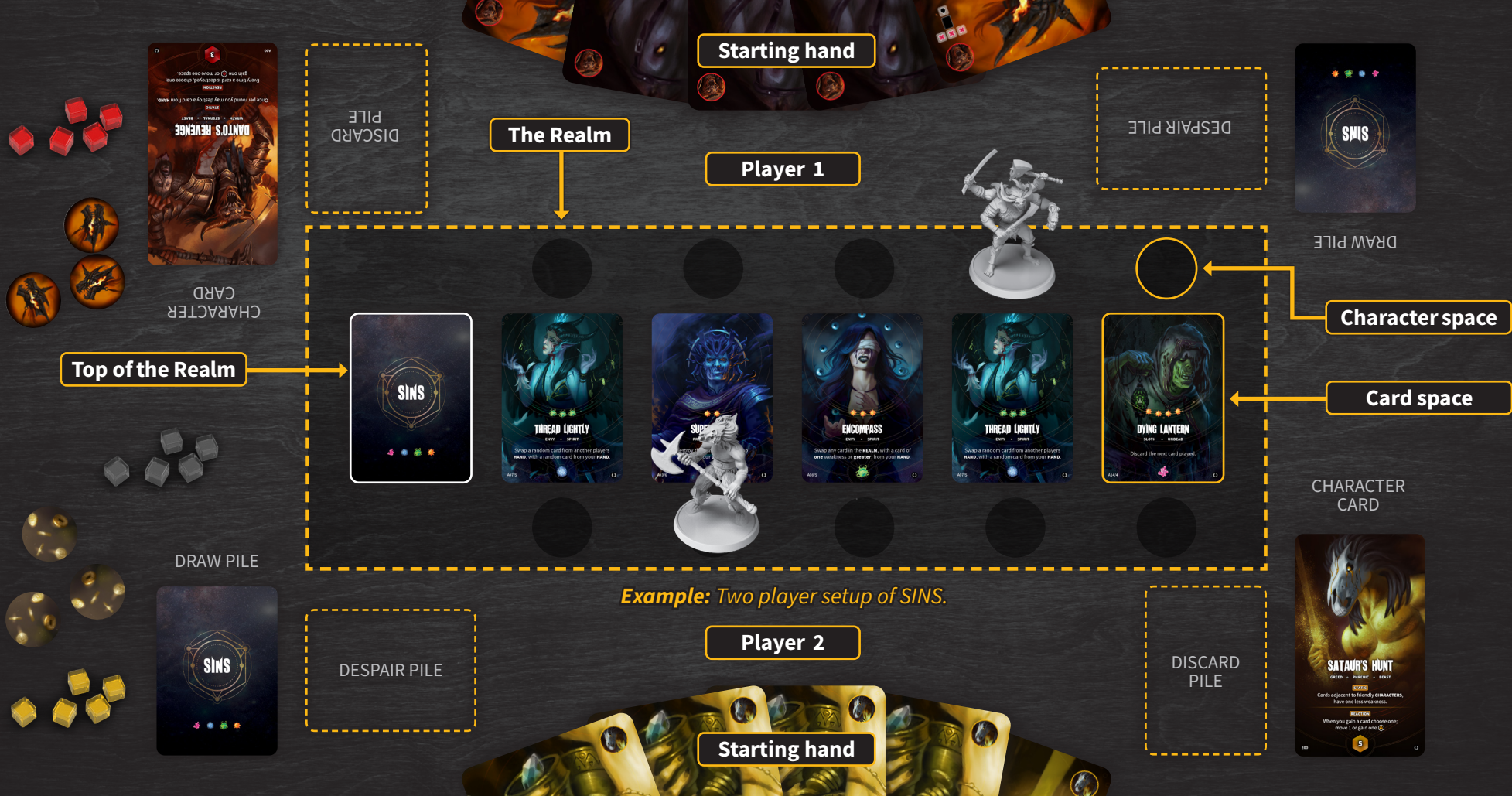


- 2 Place all cubes and tokens from the chosen packs in a common token pool, within reach of all players.
- 3 Shuffle all the Common cards together face-down, from the Character Packs chosen and place them in the center of the table. This is known as the **TOP OF THE REALM**.
- 4 Each player draws a card from the **TOP OF THE REALM**. The player that draws 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.



We recommend you read all your Starting cards before beginning the game setup. Some starting cards have targeting diagrams that will help you decide where to best position your miniature(s) in step 7.

