



## WHAT YOU NEED

- **EACH TRINITAS PLAYER:**  
50 TRINITAS CARDS + 50 BLESSING CARDS
- **ADVERSARIUS DECK** ( *OPPONENT DECKS  
COME WITH EVERYTHING  
NEEDED TO PLAY* )
- **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**



*PLAYS DETERMINED  
BY ROLLING DIE*

*Turn Order:*

|                      |                                                |                                                   |
|----------------------|------------------------------------------------|---------------------------------------------------|
| 1 <sup>ST</sup> TURN | 1 <sup>ST</sup> TRINITAS PLAYER vs ADVERSARIUS |                                                   |
| 2 <sup>ND</sup> TURN | ADVERSARIUS vs 1 <sup>ST</sup> TRINITAS PLAYER |                                                   |
| 3 <sup>RD</sup> TURN | 2 <sup>ND</sup> TRINITAS PLAYER vs ADVERSARIUS | OR 1 <sup>ST</sup> TRINITAS PLAYER vs ADVERSARIUS |
| 4 <sup>TH</sup> TURN | ADVERSARIUS vs 2 <sup>ND</sup> TRINITAS PLAYER | OR ADVERSARIUS vs 1 <sup>ST</sup> TRINITAS PLAYER |
| 5 <sup>TH</sup> TURN | 3 <sup>RD</sup> TRINITAS PLAYER vs ADVERSARIUS | OR 1 <sup>ST</sup> TRINITAS PLAYER vs ADVERSARIUS |
| 6 <sup>TH</sup> TURN | ADVERSARIUS vs 3 <sup>RD</sup> TRINITAS PLAYER | OR ADVERSARIUS vs 1 <sup>ST</sup> TRINITAS PLAYER |



## 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 *EVERY TRINITAS PLAYER MUST DO THIS ON THEIR FIRST TURN*
- BEGIN THE TURN*

## TURN ACTIONS/PLAYS

- START THE TURN BY DRAWING 1 BLESSING CARD,
- 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 PLACE\***  
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 ACTIVE OFFENSE SLOTS TO PLACE INTERCESSORS + SACRED PLACE
- MAXIMUM OF 3 ACTIVE DEFENSE SLOTS TO PLACE MARTYRS
- 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



## 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 card's special abilities are the same*

EVERY ACTIVE  
TRINITAS PLAYER

- HEALS ALL ACTIVE MARTYRS, SACRED PLACE, AND GRACE POINTS TO 100%
- DRAW 3 CARDS \*PLAYER'S CHOICE

TRINITAS PLAYER  
WHO PLAYED THE CARD

- ALL ACTIVE INTERCESSOR BLESSING COUNTS FULFILLED
- 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 "TRINITAS" BLESSINGS \*THESE BLESSINGS WORK ON EVERY TIMELINE
- BLESSINGS CAN BE USED TO HEAL MARTYRS + 10 PER BLESSING BUT MUST MATCH TIMELINES

### • INTERCESSORS:

LIMIT 1 INTERCESSOR  
PER TURN

- INTERCESSORS CAN BE PUT INTO PLAY EVEN IF THE REQUIRED BLESSING COUNT ISN'T COMPLETED TO ATTACK
- INTERCESSORS CAN USE THEIR SPECIAL ABILITY CAN BE USED IMMEDIATELY AFTER BEING PUT INTO PLAY

LIMIT 2  
CAN BE ACTIVE

- AN INTERCESSOR WITH **BLACK BOX SPECIAL ABILITY** CAN ONLY USE THEIR ABILITY ONCE PER TURN
- AN INTERCESSOR WITH **WHITE BOX SPECIAL ABILITY** AUTOMATICALLY GOES INTO EFFECT AND REMAINS ACTIVE

LIMIT 1  
CAN BE ACTIVE

- AN INTERCESSOR WITH NO SPECIAL ABILITY IS ONE OF THE MOST POWERFUL INTERCESSORS YOU CAN PLAY

### • 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 BE ACTIVE PER PLAYER
- IF 2 ENHANCEMENTS ARE ACTIVE AT THE START OF A TURN, YOU CAN NOT PLAY ANOTHER ENHANCEMENT UNTIL YOU DISCARD ONE OF THE TWO ACTIVE ENHANCEMENTS WITHOUT USING THE DISCARDED ENHANCEMENT'S ABILITY BEFORE PLAYING A NEW ENHANCEMENT CARD
- EVERY ENHANCEMENT REQUIRES A ROLL TO USE IT'S SPECIAL ABILITY, 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 BOTH THE CARD AND BLESSING.



### • HOLY RELICS:

- HOLY RELICS UNLOCK ENHANCEMENT'S SPECIAL ABILITY WITHOUT ROLLING OR ATTACHING A BLESSING.

