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 own evolution, in a 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 like 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. Emotions sparked and it 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 complete destruction.

BATTLE FOR DOMINANCE

SINS is a powerful companion indeed. If it grew strong enough, it could materialise powers of great use to their host. It could alter reality, spreading and disrupting the natural order. So, it 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 the strings behind their celestial curtain.

Contents

Components

Trilogy Box contains:
3 x **SINS** Battle Pack
2 x Neoprene Playmats
1 x Rulebook

One SINS Battle Pack contains:
  70 x **SINS** cards
  20 x Kosmos *(starter)* cards
    6 x Module cards
    4 x Player Cards
     (counter card/reference)

LIVING RULEBOOK
luudos.studio/sins/rules/

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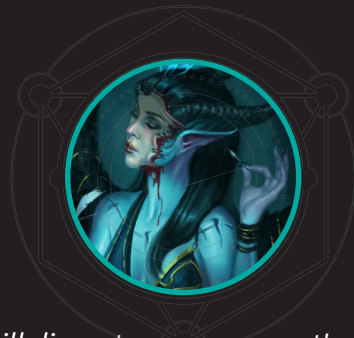
> **Mechanisms:** *Each sin is beholden to a specific card mechanism or principle in each Battle Pack.*

*For expert players, select the **SINS** you would like to play with. We recommend 7 distinct (1 of each) **SINS** per player, between the Battle Packs in your collection*
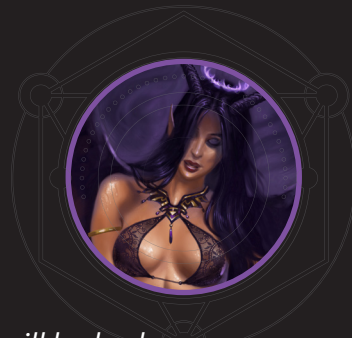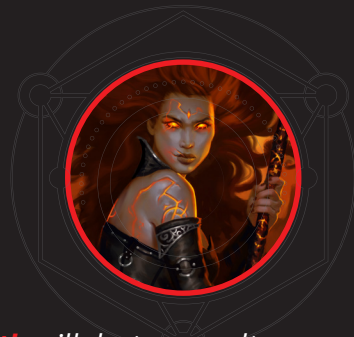
Gluttony will recycle your discard pile.
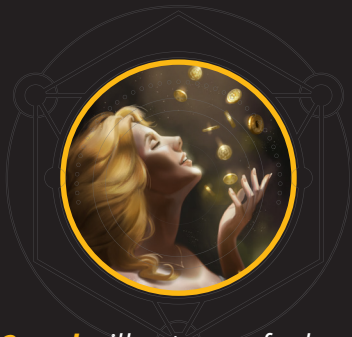
Envy will disrupt your opponent's strategy.

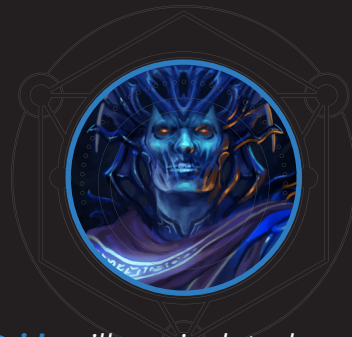*Sloth* will cancel or deny your opponent's.

Lust will look where you may not look.
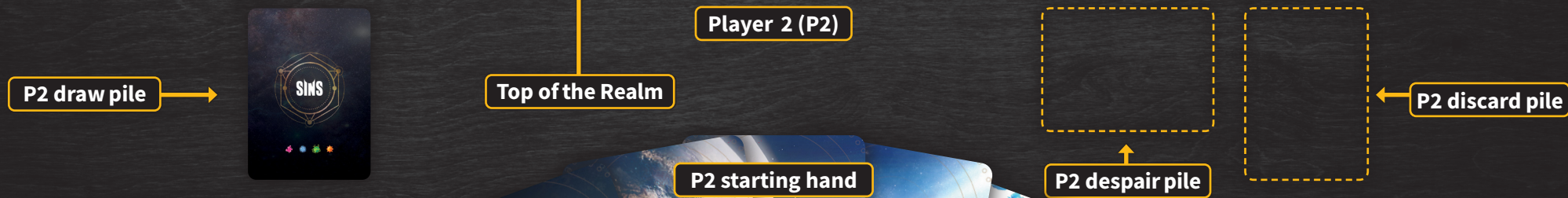
Wrath will destroy or alter your deck.