- 5 Reveal the appropriate number of cards from the **TOP OF THE REALM** for the number of players. Place them in the center of the table face-up to form a market row. This is known as the **REALM**.
1-3 players: 5 cards **5 players:** 7 cards
4 players: 6 cards **6 players:** 8 cards
- 6 All players draw 5 Starter cards into their hand from their **DRAW** pile. (*the default hand limit is 5 before any adjustments*)
- 7 The active player places their **CHARACTER** miniature(s) first into an unoccupied character space. Then in clockwise order, the rest of the players place their miniatures.
- 8 The active player starts the game and takes the first turn.



How to Win

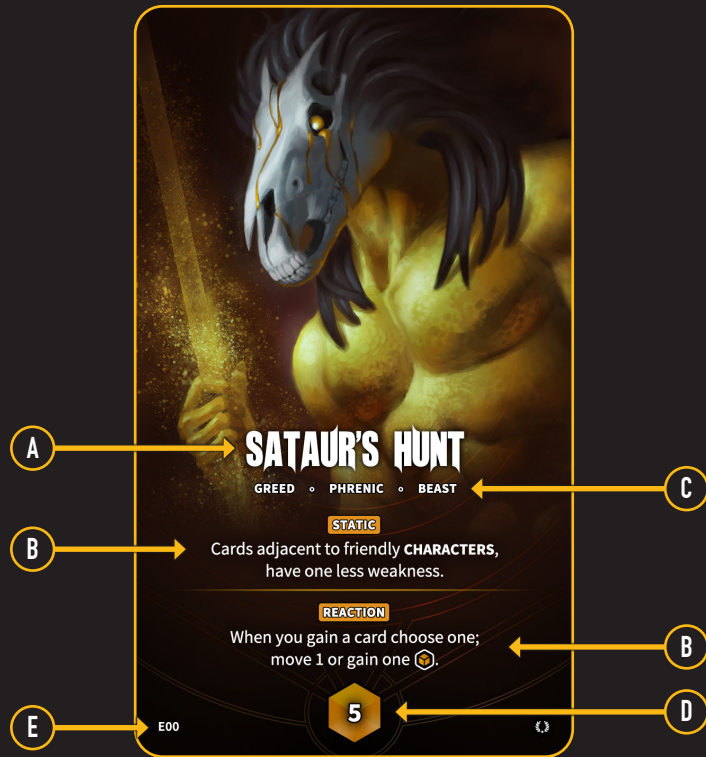
The player to first gain one **DOMINANCE** immediately wins the game. Players gain **DOMINANCE** by successfully resolving an enemy player's **DESPAIR** pile during their own Status phase. A **DESPAIR** pile is successfully resolved when five or more weaknesses are revealed. A player must make a successful attack on an enemy player in order to deal **DESPAIR**.

*You gain **DOMINANCE** by resolving an opponent's **DESPAIR** pile successfully in the Status phase, and you give **DESPAIR** by attacking your opponents in the Attack phase.*



*If you would 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 cubes to play multiple games, such as “best out of three”.*





Card Anatomy – Character Cards

- A** **Character Set:** Name of the Character Pack.
- B** **Effects:** A **CHARACTER** card has a variety of effects, which are always available to the player throughout the game. Some are **STATIC** effects that will remain active during the entire players' turn, and some are **REACTION** effects that will trigger when certain conditions are met. These effects are part of the basic strategy to play this **CHARACTER**; knowing when to use them or combine them is crucial for a player's success.
- C** **Tagline:** Each card has a variety of tags. These tags can be used when referenced by effects or indicate a principle mechanism.
- D** **Storage Limit:** The maximum number of influence (C) cubes that can be stored on the **CHARACTER** between player turns. These are usually **SINS** specific.
- E** **Card Number:** The Character Pack code and card number. 00 always denotes the Character Card.

Card Anatomy – Starter Cards

- A Power:** Power icons are located at the bottom of the card. These are used when gaining new cards or attacking.
- B Tagline:** Each card has a variety of tags. These tags can be referenced by effects or to indicate a principle mechanism.
- C Effect:** Starter cards benefit the matching **CHARACTER** and will combo your character's effects. Most starting cards will have a **COST** effect, that can be activated if the required influence (🛡️) listed on the card is discarded. **COST** effects can be activated after being played and are single use unless otherwise specified.
- D Card Name:** Card name.
- E Card Number:** Character Pack code, card number / qty.
- F Character Icon:** Icon of which **CHARACTER** this starter card belongs.
- G Targeting Diagram:** A diagram showing the target spaces the card affects.



