



TRIUNE TCG



THE TRIUNE CODEX

VOLUME I
QUICKSTART GUIDE

Triune TCG

Enter the Arena, Master the R-Link, Shape the Worlds.



TRIUNE TCG

ENTER THE ARENA

Triune TCG is a fast, reactive fantasy card game where powerful Avatars, Veins, Mysts, and Relics collide across the Arena. Master your Timing, control the battle, and break your opponent's final line.

YOUR GOAL

- ◆ Reduce your opponent's Life to 0.
- ◆ Control the flow of battle through smart manifestations and well-timed effects.

WHAT YOU NEED

- ◆ 2 players
- ◆ 1 starter deck per player
- ◆ Dice or counters for Life and effects

This guide teaches the basics. Your full Game Guide covers complete rules and advanced interactions.

THE ARENA

Know the Battlefield

Every game in Triune unfolds across a structured Arena.
Your Avatar anchors your side of the battlefield while the Rift,
Vault, and supporting zones shape the flow of power
and every exchange.



*Tip: Keep your zones clean and visible
so both players can track the duel at a glance.*



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SET UP THE GAME

- 1 Choose a starter deck and shuffle your Deck.
- 2 Place your Elite Deck and Reserve Deck face down in their zones.
- 3 Set your Life and reveal your Avatar.
- 4 Draw your opening hand.
- 5 Decide the starting player and begin the Prime Stage.

OPENING HAND

Take a moment to study
your first options.
Early positioning matters.

*If both players are new, walk through the first turn
slowly and talk through each action.*

TURN FLOW

A game moves through four stages

1

PRIME STAGE

Prepare, position,
and begin your turn.



2

BATTLE STAGE

Attack, defend,
and resolve battle.



3

REGROUP STAGE

Re-center your field
and prepare your
next line.



4

END STAGE

Finish lingering
business and
pass the turn.



*Many cards can change the rhythm of a turn.
Read your effects carefully and
watch for timing windows.*

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BATTLE & MANIFESTATION

OFFENSE POSITION



position

DEFENSE POSITION



Upright in the Arena.

Turned sideways in the Arena.

SOUL MANIFESTATION

You may perform only 1 per turn.

BATTLE CHECKS

OFFENSE vs OFFENSE



PWR vs PWR

When attacking a card in Offense Position, compare the attacker's PWR to the defender's PWR.

OFFENSE vs DEFENSE



PWR vs GRD

When attacking a card in Defense Position, compare the attacker's PWR to the defender's GRD.

BATTLE REMINDER

Position matters. Offense uses PWR. Defense uses GRD. Read card effects carefully before resolving battle.

READING A CARD

Card Name

Lyra, Riftbound Deadeye

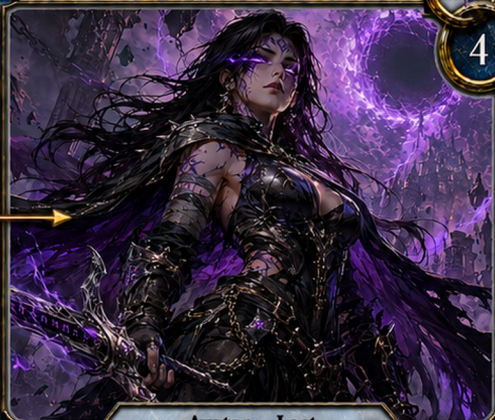
Affinity



LVL

4

Artwork



Avatar — Lost

Card Type

Effect Text

If you control an Elite Riftbound Avatar, you can Manifest this card from your hand. (R-Effect) If your opponent activates an Avatar's effect in the Arena, you can target 1 Avatar your opponent controls; Displace both it and this card. If this card is Displaced by your own Riftbound card or effect, you can add it to your hand at the start of your next Prime Stage. You can only use each effect of Lyra, Riftbound Deadeye once per turn.

PWR

PWR [1500] / GRD [1800]

GRD

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RB-SD02

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Collector Number



THE RIFT REMEMBERS

*This booklet is your first step
into Triune. For full rules,
updates, and the continuing
path ahead, continue your
journey online.*



TriuneTCG.com

Rules • News • Retail Beta Updates

QuickFire Entertainment Holdings, LLC

Every game leaves a mark upon the Rift.