Greed will get more for less.
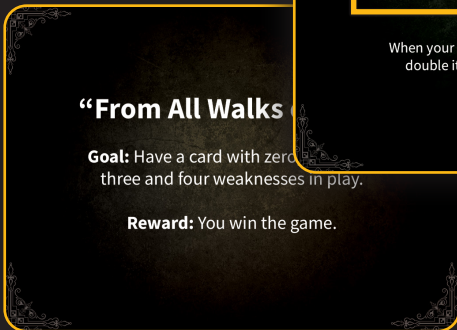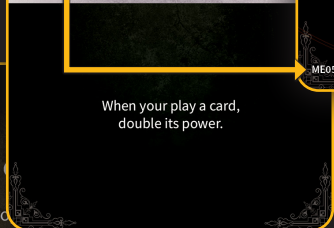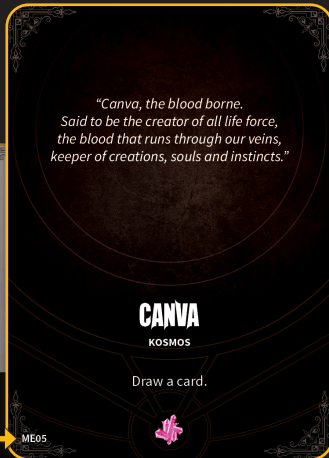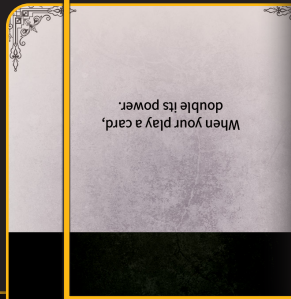
Pride will manipulate despair.

Setup

Select one to three Battle Packs, depending on your play count.
Each Battle Pack supports up to two players.

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

2. Shuffle all **SINS** cards together face-down, from the Battle Pack of your choice. Place the cards in the center of the table to form the **Realm**.

3. 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.

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

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

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

7. If you play best out of three place the Counter card to the left near your despair pile zone with the 0 at the top.

P1 discard pile

P1 despair pile

P1 starting hand

The Realm

P1 draw pile

Player 1 (P1)

Example: Two player setup of SINS.

Player 2 (P2)

Top of the Realm

P2 draw pile

P2 starting hand

P2 despair pile

P2 discard pile

"Canva, the blood borne.
Said to be the creator of all life force,
the blood that runs through our veins,
keeper of creations, souls and instincts."

CANVA

KOSMOS

Draw a card.

ME05

When your play a card,
double its power.

"**From All Walks**

Goal: Have a card with zero
three and four weaknesses in play.

Reward: You win the game.

Module Examples

Modules

Each Battle Pack contains a module of 6 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.

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 Counter-card has numbers from zero to three. 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 counter-card to play multiple games, like "best out of three".*

Card Anatomy

A — 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.

B — 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 on the resolution of a despair pile.

C — Tagline: Each card has a variety of tags. These tags can be used when referenced by effects or indicate a principle mechanism.
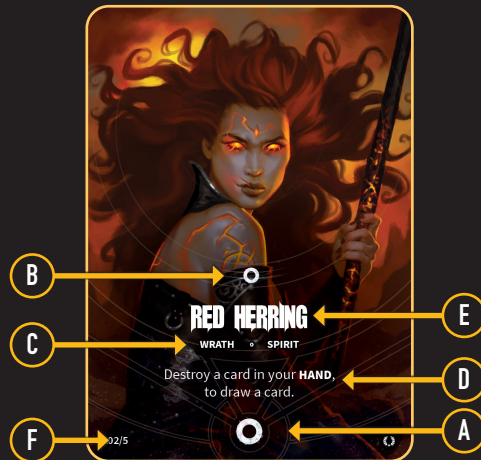
D — Effect: Whenever a card is played to the table (except when swapping cards), the effect can be triggered. This trigger is optional.

E — Card Name: Card name type. *(Second printing)*

F — Card Number: The Battle Pack letter, card number / qty of copies in the deck. *(Second printing)*

RED HERRING

WRATH • SPIRIT

Destroy a card in your **HAND**, to draw a card.

02/5

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

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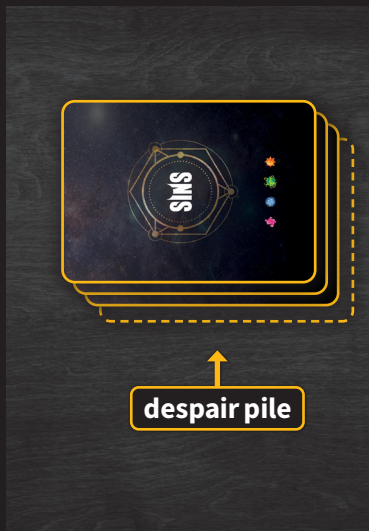
Once you start a new phase, you cannot go back to the previous phase.