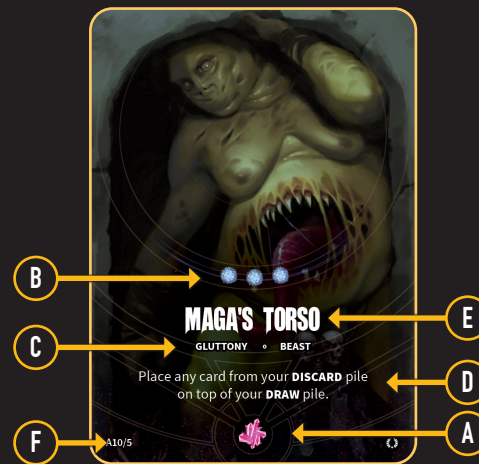
- 🛡️ Any type of Influence
- 🔴 Wrath Influence
- 🟡 Greed Influence
- 🟢 Gluttony Influence

- 🟢 Sloth Influence
- 🟢 Envy Influence
- 🟢 Pride Influence
- 🟢 Lust Influence

Card Anatomy – Common Cards

- A** **Power:** Power icons are located at the bottom of the card. When buying, power is treated like currency, and when attacking power is direct combat strength.
- B** **Weakness:** Weakness icons are located in the middle of the card. They are used as barrier when defending and are the cost when buying new cards. Weakness is also the only value counted when resolving a **DESPAIR** pile. Power has no influence on the resolution of a **DESPAIR** pile.
- C** **Tagline:** Each card has a variety of tags. These tags can be referenced by effects or to indicate a principle mechanism.
- D** **Effect:** Whenever a card is played to the table (*except when swapping cards*), if the conditions are met the effect can be triggered. This trigger is optional.
- E** **Card Name:** Card name. (*Second printing*)

- F** **Card Number:** Character Pack code, card number / qty. (*Second printing*)



Reminder: Weakness on played cards are never used by the active player. On cards in the **REALM** they are the cost, and on a card played defensively they are the strength of the barrier.



Skirmish

A Character Pack consists of a **CHARACTER** card, ten asymmetric Starter cards, **CHARACTER** miniature(s), cubes, tokens, and Common cards.



*The matching Starter cards are tailored to your chosen **CHARACTER** and provide the basic sin strategy (see pg. 6). The Starter cards will either strengthen your gameplay or hinder enemy players depending on the tactical placement of friendly miniatures around the **REALM**. Therefore the strategic placement of your **CHARACTER** miniature(s) is important.*

In contrast to Common cards bought in the **REALM**, each Starter card is without weakness, and some require influence (📦) to unlock their powerful effects. Players gain 📦 during the game from effects on their **CHARACTER** card, their Starter cards and sometimes through gaining a card in the **REALM**. Each **CHARACTER** has an inherent strategy that can be strengthened by learning how to move and gain 📦's.

Skirmish [CONTINUED]

INFLUENCE

Players gain influence (📦) throughout the game, either from card effects or, most prominently, from their **CHARACTER**'s effects.

When 📦's are gained, they are placed onto the **CHARACTER** card. They can then be used to immediately activate **COST** effects during player activations.

At the end of a players' turn, remaining 📦's may be stored on the **CHARACTER** card up to its maximum storage capacity. Any leftover 📦's are placed onto Common cards in the **REALM**, wherever the player chooses.

GAINING CARDS

When a player gains a card from the **REALM**, they also gain any 📦's on it that match the **SINS** on their **CHARACTER** card. The 📦's of other **SINS** are discarded back to the common pool.



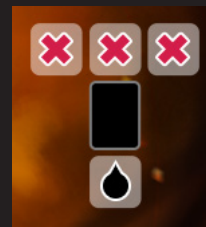
Skirmish [CONTINUED]

MOVEMENT & CHARACTER PLACEMENT

Depending on the size of the **REALM**, there is a character space above and below each card displayed (*excluding the TOP OF THE REALM*). **CHARACTER** miniatures can be placed in any unoccupied space at the start of the game. Character space is considered occupied if there is a miniature in the location and miniatures cannot share the same space except during movement (*a miniature must still finish its movement in unoccupied character space, but it can move through occupied spaces without counting them as part of their movement before continuing the rest of the movement*).

In terms of movement, a miniature can move to an adjacent character space orthogonally (*up, down, right or left*) when it activates a move effect. Card spaces are ignored and the character spaces above and below are considered adjacent during movement (A1).

