



**SINS**  
**DUEL**



## IMMERSIVE PLAY

SINS is a deck-destroyer 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.

# Origin Story...

## BY-PRODUCT OF CREATION

In a time, long before our own evolution, in a reality far from our own beliefs, the four Ancients 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

Origin	4
Components	7
Strategy	8
Setup	11
2-Player Modules	15
How to Win	15
Common Card Anatomy	16
Turn Sequence	18
1. Status Phase	19
2. Buy Phase	20
3. Attack Phase	24
4. Refresh Phase	30
References	31
Card Clarifications	34
Credits	37

# Components

## DUEL box contains:

- 140 x Common cards
- 20 x Kosmos (*starter*) cards
- 10 x Module cards
- 4 x Reference cards
- 1 x Token sheet



## LIVING RULEBOOK

[luodos.studio/sins/rules/](https://luodos.studio/sins/rules/)

## Questions?

[support@luodos.studio](mailto:support@luodos.studio)



# SINS is a game of Destructive Strategy

**SINS** is a deck-destroyer 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 of the **SINS** has a specific focus and a unique set of principles, which can either form or change your strategy as you play through the game.



***Mechanisms:*** Each of the **SINS** is beholden to a specific card mechanism



**Envy**, will disrupt your opponent's strategy.



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



**Wrath**, will destroy or alter your deck.



**Greed**, will get more for less.

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**Lust**, will look where  
you may not look.



**Pride**, will manipulate  
despair.



**Gluttony**, will recycle your  
discard pile.

# Setup

- 1 Deal 10 Kosmos (starter) cards to each player. This is their draw pile, placed in their play area.
- 2 Shuffle all common cards together face-down. Place these cards in the center of the table. This is known as the top of 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 Draw 5 cards from the top of the Realm into the center of the table, face-up. This is known as the Realm.
- 5 Place all tokens in reach of all players. This is the token supply.
- 6 All players draw 5 starting cards into their hand from their draw pile (this is their hand limit) and chooses any one token from the supply.
- 7 The active player starts the game and takes the first turn.

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P1 start

P1 despair pile

P1 discard pile

Player

Example: Two player setup of SINS.



Player

P2 draw pile



Top of the Realm

P2 start

Starting hand

1 (P1)

The Realm



P1 draw pile



2 (P2)



P2 despair pile



P2 discard pile

Starting hand

Module Intro

Module Rules



*"I forsake the gods, for their rule is unjust. There is no reason to look up to someone who does not meet your eye. Does not help you with your needs. But if there is no god to seek refuge at, then where must the hope of the living be placed? It must be placed with us. For justice will never be given. It must be taken. And I promise this, I will grab justice by the throat and drag it with me as I destroy those that the justice of the gods have blissfully ignored."*

## “Rise of Wrath”

**Module:** This module adds 4 new Kosmos-cards. Before setup, shuffle the new Kosmos-cards together and deal 2 to each player. Then continue with the standard rules.

When an opponent gains a card from an effect, gain a card of equal or less weakness from the **Realm**.

When an opponent gains a card from an effect, gain a card of equal or less weakness from the **Realm**.

Module Exp Card

# Modules

Each DUEL box contains two modules of 5 cards (identified by the ornate corners) with a unique mechanism to extend your SINS experience. Use one or two modules to advance your game by following the instructions provided within the module.

# 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.*



*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 play “best out of three”. Use the dominance tokens to keep track of your score.*

# Common Card Play & Anatomy

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

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

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

**E** **Box Icon** is a unique icon identifying which SINS DUEL box the card belongs to.



**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.

**Reactions** can be played (cards) or placed (tokens) immediately, if applicable. Reactions can drastically enhance, alter or hinder a strategy, so allow for fair play (time to react) when a card is played.

**Tokens** can be placed immediately, as a reaction, when playing a card to change its behaviour (yours or your opponent's). A token must be placed on top of a card, before any effect was activated. You may cover / replace a card's power with a power token from your play area. When the card is removed from play, discard any tokens, on top of the card, back to the token supply.

# Turn Sequence

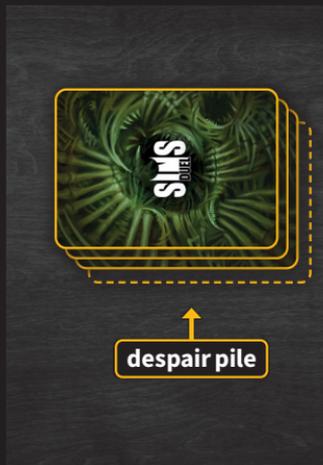
*The active player takes their turn in full, then passes to the player on the left, as the new active player. Each turn has 4 phases and each phase has one or more steps.*

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

# 1. 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.*



**Resolve:** You can choose to resolve your opponent's despair pile (located in their play area).

Your opponent reveals the cards, one by one, 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 flips a dominance token to its active side to keep track of the score.

