



TRIUNE

TCG

GAME GUIDE

MASTER THE ARENA

OFFICIAL PLAYER GUIDE

Triune TCG

Game Guide

Triune TCG is a 2-player, versus card game where players use Avatars and Magic to battle one another to the last point of Life! The game requires only a few tools to play:

- ◆ 1 - Deck of Triune TCG Playing Cards
- ◆ The minimum Deck size is 40 cards, and the maximum size is 60 cards.
- ◆ 1 - Six-sided die
- ◆ 1 - Method of keeping score
- ◆ Pen & Paper are the simplest form to tally your Life total!

The rules are simple, and the mechanics are easy to learn. Let's start with the rules.

- ◆ The game begins once both players have rolled the six-sided die once each.
- ◆ The player with the higher roll chooses to play first or second.
- ◆ If the roll is a tie, then both players roll again until the tie is broken.
- ◆ The game ends when one player's Life total reaches zero, whereupon that player loses the game. A player may also lose the game if his/her deck runs out of cards and that player is required by either card effect or game mechanic to draw.
- ◆ When playing in an official tournament setting, Best-of-3 matches will be played in a timed period of 45 minutes. The first player to reach 2 game wins will win the match. If neither player has successfully achieved 2 game wins at the end of the 45-minute period, then the match will be considered a tie.
- ◆ Cheating is not tolerated in Triune TCG official settings, and players who are caught will be removed and banned from official events.

Simple enough, right? Now to the mechanics.

- ◆ Each player begins a game by shuffling his/her respective deck then offering the opponent a chance to shuffle their deck as an added measure.
- ◆ Once the decks are shuffled, they are placed in the Play Area, the dice-roll determines who will go first, and each player draws 5 cards from the top of their deck.
- ◆ A player starts their turn by drawing a single card from the top of their deck.
- ◆ As a balance for the advantage, the first-turn player does not draw at the beginning of his/her first turn. Drawing will proceed regularly during his/her following turn.
- ◆ The game will then proceed in stages:
 - ◆ Prime
 - ◆ Battle
 - ◆ Regroup
 - ◆ End

These are important, so let's break them down.

Prime Stage

This is where most of the magic happens. In your hand, you may have several different types of cards, which we will explain in detail later. (Feel free to browse there now if it helps you understand the Actions better.) During the Prime Stage, you can play those cards in the following ways:

Authorized Actions

- ◆ The turn player can Manifest one Avatar from his/her hand per turn by placing it Face-Up in the Arena. This is called the Soul Manifest.
- ◆ In order to Manifest more Avatars, players must receive the benefit of an Effect that allows them to do so (i.e. An Avatar whose texts reads, "If you control 2 or more Avatars, you can Manifest this Avatar from your hand.") These Manifestations have no special title.
- ◆ Avatars are Manifested in either Offense (Represented by a Portrait Orientation of the card) or Defense (Landscape Orientation). (See Battle Stage)
- ◆ The turn player can activate any number of Veins, Mysts, and/or Relics from his/her hand.
- ◆ Each player can activate any number of React-Effects (See "R-Effect" and "Speed" below). This includes both players, so watch out!
- ◆ The turn player can activate any number of effects on cards they control.
- ◆ The turn player can Manifest any number of Elite Avatars from their Elite Deck, so long as they can fulfill the requirements for each Elite.

Once both players have taken all the authorized actions they would like to take, the turn player declares the Battle Stage.

Battle Stage

In this stage, players send their Avatars out to battle the opponent's Avatars in a contest of strength. Avatars in Offense will each have the opportunity to select and attack one Avatar of the opponent. Avatars in Defense will not be able to attack. If the opponent has no Avatars in the Arena, then each attacking Avatar will inflict their PWR to the opponent's Life! As a balance for the advantage, the first-turn player will not conduct the Battle Stage on his/her first turn.

Authorized Actions

- ◆ The turn player can declare an attack with each Offensive Avatar once. The attack must be directed at an opposing Avatar. If no Avatars exist in your opponent's Arena, the attack is directed at your opponent's Life!
- ◆ If an Avatar attacks another Offensive Avatar, the PWR stats are compared, and the Avatar with weaker PWR is Expended. The excess number is inflicted into the opponent's Life!
- ◆ If an Avatar attacks a Defensive Avatar, the PWR stat of the attacking Avatar is compared to the GRD stat of the Defending Avatar. If the Defending Avatar's GRD is

lower than the attacking Avatar's PWR, it is expended, but the excess number is not inflicted to the opponent's Life. If the Defending Avatar's GRD is higher than the Attacking Avatar's PWR, it remains in the Arena and the excess number is inflicted back into the attacking player's Life!