Example A: From Danto's current position, it is possible to play his Starter card 'Above & Below' (A2) to target two greedlings from Sfraw's Crew (A3). Likewise the other two greedlings currently meet the targeting requirements of 'Team Work' (A4) and could spend    to gain the envy card (A5).



2



Friendly **CHARACTER** miniature(s)




Character space



Card space



4

 Negative effect target

 Positive effect target

TARGETING DIAGRAMS

Some cards feature a targeting diagram to show which character/card spaces it can affect. The diagram only shows the relevant spaces and anything unimportant is not included. Diagrams also only show one orientation, but they are still valid if mirrored or rotated so long as the diagram can still be applied. In order for a diagram to be valid, **ALL** spaces that require your miniature(s) must be occupied.

Example A





Turn Sequence

The active player takes their turn in full, then passes to the player on their left who becomes the new active player. Each turn has four 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**
(skip this phase on your first two turns).
- 2 **BUY PHASE**
- 3 **ATTACK PHASE**
- 4 **REFRESH PHASE**



1. Status Phase *(skip this phase on your first two turns).*

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.



DESPAIR PILE

Resolve: The active player can choose to resolve the **DESPAIR** pile of the enemy player to their left.

The owner of the **DESPAIR** pile reveals the cards one by one from his or her **DESPAIR** pile.

Counting all weakness icons across all revealed cards and if the total weaknesses are 5 or more, the active player scores one **DOMINANCE**. The active player takes a dominance cube (*black*) and places it on their **CHARACTER** card to indicate their total **DOMINANCE**.

ALL cards from the revealed **DESPAIR** pile are destroyed regardless of the result.



2. Buy Phase



Use the **Buy phase** to gain new cards, develop a strategy and enhance your deck. Use **power** to overcome **weakness**.

Refill: Refill the **REALM** up to the required number of cards (see Setup).


Gain: Play any cards from the **HAND** one by one. The player can activate card effects (*optional*) immediately when played.

Using a card effect during the Buy phase does not prohibit the player from using the cards' power to gain new cards.






Match powers from cards in play against weaknesses from a card in the **REALM** to gain that card. A power icon on a card can only be spent once. If more of the icon type is needed, more cards must be played. The card gained is placed into the **DISCARD** pile.




*Remember when you gain a card from the **REALM**, you also gain any 's on it that match the **SINS** on your **CHARACTER** card. The 's of other **SINS** are returned to the token pool.*

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

Gain continued: Buy available tokens from the token pool by discarding the appropriate amount of 's indicated on the token itself. (see pg. 12)

Discard: Discard all the 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 five symbols (Terra  , Canva  , Viscous  , Ignis  , and Omnis ).

- ★  will match all powers and all weaknesses.
When a card with an  power is played, it can match against any weakness in the **REALM** including another .
- ★ You can always substitute two power icons for any other power in the Buy phase.

3. Attack Phase

*Use the Attack phase to play your powers against another player and overcome their weaknesses. If successful, they will suffer **DESPAIR**. Use power to overcome weakness.*

Struggle: Announce the target enemy player in the power struggle. They will be the defending player for this struggle

- 1 The active player chooses a card from their hand to play.
(the **FIRST** card in a struggle cannot be without weakness)
 - a) Activate the effect by paying any **COSTS** (optional).
- 2 The defending player can play a card from **HAND** (any card) to negate or pass. If they pass, they can no longer participate in this phase.
 - a) Activate the effect (optional).
- 3 Repeat this process or end the struggle step by passing.















Despair: After the active player has passed, compare powers (all power icons) from your cards still in play against weaknesses on the defending player's cards still in play (all weakness icons). The defending player suffers one **DESPAIR** per unmatched power on the active players' cards.

Suffer: Draw cards face-down from the top of the active players **DRAW** pile equal to the amount of **DESPAIR** dealt, and give these cards to the defending player. These cards are now considered **DESPAIR** and should remain face-down and placed horizontally in the designated **DESPAIR** pile location.

Discard: Both players then discard all remaining cards in play.




3. Attack Phase [CONTINUED]

Example C: 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  power.
- ★ **Struggle Step (2):** Louise plays an envy card with three  weaknesses.
- ★ **Struggle Step (3):** Jacob plays a Starter card with a  power.
- ★ **Struggle Step (4):** Louise chooses to pass and is no longer able to play any cards in this step.
- ★ **Struggle Step (5):** Jacob plays a gluttony card with a  power.
- ★ **Struggle Step (6):** Jacob chooses to pass.
- ★ **Despair Step:** Jacob has a total of three powers in play (,  and ). Louise has a total of three weaknesses in play (,  and ). Jacob's  and  power is matched by two of Louise's . Jacob's  power remains unmatched.
- ★ **Suffer Step:** Jacob gives Louise one **DESPAIR** in total (one for each unmatched power), from the top of Jacob's **DRAW** pile.



