# Secret Histories rulebook

In Secret Histories game players attempt to fulfill their desire to gain immortality and ascend to become one of the Long. There are many paths to shedding or transforming one’s physical form but ultimately the Hours that dwell in Mansus will only allow one player to bask in the illumination of The Glory.

TODO brief summary of core mechanics, player interaction and end conditions

Player will spend their turns trying to obtain and upgrade Lore, Influence and Ingredient cards of the chosen *Principle.*

## Game components

679 cards, 12 conceal tokens, 12 desire tokens, 15 insanity tokens, 40 time tokens, 9 society tokens and 60 money tokens.

TODO split cards by type such as influence, ingredient, etc.

## Board setup

Place **Temptation: Power**, **Temptation: Sensation** and **Temptation: Enlightenment** face up TODO where.

Create a face down deck for the *Season* cards, except for the **Season of Chill** and shuffle it. Place the **Season of Chill** on top of this deck, face up.

Place **Time Passes** card face up TODO where.

Create a sorted face down pile for all of the *Dedication* and *Ascension* cards.

Crate a sorted face down pile for following cards: **Wrong Kind of Attention**, **Bleak Thoughts**, **Trembling in the Air**, **Tentative Evidence**,

Create a sorted pile from all of the *Ill effect* cards and relevant *Influence* cards: **An Affliction**, **Dread**, **Fascination**, **Restlessness**, **Contentment** and **Fleeting Reminiscence**.

Create piles for following *Influence* cards **Glimmering**, **Fervor**, **Vitality**, **Fortitude**, **Wisdom**, **Erudition**.

Create piles for the following *Ingredient* cards: **Health**, **Reason**, **Passion**.

Create a face up sorted pile for following cards: **Robust Strength**, **Iron Training**, **Iron Strength**, **Unyielding Training**, **Unyielding Strength**.

Create a face up sorted pile for following cards: **Vivid Imagination**, **Envisage the concept**, **Reputation**, **Wild Imagination**, **Lay the foundation**, **Fevered Imagination, Creative Mastery**.

Create a face up sorted pile for following cards: **Scholarship, Cerebral problem, Keen Scholarship, Academic problem, Sage Scholarship**.

Create a face down deck for the *Patron* cards TODO add aspect icon, except for **Sulochana Amavasya** and shuffle the deck. Place **Sulochana Amavasya** at the bottom of this deck so that she is always drawn last**.**

Create a face-up pile with all of the *Spintria* cards.

Create a sorted face down pile for all of the *Lore* cards.

Create a face down pile with the *Masterpiece* cards.

Create a face down deck for Morland's Shop TODO add aspect icon cards and shuffle it.

Create a face down deck for Oriflamme's Auction House cards TODO add aspect icon and shuffle it.

Create a face down deck with all of the *Commission* cards and shuffle it.

Create a face down pile with all of the *Society* TODO add aspect icon cards.

Create a face down *Hours* deck and shuffle it.

Create a face down deck for the *White Door* cards TODO add aspect icon and shuffle it.

Create a face down deck for the *Stag Door* cards TODO add aspect icon and shuffle it.

Create a sorted face up pile for **Way: The White Door**, **Stag riddle** and **Way: The Stag Door** cards.

Create a sorted face down pile for **Glover&Glover** and **Senior at Glover&Glover** cards.

Create a face down deck for the *Burglary* cardsTODO add aspect icon and shuffle it.

Create a face down pile with all of the remaining influences.

## Player setup

* Take 15 funds
* Take 1 **Reason**, **Passion** and **Health** card
* Take 1 **Unskilled Labor, Robust Training, Creativity, Find an inspiration, Elementary Insight**, **Intellectual Problem, Difficulty at Work** and **Your “Mr Alden”** card
* Take 1 **White riddle** and **Way: The Wood** card

## Playing the game

### Goal

Ascension to immortality requires an occult ritual using one of each card with the following *Aspects*:

|  |  |  |
| --- | --- | --- |
| **Lore** | **Influence** | **Ingredient** |
|  |  |  |

There are three paths available to ascension: *Power*, *Sensation* and *Enlightenment*. Multiple players can compete for the same path but there is limited number of resources for each path. Once a player dedicates themselves to a path, it cannot be changed.

Cards have one or more associated *Principle* together with a strength as a numeric value:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Heart** | **Grail** | **Moth** | **Lantern** | **Forge** | **Edge** | **Winter** | **Knock** |
|  |  |  |  |  |  |  |  |

*Enlightenment* path seeks sufficiently strong *Lantern* lore, influence and ingredient to gain ultimate knowledge and immortality.

*Sensation* path seeks sufficiently strong Grail lore, influence and ingredient to discover new pleasures and evolve your body to achieve immortality

Power path seeks sufficiently strong *Forge* lore, influence and ingredient to gain true power and immortality.

Player progress through the respective path’s *Temptation*, *Dedication* and finally *Ascension* cards. Once a player has an *Ascension* card and performs the prescribed action on it, they instantly win the game.

### Rounds

TODO

### Player turns

TODO

### Action list

TODO

### End of round

TODO

## Actions

TODO

## Tips and Tricks

TODO

## Intriguing first game

TODO