- ◆ Each player can activate any number of R-Effect cards from their hand. This includes both players, so watch out!
- ◆ Each player can activate any number of R-Effects on cards they control. This includes both players, so watch out!

Once both players have taken all the authorized actions they would like to take, the turn player declares the Regroup Stage.

Regroup Stage

This stage is identical in every way to the Prime Stage except by name. All mechanics and rules apply. Once both players have taken all the authorized actions they would like to take, the turn player declares End of turn.

End Stage

This stage is relatively short, but there are still actions that can be taken.

Authorized Actions

- ◆ Each player can activate any number of R-Effects from their hand. This includes both players, so watch out!
- ◆ Each player can activate any number of R-Effects on cards they control. This includes both players, so watch out!
- ◆ Card effects that specifically trigger or resolve during the end of the turn will occur now. If multiple effects meet this criteria, then the turn player will choose how to add them to the Chain Link (See "Other Important Items" section for more details.)

And that's a wrap! Once a player's End Stage is completed, the opposite player will begin their turn by following the same flow. Keep building your Arena and overcome the opponent!

Other Important Items

Now for some housekeeping. There are a few concepts that arise in most Trading Card Games, but we have added our spin on each.

React Effects (R-Effects)

- ◆ Sometimes referred to as “Quick-Effects” or “Interrupts,” R-Effects are reactionary effects that allow the player to act even if it is not their turn. Some Veins will have the R-Effect text in the Card Type Ribbon, indicating that it can be activated from the hand during either player’s turn. Some Avatars will also have R-Effects in their text box that allows them to do the same from the hand and/or field.

R-Link

- ◆ When cards are played and effects are activated, they are added to the R-Link, an arrangement that helps players maintain order. The first card/effect activated becomes R-Link 1, then if another card/effect is activated in response to the first, it is added to the R-Link in cascading order (R-Link 2, then 3, and so on).
- ◆ Once both players have made all the actions they wish to make, the R-Link will begin to resolve backwards, with the highest number R-Link resolving first.

Resolve

- ◆ Whether an R-Link has one card/effect linked or a dozen, it must resolve. Resolution occurs when a card/effect has fulfilled its text and/or accomplished as much as possible.

Trigger Effects

- ◆ Some card effects will activate when certain criteria are met. These are called Trigger Effects and are added to the R-Link before any non-trigger effects can be activated or played. (i.e. If this card is Manifested, apply X effect. This is a Trigger Effect since the action of Manifesting the card caused something to happen.)

Ignition Effects

- ◆ If an effect can be activated, but it does not have a Trigger clause and it does not have an R-Effect clause, then it is considered an Ignition Effect. These effects are only available to use if the Game State is open and it is currently the Prime or Regroup Stage of the player attempting to activate that effect.

Game State

- ◆ This term refers to the state in which the game resides at any given moment. If a player is in the process of taking an action, then the Game State is considered “Active.” If all card effects have been resolved in an R-Link, the game returns to an “Open” Game State.

Priority

- ◆ While the Game State is Open, the turn player has the priority to take an action. If the turn player chooses not to take an action, then the opponent has the authority to ask, “Do you pass priority?” If the turn player chooses to pass priority, then the opponent can then take a legal action.

Speed

- ◆ During gameplay, certain cards can be played at any time while other cards are restricted to specific instances. This is widely due to the type of card, as illustrated below:

- ◆ Manifesting Avatars is an action that can only be done on a player's turn and during a specific stage (unless card text otherwise states with R-effect). It cannot be done in response to another card or effect. Therefore, we allocated this action a "1" to indicate that it is the slowest action that a player can take. Ignition Effects, some Veins (labeled "Normal" in the Card Type Ribbon), all Mysts, and activating all Relics from the hand are speed 1.
- ◆ Activating a React-Effect (R-Effect) is an action that can be done on either player's turn and in response to any action. This results in a higher speed, which we will indicate with a "2." Some Veins (labeled "R-Effect" in the Card Type Ribbon) and some Avatar/Relic Effects are speed 2.
- ◆ Some TCGs offer higher speed actions, but we have chosen to remove those for simplicity. In Triune, you have two types of actions: those that can respond to another action, and those that cannot.

The Vault

- ◆ This is a gentler term for Avatar's who have lost on the battlefield. If an Avatar is Expended or destroyed, it is sent to the Vault where it will remain unless a card effect successfully moves it to another location.
- ◆ All Veins and Mysts that have been activated and resolved are sent to the Vault.

Displacement & the Rift

- ◆ This is the area of the Arena where cards are removed from conventional play by being 'lost in another dimension.' They are often out of reach of most cards to recycle or reuse. A card is considered Displaced when it is sent to this zone.