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



Example D



4. Refresh Phase

The active player can keep or discard any remaining cards in their hand.

They then draw cards up to their **current hand limit minus any DESPAIR they dealt** this turn and including any cards kept in their hand. This limitation only applies to the current turn. The default hand limit is five.



*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.*

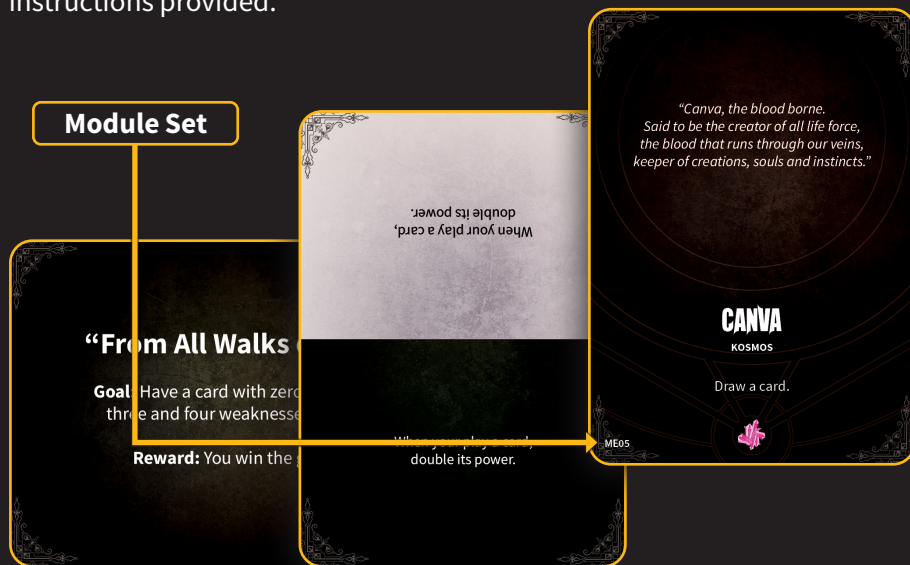
Then, the next player in clockwise order takes their turn as the new active player.

Example D: Jacob gave Louise one **DESPAIR** in Jacob's power struggle (D1). Cards played during the attack phase are discarded (D2). Jacob chose to keep one card in hand (D3). Therefore he only draws three new cards, to a total of four cards in hand (D4) (Hand limit, minus the **DESPAIR** given).




Modules

Each Character Pack contains a module of six cards (*identified by the ornate corners*) with a unique mechanism to extend your **SINS** experience. Use one or more modules to advance your game by following the instructions provided.



















Tokens

Tokens can be purchased from the common pool and stored in your play area, during the Buy phase, by discarding the appropriate amount of 's indicated on the token itself.

You can place any token from your play area, when a card is played, to apply its effect to that card. Tokens are placed before activating any card effect.

Tokens are discarded when their card leaves play. Discarded tokens are returned to the common pool.

- Wrath** -    - Destroy this card to activate its effect again.
- Greed** -   - This card cannot be destroyed.
- Gluttony** -    - Return this card to hand when discarded.
- Sloth** -  - Convert a power to .
- Envy** -  - Convert a power to .
- Pride** -  - Convert a power to .
- Lust** -  - Convert a power to .






References

- ★ **Destroyed** will remove a component from the game. When a component is destroyed, return it to the game box.
- ★ **Discard** will place a card in a **DISCARD** pile face-up or components in the common pool. 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 the **DRAW** pile. When allowed to “draw a card”, this card is drawn from the players' **DRAW** pile. If the **DRAW** pile is empty, shuffle your **DISCARD** pile to form a new **DRAW** pile and continue drawing cards, if allowed.
- ★ **Effect** is 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 removed from play, the *effect* is no longer active. If a card specifies a time frame beyond the current phase (i.e. “next phase”, “this turn” or “next turn”), the *effect* will persist throughout that time frame, even if the card is removed from play.

