Christianity Card Game — Symbols

What each mark on a card means

PAYING AND SPENDING

- 2 X — Pay 2 Cost from your Cost Zone — or X, and the card says what X is.
- 2+X — Pay 2 plus X — one cost, X as the card says.
- 1 : — A cost that starts an ability — pay it to do what follows.
- 4 one payer / 5 ≤2 payers — Pay 4 all from ONE source (no mixing) — or 5 from at most two sources.
- 2 other pays — Pay 2, paid by someone ELSE — another player, not you.
- 5 — Resist cost: what must be paid to resist this card.
- Rotate — turn the card sideways to use it.
- : — A rotate ability: rotate this card to do what follows.

GAINING AND LOSING

- 1 1 → CZ 1 → CZ — Draw 1 — into your Hand; straight into your Cost Zone face down; or into your Cost Zone FACE UP, playable from there.
- 1 — Lose 1 — discard a card (the card says from where).
- ▲ ±1 ±1 — Humility — gain 1, lose 1.
- 5 +2 −1 — Counters — a counter, one showing 5, add 2, remove 1.
- WEAKEN — A Weaken counter. A card with any Weaken counters can be discarded by paying its Resist cost minus the number of Weaken counters on it.
- STRENGTHEN — A Strengthen counter. Each one adds to the card's Resist cost, making it harder to remove.
- A token.

KINDS OF CARD

- Unction (Righteous or Evil) and the white Impulse — the fastest cards: play them at any time, except in the middle of the COST ZONE PHASE. Every Unction also counts as an Impulse.
- Maturity — only playable on your turn, during your MAIN PHASE.
- Resistance and Response — played only in response to an opponent's card being played. A Resistance answers a Temptation; a Response is the white one, for either side (its arrow also sits beside every Resistance card's icon).
- Habitual — Righteous or Evil — stays in play. A Righteous Habitual only on your turn, in your MAIN PHASE; an Evil Habitual only on your own turn.
- Undertaking — the slow white card: only playable on your turn, during your MAIN PHASE.
- Temptation — Impulse speed: play it at any time, except in the middle of the COST ZONE PHASE.
- Permanent — stays in play after it is played.
- Building — stays in play like a Habitual (shown with the Permanent stone). A Store sells things — tokens, for now. Every ability needs one of your side's Habituals rotated AND its cost, on your turn; never while the Building is rotated. In Battle it cannot Rally, Attack or give damage while Defending — but it can be attacked and defended.

ROTATE AS A COST

- Rotate a Habitual you control — on your side's cards its own Habitual; on a White card, either side's.
- 2 — Rotate 2 Habituals you control — or as many as the number says. On a White card, either side's.
- Rotate a Permanent you control.
- Rotate a Token you control.
- CZ — Rotate a face-up card in your Cost Zone.
- OR — Both Habituals, or — a Righteous or an Evil Habitual (no rotate).
- & — Both Habituals, and — a Righteous and an Evil Habitual.

LIMITS AND LEVELS

- MAX 3 /turn · MAX 2 /phase · MAX 1 /round · MAX 2 /game — At most so many times — per turn, per phase, per round (every player's turn), or in the whole game.
- MAX /round · MAX /round — At most once per round for each Habitual (or Evil Habitual) you have — a Building's limit.
- ℒ2 · ≥ℒ2 · ≤ℒ3 — Dependence Level 2 — exactly, 2 or higher, 3 or lower.
- REVERSAL 1 — Reversal 1 — a loss of 1 becomes a gain of 1.

SIDES AND MODES

- RIGHTEOUS · EVIL — The Righteous side, the Evil side.
- OPPOSING SIDE — The opposing side — on white cards, which either side may play.
- AUTOMATED EVIL · DUEL MODE · SOLO MODE — Modes — Evil played by the game itself (no Evil player); Duel (Righteous against an Evil player); Solo (one player).

PLACES ON THE TABLE

- DECK · HAND — Your Deck, your Hand.
- CZ — The Cost Zone — the cards that pay costs.
- DISCARD PILE · RESISTED PILE · FAILED PILE — The piles — Discard; Resisted (Temptations resisted); Failed (Temptations not resisted).
- PLAY · ACTIVE — In Play; the Active zone, where a card being played waits.
- Face up, face down.

PHASES OF A TURN

RESET PHASE · CHECK PHASE · DRAW PHASE · COST ZONE PHASE · EVIL PHASE · RESISTANCE PHASE · MAIN PHASE · DISCARD PHASE

In order: Reset (cards back upright) · Check (start-of-turn effects) · Draw · Cost Zone (cards into the Cost Zone) · Evil (the Evil side draws and plays) · Resistance (only Resistance cards) · Main · Discard (down to your hand size).

CARD COLORS — RIGHTEOUS

blue · green · silver · gold

Blue, Green, Silver — and Gold, more than one color.

CARD COLORS — EVIL

red · orange · brown · black

Red, Orange, Brown, Black.

CARD COLORS — WHITE

white — White — either side may play it.

BOOSTS — PAYING EXTRA FOR MORE

A **boost** is a line in a blue band: a cost, a colon, and what it does — for example 2 : Draw a card. When the card is played, the player the balls name may pay that cost to get the extra. The balls say **who** may pay; the marks in front of them say **how often** and **when**.

WHO MAY PAY

- **Self** — Only the player who played the card may pay.
- **Brotherly** — Another Righteous Player may pay — the dark ball is you, the lit one your partner.
- **Any** — Anyone on your side may pay — not the other side.
- **Bounce-back** — When anyone ELSE pays a boost, you may then pay this one.

HOW OFTEN AND WHEN — IN FRONT OF THE BALLS

- ∞ **Multi** — May be paid more than once.
- **Perm — the stone** — May still be paid while the card is in play. Only on Habituals and tokens, and nearly always with a limit such as MAX 1 /turn.
- ⚡ **Fast** — Paid BEFORE the card does its action, not after.
- ⚡⚡ **Ultra fast** — Lay the card down before paying its cost, pay this instead, and do what it says — instead of playing the card, or as well. Always the top line of the card.

PUT TOGETHER

- **Multi Any** — Anyone on your side, as many times as they like to pay.
- **Perm Any** — Anyone on your side, while the card is in play.
- **Perm Multi Brotherly** — Another Righteous Player, more than once, while the card is in play.
- **Fast Self** — Only you, paid before the card's action.