Expending

- ◆ Expending cards is the act of paying a cost for something, whether that is a greater effect or the Manifestation of an Elite Avatar. Expended cards are sent to the Vault.

Counters & Negation

- ◆ Some cards have the ability to counter and/or negate cards and effects.
- ◆ If a card or effect is Countered, it is considered to have been stopped in its tracks!
- ◆ If a card or effect is Negated, that means its effects are no longer applied. "Once-per-turn" clauses still apply to negated and countered cards. Just because a card you activate is negated or countered, does not mean that you can attempt to activate another copy if the card text restricts the amount of uses per turn.

Cards "Placed Beneath" Other Cards

- ◆ Some cards have the effect and/or requirement to place cards beneath them while they are in the Arena.
- ◆ Any card that is Placed Beneath another card is treated as nonexistent to the game while it remains there unless a card specifically states to interact with it (i.e. Remove 1 card from beneath an Avatar you control).
- ◆ If a card is removed from beneath another card, it is sent to the Vault.
- ◆ If a card that has other cards beneath it leaves the Arena, all cards that were beneath it are sent to the Vault.

Face-Down Cards

- ◆ Some cards have the effect to either flip a card in the Arena Face-Down or Displace a card into the Rift Face-Down.
- ◆ Face-Down cards are considered nonexistent to the game while they remain Face-Down, regardless of their location. They cannot be targeted, cannot be attacked, cannot be moved to another location, and cannot be used to pay any cost. If a player has only Face-Down Avatars in the Arena, their opponent can attack directly. Some cards can override this rule if they specifically interact with Face-Down cards according to their text.
- ◆ If a card in the Arena is flipped Face-Down for any reason, it still counts toward its controller's Avatar/Action Zone limit (See Zones & Card Placement below).

Battle Breakdown

- ◆ While some TCG's break down battle into minute steps, we prefer to keep it simple. Battle starts when an attack is declared. If any action is taken by either player at that time, the attack is temporarily interrupted until the R-Link resolves, then the attack will continue as if nothing happened. No take-backs. Lost sight of the target? Sorry, no redeclares. Onto the next attack!

Avatar Levels (LVL) & Resources

- ◆ Some Avatars are just too good to drop into the Arena for free, so we needed a way to tax the player Manifesting them. The LVL Sphere in the top right corner of the Avatar card will show a number from 1 to 15. This number describes the general power level of the card, with 1 being weaker and 15 being the strongest. Stronger Avatars require a sacrifice of resources to play.
- ◆ Sacrifices are different in Triune TCG. There are no resources other than what is on the board and in your hand. Therefore, we take from what we have. A player can pay the cost of an Avatar by Expending the correct number of cards from his/her hand or Arena. This can be another Avatar in the Arena or any type of card in the hand.
- ◆ Avatars whose LVLs are 1-5 require no additional resources in order to Manifest.
- ◆ Avatars whose LVLs are 6-10 require 1 resource to be Expended in order to Manifest.
- ◆ Avatars whose LVLs are 11-15 require 2 resources to be Expended in order to Manifest.
- ◆ Note that the resource cost only applies to the single, Soul Manifestation a player receives each turn. If a card effect provides the ability for a player to Manifest a LVL 12 Avatar, then no resource must be Expended in order to do so!
- ◆ Elite Avatars are exempt from these rules, as they have their own unique requirements in order to Manifest them from the ED.

Types & Affinities

- ◆ Each Avatar has a Type & Affinity. Veins also have Types. These generally do not affect gameplay, however there are cards and effects that can correspond positively and/or negatively with certain Types and/or Affinities, so bear that in mind!

Archetype

- ◆ Archetypes are unspoken categories of Avatar's, often finding great synergy with one another. Some Veins and Mysts will fall into these Archetypes as well. You can note an Archetype by the Title of each card. If multiple cards share a common term or phrase in their title, it is likely that they are of the same Archetype.

Elite Deck (ED)

- ◆ This is a maximum 15-card Deck that contains only Elite Avatar's. It remains separate from a player's Main Deck, but is always present, face-down, in the Play Area during a game.

Reserve Deck

- ◆ This is a maximum 15-card Deck that contains any card a player wishes to take into an official tournament setting, but does not keep them in his/her Main Deck.
- ◆ After each game, players may utilize the Reserve Deck, swapping 1 card out of their Main Deck for every 1 card from their Reserve Deck. Both Decks are reset to pre-game lineups prior to moving to the next match.

Deckbuilding

- ◆ Decks have a minimum count of 40 cards and a maximum count of 60 cards.
- ◆ Decks cannot have more than 3 copies of the same card.
- ◆ Decks cannot have more than 1 copy of the same Myst-type card.
- ◆ Elite Decks cannot have more than 3 copies of the same card.