References [CONTINUED]

- ★ **Gain** allows a player to *gain* a new card from the **REALM** or from the common pool. When a player *gains* a new card, discard the card that allowed you to gain it if not otherwise instructed. If an effect allows the gaining of a card without any requirements, the player simply takes the free card and places it in their **DISCARD** pile.
- ★ **Look** allows a player to see a specified number of cards from a face-down card pile. This information is private. The player can only look at the available cards in that particular pile.
- ★ **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 an enemy player. In short, power is used to overcome weaknesses. Power icons are listed at the bottom of a card.
- ★ **REALM** unless specified, it refers to the face-up cards in the center of the table. 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 cannot swap a card with itself.
- ★ **Tags** are referenced by effects or indicate a particular mechanism. The current tags are: **WRATH, GLUTTONY, GREED, ENVY, PRIDE, LUST, SLOTH, KINDRED, SPIRIT, ANCIENT, BEAST, UNDEAD, FABLE, STACK, REACTION, ATTACHMENT** and **BANE**.
- ★ **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 an enemy player **DESPAIR**.

FAQ

Question:

Can you attack or defend with a Starter card?

You cannot start a struggle with a starter card. After the first card is played by the attacker, both attacker and defender can use starter cards. Starter cards have no weakness and is therefore unable to match power, but may be used to bait or avoid passing.

Question:

What code is which Character or Promo Pack?

WTH. - Wrath
GLU. - Gluttony
GRD. - Greed
LST. - Lust
ENV. - Envy
SLO. - Sloth
X. - Uncovered (S1 KS Promo Pack)
PR. - Promo cards

Question:

What is the Uncovered Promo Pack and will it be available later?

The Uncovered Promo Pack is a KS exclusive item that contains both the NSFW cards and the promo cards from Season One. It will only be offered while stocks last.

Question:

Can you mix multiple copies of the same Character Packs together?

Yes, it is possible to play up to 6 players using multiple copies of the same Character Pack. For example, you could mix two copies of Rise of Wrath and one copy of Gloom of Greed. Just use the pack letter and qty number to sort them out afterwards. When using a Module, use identical Character Packs for 3+ players.

Card Clarifications

Enlightened One

*Swap this card and the top card of your **DRAW** pile, with your **DESPAIR** pile.*

When you play the card and if you choose to activate its ability: take your **DESPAIR** pile and place it “in play” replacing the **Enlightened One** card. Place the Enlightened card together with the top card of your **DRAW** pile to form your new **DESPAIR** pile.

This is a powerful move, but also risky if you do not know what is on top of your **DRAW** pile or if your opponent have a card that allows peaking.

Cards do not activate during a swap, so your cards from your **DESPAIR** pile will not activate, but they will add their powers and/or weaknesses.

Be careful, if you are giving more **DESPAIR** than your available cards, you loose the game.

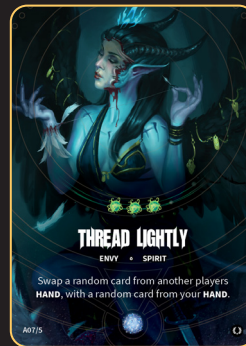
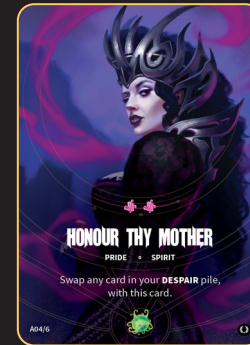
Cards out of play (discarded/removed) do not have any ability, power or weakness when a phase resolves.



Honour Thy Mother

*Swap any card in your **DESPAIR** pile with this card.*

You may look through your **DESPAIR** pile, without changing card order. Then, swap any of the cards looked through with this card.



Thread Lightly

*Swap a random card from another players **HAND** with a random card from your **HAND**.*

The active player takes a random card from the targeted player. Then, the targeted player takes a card at random from your **HAND**. Both cards are hidden from others players.

Card Clarifications [CONTINUED]

Quarry

| Gain any **SPRIT** card.

Take a card for free, from the **REALM** with a **SPRIT** tag. The card is gained and therefore discarded into your **DISCARD** pile immediately.



Solo Variant

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 Character Pack you choose.

Download the Living Rulebook (1st Edition Solo) for rules on the solo variant:

<https://luudos.studio/sins/rules/solo/>



Discover the Extended SINS Universe

Explore a world of Ancient energies, Titans and creatures from many Realms. The **SINS** lore and mythos unfold through **SINS: The Deck-BUILDER** and **SINS: Origin Sourcebook**.

<https://luudos.store/collections/sins>