1 **STATUS PHASE**
(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: You can choose to resolve the player to your left's despair pile (located in their play area).

The owner of the despair pile reveals the cards one by one from his or her 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 the Counter card to indicate the new dominance level.

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

13

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 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. An icon on a card is only used once. If more of the icon type is needed, more cards must be played. 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 (Terra ⬢, Canva ✦, Viscous ⬢, Ignis ✸, and Omnis ◉).*

> ★ *Omnis ◉ 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 A: *Louise wants to buy an Envy card with three Terra ⬢ weakness icons from the Realm. She spends two Omnis ◉ powers from two Kosmos cards and a Terra ⬢ power from "Honour Thy Mother", matching the same colors/shapes from her cards in play.*

Example A

Louise

THREAD LIGHTLY

ENVY   •   SPIRIT

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

A07/5

ORIGIN

KOSMOS

[i - v]

[i - v]

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

A04/6

15

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 powers to overcome weakness.

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 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 pass.

You cannot start an attack with a Kosmos card.

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 Counter card to form the defending players despair pile.

Discard: Both players discard all remaining cards in play.

Example B: 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 a Envy card with 3 x 🦠 weaknesses.*

★ **Struggle Step (3):** *Jacob plays a Wrath card with an ⬤ 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 (3 x 🦠). Jacob's 🦠 and ⬤ power is matched by Louise's 2 x 🦠. Jacobs 💥 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 phase.

★ If card effects are activated during this phase, follow the effect to completion immediately when the card is played.

★ Omnis (⬤) 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.

Example C

Louise's despair pile

Louise's hand : 4

Louise's discard pile

Jacob's discard pile

Jacob's draw pile

Jacob's hand : 4

4. Refresh Phase

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

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

> ⭐ *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 C: Jacob gave Louise 1 despair in Jacob's Power struggle (C1)*. Cards played during the attack phase are discarded* (C2)*. Jacob chose to keep 1 card in hand* (C3)*. Therefore he only drew 3 new cards, to a total of 4 cards in hand* (C4) *(Hand limit, minus the despair given).*

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.

★ **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 of the card is removed from play.

References [CONTINUED]

★ **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.

★ **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 competitor. 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. 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 **KOSMOS**.

★ **Weakness** is used to define card cost, defend and to determine success when resolving a despair pile. Weakness must be overcomed with power to gain a card. Weakness must be overcomed with power, to give your competitor's despair.

FAQ

Question:
Can you attack or defend with a Kosmos card?

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

Question:
What letter is which Battle Pack?

A. Rise of Wrath
B. Ooze of Gluttony
C. Gloom of Greed
D. Mark of Lust
E. Eyes of Envy
F. Era of Sloth
X. Uncovered (KS Promo Pack)

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 Battle Packs together?

Yes, it is possible to play up to 6 players using multiple copies of the same Battle 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 Battle Packs for 3+ players.

Card Clarifications

Enlightened One B09/5

*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 to peak.

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.

ENLIGHTENED ONE
PRIDE · UNDEAD
Swap this card and the top card of your DRAW pile with your entire DESPAIR pile.
B09/5

Honour Thy Mother A04/6

*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.

HONOUR THY MOTHER
PRIDE · SPIRIT
Swap any card in your DESPAIR pile, with this card.
A04/6
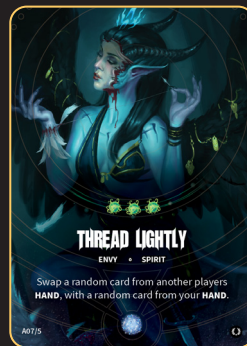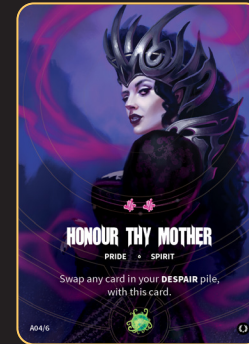
Thread Lightly A07/5

*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.

THREAD LIGHTLY
ENVY · SPIRIT
Swap a random card from another players HAND, with a random card from your HAND.
A07/5

Card Clarifications [CONTINUED]

Quarry A11/4

| *Gain any **Spirit** card.*

Take a card for free, from the Realm with a Spirit 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 battle pack you choose (*"Rise of Wrath", "Gloom of Greed" or "Ooze of Gluttony" ...etc*).

Download the Living Rulebook (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