Duel Mode quick rules

Christianity: The Card Game
Righteous vs Evil

SETTING UP

Each player **draws 7** to their hand and puts **3 face down** into their CZ. **Flip a coin**: the winner may go first. The first turn skips Reset and Check — it starts at Draw: **draw 2**.

YOUR TURN

1. RESET PHASE un-rotate all your cards.
2. CHECK PHASE only cards that say so do something here.
3. DRAW PHASE Righteous: **2 + your Dependence Level**. Evil: **2 + your Evil Habituals in play**. If you have drawn your entire deck, you may draw from the face-down cards in your CZ. **Nothing left to draw: you lose** (never draw from your discard pile). **Draw all at once** — nothing can be played in the middle of the Draw phase.
4. COST ZONE PHASE put **up to 4** cards from your hand face down into your CZ. **No cards may be played in the middle of the Cost Zone phase.**
5. MAIN PHASE play your cards. At the end, **discard down to 7**.

WHEN YOU CAN PLAY

"Any time" means on anyone's turn (Impulse speed) — except in the middle of someone laying cards into their Cost Zone.

RIGHTEOUS SIDE

Righteous Unctions — **any time**
Resistances — **only in response** to an opponent's card being played
Maturities · Righteous Habituals — **only on your turn, in your** MAIN PHASE

EVIL SIDE

Evil Unctions · Temptations — **any time**
Evil Habituals — **only on your own turn**

WHITE CARDS — EITHER SIDE

Impulse — **any time**
Response — **only in response** to an opponent's card
Undertaking — **only on your turn, in your** MAIN PHASE

You may play **before or after a phase** — "Before my COST ZONE PHASE, I play this Impulse", "Before my DRAW PHASE …" — or **in response** to a card being played. On another player's turn, only then.

GAINING HUMILITY

Rotate **3 of your own untapped Righteous Habituals** for **+1 Humility** — on any turn, as often as you have 3 to rotate.

Every **10 Humility** raises your Dependence Level by 1 (and Humility goes back to 0).

At **0 Humility**, losing more means **discarding that many cards** instead.

RESISTING A CARD

When anyone plays a card, another player may resist against it **in one of two ways**:

- **Pay its red cost** 3 by rotating cards in your CZ — **always the red, never the green**. A red **+2** means 2 more than was paid to play it. You may pay **more** than the red cost, to make it harder to counter.
- **Or play a Resistance card** — read it: **some don't actually resist**.

REWARDS

Every time **you play a card**, and every time **you resist a card**:

	any card	a Permanent (a Habitual…)
Evil	1 draw 1	2 draw 2
Righteous	+1 +1 Humility	+2 +2 Humility

Alone on your side? Pay a **target-change fee** of 2 per effect or boost to have it benefit or refer to **you** instead of another Player on your side.

COUNTERING A RESISTANCE

After someone resists your card **by paying from their Cost Zone**, you may counter it: **rotate your own untapped Habituals whose green costs add up to at least the full amount they paid** — then their resistance is cancelled and your card goes through.

Paying more than the red cost makes a counter harder. Rotated Habituals stay rotated until their owner's Reset.

REMOVING A HABITUAL — BATTLE

Habituals **can't be removed by paying** from your Cost Zone. To get rid of one, **attack it in Battle** — or play a card that breaks or discards it.

Battle, in short: on your turn, in your MAIN PHASE, your Habitual attacks one of theirs. Both sides rally — rotate cards for points to add to **Green** or **Red**. Then each **Green** hits the other's **Red**: the card hit takes **half the damage as Weaken counters**, and one whose Red falls to **0 is destroyed**. The bigger excess wins rewards.

WEAKEN **−1 Red** each STRENGTHEN **+1 Red** each — harder to destroy.

The whole Battle on one page: ChristianityGame.com/duel-sheet?part=battle

HOW TO WIN

Evil: 5 or more Evil Habituals in play per Evil player (10 for two, 15 for three) **AND a majority over the Righteous side** — held for **one full round**.

Righteous: every Righteous player at Dependence Level 3+, with **no Evil Habituals in play** against them — held for **one full round**.