# Secret Histories version X.Y

Thanks for downloading Secret Histories! Please get in touch if end up playing, I want to hear all about it.

## Contents

* ***README.pdf*** - This file
* ***Rules.pdf*** - PDF with game rules
* ***SecretHistories.pdf*** - PDF with all of the game cards
* ***Tokens*** – Folder with assets for tokens

## Instructions

1. Print ***SecretHistories.pdf***, I strongly recommend in color, and do a little bit of crafting to cut out the individual cards and card backs. Perhaps [The Forge of Days Hour](https://cultistsimulator.fandom.com/wiki/The_Forge_of_Days) will notice you 😉. There is *1px* spacing between the cards. The cards are designed to fit in *60mmx90mm* sleeves.
2. There are couple of decks of cards that have a specific card back for all of their cards. You will need to match the card back symbol with the symbol in top-left of the card:

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1. Print ***Rules.pdf*** or keep it around digitally
2. Finally, the game uses various cubes and tokens in addition to cards. I haven't figured out a great way to manufacture these yet. I would recommend borrowing cubes and/or paper tokens from other board games. One of the tokens is the game currency "funds". These in particular should be easy to find in your collection, any currency representation with single digit scale will do. You will need cubes and tokens types in following amounts. Art for the tokens can be found in ***Tokens*** folder if you are feeling crafty.

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| **Token** | **Amount needed** | **Art** |
| Society | ∼5 x players | Tokens/societyR.png  Tokens/societyG.png  Tokens/societyB.png |
| Funds | Rich player will own ∼ 20 worth funds, likely way less | Tokens/funds1.png  Tokens/funds5.png  Tokens/funds10.png |
| First player token | 1 |  |

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| --- | --- | --- |
| **Cube** | **Amount needed** | **Color** |
| Health | 4 x players | Red |
| Passion | 4 x players | Green |
| Reason | 4 x players | Blue |
| Time | ∼45 | Any other than above |
| Action tracking | 3 x players | Doesn’t matter but preferably not red, green, blue or Time one |
| Lore | ∼20 | Doesn’t matter but preferably not red, green, blue or Time one |