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

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

## 2. Buy Phase

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

**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 a weakness threshold 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 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 ).*

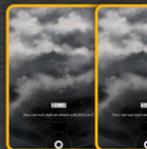
- ★ *Omnis  will match all powers and all weaknesses. When you play a card with an Omnis power, you can match it against any weakness in the Realm incl. an Omnis weakness.*
- ★ *You can always substitute two powers for any other power in the Buy Phase.*

**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.

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## Example A

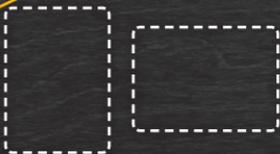
Lou



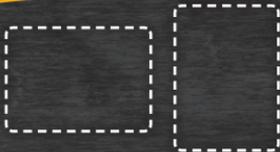
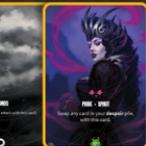
ENVY - SPIRIT

Swap a random card from your opponent's hand, with a random card from your hand.

The character card features a blue-skinned, horned figure with a glowing blue aura. A yellow circle highlights the "ENVY - SPIRIT" text and the card's abilities. A yellow line connects this card to the "Sims" card in the opponent's hand.



ise



**KOSMOS**  
(You can not start an attack with this card)

with this card.

### 3. Attack Phase

*Use the Attack Phase to play your powers against your opponent and overcome their weakness barrier. If successful, they will suffer despair. Use power to overcome weakness.*

#### **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) or pass. If they pass, they can no longer participate in this phase.
  - a) Activate the effect (optional).
- 3 Repeat this process or pass. (If the attacking player chooses to pass, the **Struggle** ends).

| *You can not 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.

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

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

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**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.

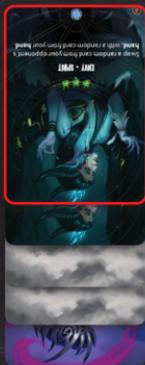
- ★ Always match powers against weakness to the advantage of the defending player.
- ★ Once a player has passed, they can no longer play cards for the remainder of this phase.
- ★ If card effects are activated during this phase, follow the effect to completion immediately when the card is played.
- ★ 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.



[CONTINUED] 

Louise's despair pile

Louise's



2

Louise's discard pile



1

Jacob's draw pile



4



Jacob's

s hand : 4

Example C



Jacob's discard pile



2



s hand : 4

3

## 4. Refresh Phase

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

If you discard one or more cards, you may choose any one power token from the token supply and place it in your play area, matching the power of a discarded card. If the a discarded power was Omnis, choose any one power token.

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 opposing player 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

- ★ **Attachment** is a card effect, which may be played face-up, beneath another card in play, which then becomes a host. The effect of the attachment refers to the host. If the host card is removed from play, the attachment card is discarded. An attachment still contributes its weakness and power if applicable.
- ★ **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.

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## References [CONTINUED]

- ★ **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.
- ★ **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.
- ★ **Host** is a reference to a card with one or more attachments beneath the card face-up. If a host is removed from play, discard all attachments.
- ★ **In Play** defines any single face-up card within a player's play area, laying flat on the table, outside any card pile.

- ★ **Look** allows you to reveal a specified amount of cards from a face-down card pile. This information is private. You can only look at the available cards in a particular pile. Then return the cards to its original state.
- ★ **Omnis** will match all powers and all weaknesses. It is equally the strongest and weakest icon in play depending on its application.
- ★ **Permanent** is a card effect, which does not get discarded by the natural turn sequence. It will stay in play until either removed by its owner, an effect or a condition. In the Buy Phase, an opponent can discard any permanent card in play, by spending powers, matching its weakness threshold.
- ★ **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.

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## References [CONTINUED]

- ★ **Reaction** is a card effect, which may be played out of turn, anytime, if the effect describes the current situation. When a *reaction* is played onto the table, the card stays in play, until it is naturally discarded by the turn sequence. If applicable, any power and/or weakness on a *reaction* card, may be spend or used.
- ★ **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.
- ★ **Remove** is a reference to an action, removing a card from play (leaving play). A card is removed if it is no longer face-up and on the table i.e. discard, destroyed, swapped or returned to any card pile.
- ★ **Scheme** is a card effect, which may be played beneath another card, face-down, which then becomes a host. If the host card is removed from play, the stored card is discarded.

- ★ **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. Examples of tags are: WRATH, GLUTTONY, GREED, ENVY, PRIDE, LUST, SLOTH, SPIRIT, BEAST, UNDEAD, OBJECT and KOSMOS.
- ★ **Tokens** are used to replace powers and are applied immediately when a card is played, either yours or your opponent, before activating the card's effect.
- ★ **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 competitor's despair.

# 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.



### 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.



### Thread Lightly A07/5

Swap a random card from your opponent's **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 playing.

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# 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.



## CREDITS

*This game 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 our design philosophy of immersive play.*

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

## 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

## Buy Phase

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

## Attack Phase

**Use power to overcome weakness.** *Use the Attack Phase to play your powers against your opponent and overcome their weakness barrier. If successful, they will suffer despair.*

## 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.