



## WHAT YOU NEED

- **EACH TRINITAS PLAYER:**  
50 TRINITAS CARDS + 50 BLESSING CARDS
- **ADVERSARIUS DECK** ( AT LEAST 100 CARDS )
- **SIX-SIDED DIE**
- **A WAY TO TRACK POINTS**

## HOW MANY CAN PLAY

YOU CAN PLAY SOLO OR WITH FRIENDS



**1 – 3 TRINITAS PLAYERS vs 1 ADVERSARIUS**



**PLAYER OPTIONAL**

*Turn Order:*

<b>1<sup>ST</sup> TURN</b>	<b>1<sup>ST</sup> TRINITAS PLAYER vs ADVERSARIUS</b>	
<b>2<sup>ND</sup> TURN</b>	<b>ADVERSARIUS vs 1<sup>ST</sup> TRINITAS PLAYER</b>	<b>IF PLAYING SOLO</b>
<b>3<sup>RD</sup> TURN</b>	<b>2<sup>ND</sup> TRINITAS PLAYER vs ADVERSARIUS</b>	<b>OR 1<sup>ST</sup> TRINITAS PLAYER vs ADVERSARIUS</b>
<b>4<sup>TH</sup> TURN</b>	<b>ADVERSARIUS vs 2<sup>ND</sup> TRINITAS PLAYER</b>	<b>OR ADVERSARIUS vs 1<sup>ST</sup> TRINITAS PLAYER</b>
<b>5<sup>TH</sup> TURN</b>	<b>3<sup>RD</sup> TRINITAS PLAYER vs ADVERSARIUS</b>	<b>OR 1<sup>ST</sup> TRINITAS PLAYER vs ADVERSARIUS</b>
<b>6<sup>TH</sup> TURN</b>	<b>ADVERSARIUS vs 3<sup>RD</sup> TRINITAS PLAYER</b>	<b>OR ADVERSARIUS vs 1<sup>ST</sup> TRINITAS PLAYER</b>



## TRINITAS OBJECTIVE

TRINITAS WINS BY REDUCING ADVERSARIUS' SIN POINTS TO 0

## GAME SETUP

- EACH PLAYER STARTS WITH 100 GRACE POINTS (max limit)
- SEPARATE THE TRINITAS CARDS AND THE BLESSING CARDS INTO THEIR OWN DECKS
- SHUFFLE BOTH DECKS AND PLACE THEM FACE DOWN
- TRINITAS CARDS ON THE RIGHT AND BLESSING CARDS ON THE LEFT
- DRAW 7 TRINITAS CARDS + 1 BLESSING CARD

*BEGIN THE TURN*

## TURN ACTIONS/PLAYS

- START THE TURN BY DRAWING 1 BLESSING CARD, DO NOT DRAW AN ADDITIONAL BLESSING ON THE FIRST TURN
- CAN PLAY MULTIPLE CARDS FROM THEIR HAND PER TURN:  
BUT EACH CARD MUST BE A DIFFERENT TYPE, CAN NOT PLAY TWO CARDS OF THE SAME TYPE IN THE SAME TURN  
**DEUS\*, INTERCESSOR\*, MARTYR\*, ENHANCEMENT\*, HOLY RELIC\*, SACRED PLACES\***  
UNLIMITED BLESSINGS CAN BE PUT INTO PLAY FROM YOUR HAND DURING THE TURN
- END OF EVERY TURN: DRAW 1 CARD  
PLAYER'S CHOICE TRINITAS OR BLESSING

## IN PLAY LIMITS

- MAXIMUM OF 3 INTERCESSORS CAN BE ACTIVE  
TO REPLACE INTERCESSOR CARD, DISCARD THE OLD ONE AND ITS ATTACHED BLESSINGS
- MAXIMUM OF 3 MARTYRS CAN BE ACTIVE
- MAXIMUM OF 2 ENHANCEMENTS CAN REMAIN ACTIVE AT THE SAME TIME  
TO REPLACE AN ACTIVE ENHANCEMENT CARD, DISCARD THE OLD ONE (AND ITS ATTACHED BLESSINGS)

## TEAM PLAY

YOU ARE ALL WORKING AS A TEAM AGAINST THE SAME ADVERSARIUS  
 YOU CAN ELECT TO GIVE CARDS TO TEAMMATES ON YOUR TURN  
 YOU CANNOT TAKE A TEAMMATE'S CARD DURING YOUR TURN