### • SACRED PLACE:

- ONLY 1 SACRED PLACE CAN BE ACTIVE AT A TIME PER PLAYER
- SACRED PLACE PLAYS IN AN OFFENSE SPOT ACTS AS A HOUSING UNIT TO PLAY 2 INTERCESSORS WHILE ONLY UTILIZING ONE ACTIVE INTERCESSOR SPOT
- SACRED PLACE HAS DEFENSE POINTS AND CAN BE ATTACKED BY THE ENEMY, BUT ADVERSARIUS MUST ROLL TO ATTACK EITHER ACTIVE MARTYRS/GRACE POINTS OR SACRED PLACE.



## CARD TYPE ABILITIES

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

### • VICE:

- VICE CARDS REQUIRE A ROLL TO USE IT'S SPECIAL ABILITY, IF ROLL FAILS YOU MUST DISCARD THE CARD WITHOUT USING THE ABILITY ON THE CARD
- VICE CARD'S SPECIAL ABILITY ONLY LASTS ONE TURN, AND IS DISCARDED AFTER USE

### • SIN:

- SIN CARDS REQUIRE A ROLL TO USE IT'S SPECIAL ABILITY, IF THE FIRST ROLL FAILS YOU MUST DISCARD THE CARD WITHOUT USING THE ABILITY
- IF THE FIRST ROLL IS SUCCESSFUL THE SIN CARD REMAINS ACTIVE BUT MUST ROLL EVERY ADVERSARIUS TURN TO USE THE SPECIAL ABILITY. IF THE ROLL FAILS, THE SPECIAL ABILITY DOES NOTHING
- THERE IS NO LIMIT TO HOW MANY SINS CAN BE ACTIVE

### • ENEMY:

- ENEMY CARDS HAVE ATTACK VALUE AND DEFENSE VALUE
- ENEMIES ATTACK AT THE END OF THE TURN, IF 3 OR MORE ENEMIES ARE ACTIVE, THEY MUST ROLL TO DETERMINE THEIR ATTACK  
**FOR EXAMPLE:** EACH ENEMY ROLLS TO DETERMINE, ODD ROLL= ATTACK, EVEN ROLL = NOTHING
- IF A SACRED PLACE IS ACTIVE, EACH ENEMY MUST ROLL TO DETERMINE IF THEY ARE ATTACKING AN ODD ROLL ATTACKS MARTYRS/GRACE POINTS AND AN EVEN ROLL ATTACKS SACRED PLACE
- IF A DUPLICATE ENEMY CARD IS PLAYED THAT MATCHES WITH ANOTHER ACTIVE ENEMY, PLACE IT ON TOP AND ADD THE REMAINING VALUES TO THE DUPLICATE ENEMY CARD. THIS ENEMY COUNTS AS 1 ENEMY AND IS CALLED A "REINFORCED ENEMY"
- DUPLICATE REINFORCED ENEMIES ARE NOT ALLOWED,  
**FOR EXAMPLE:** THERE CAN NOT BE 2 ACTIVE "REINFORCED" SIN OF CAIN ENEMY CARDS  
THERE CAN BE 2 DIFFERENT ACTIVE "REINFORCED" ENEMY CARDS
- THERE IS NO LIMIT TO HOW MANY ENEMIES CAN BE ACTIVE
- ALL ENEMIES MUST BE DISCARDED FIRST BEFORE SIN POINTS CAN BE ATTACKED



## BASIC RULES

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 PLAYER'S DECK CAN NOT HAVE DUPLICATE  
INTERCESSORS, SACRED PLACES, MARTYRS, ENHANCEMENTS, OR HOLY RELICS

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 LIMIT OF 3 TRINITAS PLAYERS CAN PLAY AGAINST 1 ADVERSARIUS.

## WATCH GAME PLAY THROUGH TUTORIAL



SCAN FOR "SOLO GAME" VIDEO

SCAN FOR "TEAM PLAY" VIDEO



WATCH ALL OUR TRINITAS TCG VIDEOS ON  YouTube



## GAME TERMS

**PLAY:** ANY CARD ACTION DURING A TURN.

*EXAMPLE: Placing a Blessing card*

**TURN:** A PLAYER'S FULL ROUND OF PLAYS

**BLESSING COUNT:** THE NUMBER OF BLESSINGS NEEDED

*TO UTILIZE INTERCESSOR'S ATK*

*TO PUT SACRED PLACE INTO PLAY*

*TO PUT SOME ENHANCEMENTS INTO PLAY*

**ACTIVE:** ANY CARD CURRENTLY IN PLAY

*\*Intercessor in play with an unfulfilled Blessing count is still considered an active card.*

**INCREASE ATK/DEF VALUE:** REMAINS ACTIVE EVERY TURN

*\*Enhancements will always have CHI-RHO symbol*

**INCREASE ATK/DEF:** ONLY ACTIVE DURING CURRENT TURN

**SUMMON:** GO THROUGH YOUR DECK AND FIND THE CARD THAT'S "SUMMONED", RESHUFFLE DECK AFTER USE