Zones & Card Placement

- ◆ Triune does not use standardized zones like other TCGs; instead, we place limits on the amount of cards that can be in the Arena at one time.
- ◆ Each player is allotted 5 Avatar Zones. A player cannot control more than 5 Avatars at any given time. Avatars cannot be removed from the Arena except by Game Mechanics, Effects, or Battle. No swapping one for another!
- ◆ Each player is allotted 5 Action Zones. These are where all the non-Avatar cards are activated and played. Some cards remain in the Arena after activation, utilizing that Action Zone, while others are sent to the Vault upon resolving, thereby freeing that slot again. Players cannot activate non-Avatar cards if there is no free Action Zone!

Life

- ◆ The most important part! Each player begins the game with 10,000 Life. Seems like a lot, but it won't last nearly as long as you might think!

Card Types

We tried to keep this game simple while also building a TCG that can expand infinitely. So, for now, we have only the 5 following types of cards:

Avatars

- ◆ These are the champions of your Arena, the combatants that you will be sending to battle for you.
- ◆ Each Avatar has a Power stat (PWR) and a Guard stat (GRD).
- ◆ Each Avatar has a Level (LVL).
- ◆ Each Avatar has an Affinity.
- ◆ Each Avatar has a Type.
- ◆ Some Avatars have an Archetype.
- ◆ Each Avatar has an Effect Box.
- ◆ All Avatar effects are only active while in the Arena unless otherwise stated (i.e. You can discard this card; gain X effect.)
- ◆ Avatars are Manifested into 1 of your 5 available Avatar slots.

Elite Avatars

- ◆ These Avatars differ by location and Manifestation requirements. They remain in the Elite Deck (ED) until Manifested according to the specific requirements stated on the card.
- ◆ Elite Avatars must be successfully Manifested from the ED before they can be Manifested from another location (i.e. If an effect would allow you to Manifest an Avatar from your Vault, you cannot revive an Elite Avatar whose original Requirements were not fulfilled at the time of its first Manifestation.)

Veins

- ◆ These are the spells that your Avatar's are slinging! They come in a wide variety and are critical to successful deck development.
- ◆ Some Veins are slower (Normal - Speed 1) while other are able to be played on either player's turn (R-Effect - Speed 2).
- ◆ Veins can be from 1 of 7 different types, notated by the emblem in the top right corner of the card. If you do not know what the type is, refer to the section below in this Game Guide to see them listed out.
- ◆ Veins are activated from the hand by placing them in 1 of your 5 available Action slots. Once they resolve, they are sent to the Vault unless otherwise stated.

Relics

- ◆ These are the tools that your Avatars will need to win the game. They offer advantage, removal, buffs, and more to your team!
- ◆ Relics differ from Veins and Mysts. Once activated, they remain in the Arena, using 1 of your 5 available Action slots.

Mysts

- ◆ These are amongst the most powerful cards in a deck, but they come with stiffer limitations. A deck can have only 1 Myst of each name. Keep that in mind!
- ◆ Mysts are activated from the hand by placing them in 1 of your 5 available Action slots. Once they resolve, they are sent to the Vault unless otherwise stated.

Affinities

- ◆ Fire
- ◆ Water
- ◆ Wind
- ◆ Earth
- ◆ Electric
- ◆ Gravitic
- ◆ Darkness
- ◆ Radiance
- ◆ Force
- ◆ Void

Avatar Types

- ◆ Warrior
 - ◆ Mage
 - ◆ Rogue
 - ◆ Dragon
 - ◆ Machine
 - ◆ Nature
 - ◆ Elemental
 - ◆ Aquatic
 - ◆ Beast
 - ◆ Avian
 - ◆ Spirit
 - ◆ Lost
 - ◆ Divine
 - ◆ Demon
 - ◆ Undead
 - ◆ Fey
 - ◆ Monster
 - ◆ Insect
 - ◆ Giant
 - ◆ Artificer
-

Vein Types

Wilden

- ◆ Wilden magics center around bending nature to the caster's will.

Surge

- ◆ Surge magics require time and effort to cast, but they are often the most powerful spells a Mage can conjure.

Mend

- ◆ Mend magics focus on healing bodily injuries and restoring living things to balance.

Destruction

- ◆ Destruction magics include all manners of spells that aim to destroy, break, and/or generally cause harm.

Warp

- ◆ Warp magics manipulate space around the caster, often allowing objects and/or people to travel across distances instantly.

Rend

- ◆ Rend magics seek to tear at the fabric of reality, dissolving solid matter into a substance that can be rearranged into the caster's liking.

Chaos

- ◆ Chaos magics aim to manipulate the mind, create matter from nothing, or produce random effects. This magic has the potential to backfire.



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