\* - See Card Type limits for explanation



## ADVERSARIUS OBJECTIVE

ADVERSARIUS WINS BY REDUCING ALL TRINITAS PLAYERS' GRACE POINTS TO 0

## GAME SETUP

- ADVERSARIUS STARTS WITH 100 SIN POINTS
- SEPARATE THE ENEMY CARDS AND THE SIN/VICE CARDS INTO THEIR OWN DECKS
- SHUFFLE BOTH DECKS AND PLACE THEM FACE DOWN
- ENEMY CARDS ON THE RIGHT AND SIN/VICE CARDS ON THE LEFT

BEGIN THE TURN

## TURN ACTIONS/PLAYS

- START THE TURN BY ROLLING THE DIE TO DETERMINE WHICH 2 CARDS WILL BE PLAYED PER TURN  
ROLL AN ODD NUMBER: PLAY AN ENEMY CARD | ROLL AN EVEN NUMBER: PLAY A SIN/VICE CARD

## IN PLAY LIMITS

- MAXIMUM OF 3 DUPLICATE ENEMY CARDS CAN BE ACTIVE BUT ONLY COUNTS AS 1 ENEMY CARD  
THE DUPLICATE ENEMY CARD IS CALLED A "REINFORCED" ENEMY CARD

REINFORCED ENEMY CARDS MUST STACK VALUES : ADD THE CARD'S VALUES TOGETHER

EXAMPLE: *Enemy card* ATK:10 DEF:20 • *1<sup>st</sup> duplicate* ATK:20 DEF:40 • *2<sup>nd</sup> duplicate* ATK:30 DEF:60  
(ATK + ATK) (DEF + DEF) (ATK + ATK) (DEF + DEF)

\*TO PLAY ANOTHER DUPLICATE ENEMY, THE CURRENT 3 CARDS MUST BE DISCARDED FIRST

IF ANOTHER DUPLICATE ENEMY CARD IS DRAWN OF A MAXED OUT REINFORCED ENEMY,  
DISCARD THE CARD AND DRAW AGAIN UNTIL A NEW ENEMY IS DRAWN

- VICE CARDS: ABILITY ACTIVATES FOR ONLY 1 TURN IF ROLL SUCCEEDS  
IF ROLL FAILS, CARD MUST BE DISCARDED WITHOUT USE
- SIN CARDS: ABILITY STAYS ACTIVE, IF FIRST ROLL SUCCEEDS  
IF FIRST ROLL FAILS, CARD MUST BE DISCARDED WITHOUT USE  
WHEN SUCCESSFULLY ACTIVE, MUST ROLL AGAIN FOR EACH ACTIVE SIN EVERY TURN  
IF ROLL SUCCEEDS, THE ACTIVE SIN CAN USE ITS SPECIAL ABILITY  
IF ROLL FAILS, THE ACTIVE SIN STAYS ACTIVE BUT DOES NOTHING



## CARD TYPE ABILITIES


CARD TYPES ARE LISTED AT THE BOTTOM OF THE CARD NEXT TO THE TIMELINE

- **DEUS:** *All DEUS cards effects are the same* Abilities work on every active Trinitas player
  - HEAL ALL MARTYRS, SACRED PLACE, AND GRACE POINTS TO 100%
  - FULFILL THE BLESSING COUNT OF ALL ACTIVE INTERCESSORS
  - DRAW 7 TRINITAS CARDS AND 1 BLESSING CARD
  - DURING THE TURN, NO OTHER CARDS CAN BE PLAYED BEFORE OR AFTER (DEUS CARD IS THE ONLY PLAY)
  - LIMITED ONCE PER GAME, ONCE A DEUS CARD IS PLAYED NO ONE ELSE CAN PLAY IT AGAIN

- **BLESSINGS:**
  - IN ORDER TO UTILIZE A BLESSING IT MUST MATCH THE TIMELINE OF THE CARD IT ATTACHES TO
  - BLESSING DECKS ARE ONLY ALLOWED A MAXIMUM OF 10 UNIVERSAL BLESSINGS
  - BLESSINGS CAN BE USED TO HEAL MARTYRS +10 PER BLESSING BUT MUST MATCH TIMELINES

- **INTERCESSORS:**
  - INTERCESSORS CAN BE PUT INTO PLAY EVEN IF THE REQUIRED BLESSING COUNT ISN'T COMPLETED TO ATTACK
  - INTERCESSORS WITH SPECIAL ABILITIES CAN USE THEIR SPECIAL ABILITY WITHOUT BLESSINGS ATTACHED BUT MUST BE ACTIVE AND CAN ONLY BE USED ONCE PER TURN
  - ONLY ONE ACTIVE INTERCESSOR CAN UTILIZE ITS SPECIAL ABILITY DURING THE TURN

- **MARTYRS:**
  - MARTYRS ACT AS YOUR SHIELD IN GAME TAKING THE ATTACKS FROM ENEMIES WHILE PROTECTING YOUR GRACE POINTS BUT HAVE LIMITED AMOUNT OF DEFENSE POINTS, ONCE THE DEFENSE POINTS RUN OUT THE CARD MUST BE DISCARDED.

- **ENHANCEMENTS:**
  - ENHANCEMENT CARDS ARE ONLY IN EFFECT DURING TURN AND MUST BE DISCARDED AFTER USE. UNLESS CHI-RHO SYMBOL IS ON THE CARD, THEN IT REMAINS ACTIVE 
  - A LIMIT OF TWO ENHANCEMENTS CAN ACTIVE AT THE SAME TIME, ONE ENHANCEMENT THAT REMAINS ACTIVE FROM THE LAST TURN + ENHANCEMENT PLAYED THIS TURN
  - IF 2 ENHANCEMENTS ARE ACTIVE AT THE SAME TIME AND REMAIN ACTIVE FROM THE LAST TURN, YOU CAN NOT PLAY ANOTHER ENHANCEMENT UNTIL YOU DISCARD ONE OF THE TWO ACTIVE ENHANCEMENTS WITHOUT USING THE ENHANCEMENT'S ABILITY BEFORE PLAYING A NEW ENHANCEMENT
  - EVERY ENHANCEMENT REQUIRES A ROLL TO DETERMINE USE, IF ROLL FAILS YOU MUST DISCARD THE ENHANCEMENT WITHOUT USING THE ABILITY ON THE CARD.
  - IF AN ENHANCEMENT REQUIRES A BLESSING YOU MUST ATTACH THE BLESSING TO THE CARD DURING THE PLAY, AND ROLL THE REQUIRED ROLL TO USE. IF THE ROLL FAILS YOU MUST DISCARD THE CARD AND BLESSING WITHOUT USING THE ABILITY ON THE CARD.

- **HOLY RELICS:**
  - INCREASE GRACE POINT TOTALS OF THE PLAYER
  - FIRST CLASS HOLY RELICS INCREASE GRACE POINTS +100 (*Grace Points are now set to 200*)
  - SECOND CLASS HOLY RELICS INCREASE GRACE POINTS +50 (*Grace Points are now set to 150*)
  - THIRD CLASS HOLY RELICS INCREASE GRACE POINTS +25 (*Grace Points are now set to 125*)

- **SACRED PLACES:**
  - ONLY 1 SACRED PLACE CAN BE ACTIVE AT A TIME
  - SACRED PLACES PLAYS IN AN INTERCESSOR SPOT ACTS AS A HOUSING UNIT TO PLAY MULTIPLE INTERCESSORS WHILE ONLY UTILIZING ONE ACTIVE INTERCESSOR SPOT
  - SACRED PLACES HAVE DEFENSE POINTS AND CAN BE ATTACKED BY THE ENEMY, BUT ADVERSARIUS MUST CHOOSE TO ATTACK EITHER ACTIVE MARTYRS OR SACRED PLACES. (DETERMINED BY ROLL OR CHOICE OF ADVERSARIUS)



## **BASIC RULES**

### **THE PATIENCE RULE**

**IF TRINITAS PLAYERS TAKE OUT ALL OF THE ADVERSARIUS SIN POINTS IN THE FIRST 3 TURNS THE GAME DOES NOT END, THE ADVERSARIUS WILL RESET SIN POINTS BACK TO 100 AND DRAW 3 ENEMY CARDS INTO PLAY**

### **HOW YOU SINS AFFECT MORE THAN JUST YOU**

**IF THERE ARE MULTIPLE TRINITAS PLAYERS PLAYING AN ACTIVE SIN OR VICE CARD'S SPECIAL ABILITY USES LANGUAGE OF "NEXT TURN" THE EFFECTS WILL IMPACT THE NEXT TRINITAS PLAYER IN ROTATION.**

### **EVERY ONE IS INDIVIDUALLY SPECIFICALLY MADE WITH A PURPOSE**

**TRINITAS PLAYERS CAN NOT HAVE DUPLICATE INTERCESSOR, SACRED PLACE, MARTYR, ENHANCEMENT, OR HOLY RELIC CARDS.**

### **FOCUS ON GIVING**

**FOR TEAM PLAY, TRINITAS PLAYERS CAN SHARE CARDS TO BETTER HELP DEFEAT THE ADVERSARIUS TRINITAS PLAYERS CAN ONLY GIVE CARDS, AND CAN NOT RECEIVE CARDS DURING THEIR TURN**

### **MATTHEW 18:20**

**A MAXIMUM OF 3 TRINITAS PLAYERS CAN PLAY AGAINST 1 ADVERSARIUS.**