# 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

* Create a face down deck somewhere near the center of the play area for the *Season* cards, except for the **Season of Chill** and shuffle it. Place the **Season of Chill** below the deck, face up. Reveal to the top card of the deck and keep it face up on top of the deck.
* Place **Time Passes** card face up next to the **Season of Chill** card.
* Place **Temptation: Power**, **Temptation: Sensation** and **Temptation: Enlightenment** face up above the season deck.
* 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 face up piles for *reputation* cards: **Mystique** and **Notoriety**.
* 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, 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 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* cards and shuffle it.
* Create a face-up pile with all of the *Spintria* cards.
* Create a face down deck for *Oriflamme's Auction House* cards, except for the cards with *Ingredient* aspect, and shuffle it. Place the withheld ingredients cards to the bottom of the deck in random order. Place the whole deck somewhere to the side, it will become active once *Morland's Shop* is empty*.*
* Create a face down deck with all of the *Commission* cards and shuffle it.
* Create a face down pile with all of the *Society* cards.
* Create a face down *Hours* deck and shuffle it. Hours cards have distinct portrait art style with black and white title and principles without strength.
* Create a face down deck for the *White Door* cards and shuffle it.
* Create a sorted face up pile for **Way: The White Door**, **Stag riddle** and **Way: The Stag Door** cards.
* Create a face down deck for the *Stag Door* cards and shuffle it.
* Create a sorted face down pile for **Glover&Glover** and **Senior at Glover&Glover** cards.
* Create a face down deck for the *Burglary* cardsand 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*:

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

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **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

The game is played in rounds which continue until one of the players perform ascension ritual. At the begging of the round the following events happen:

* New *Patron* is draw from the patrons’ deck. Then from the commissions deck, cards are drawn until a *Commission* with a *Principle* that the patron gives is found. The commission is placed under the patron face up. The drawn commissions that did not matched the principle are placed in a dedicated commission discard pile. If commission deck is empty, commission discard pile is shuffled and it creates a new commission deck. **Sulochana Amavasya** does not give any commissions and stays on the board for the rest of the game. If the patrons’ deck is empty, nothing happens.
* Each player can spend 1 fund, once, to draw a card from the *Morland's Shop* deck. Players go in the order of amount of funds they currently own, poorest first. This does not count as an action. Once the last card is bought this way from the *Morland's Shop* deck, this event becomes inactive. Retrieve the *Oriflamme's Auction House* deck and place in the same place. It will become active next round so skip the following event.
* Assuming *Oriflamme's Auction House* deck is active, reveal a card from it. A public auction for this card is now open. Players can either place increasing bids or pass. Once they pass, they can no longer bid. The poorest player places the opening bid of at least 1 fund. The last player to stay in the auction obtains the card.

During each round, players take turns in the order of amount of funds they owned at the start of the round, poorest player going first. Each player will take at most 3 turns. If a player does not want to take an action, they can forfeit their turn and the following player takes their turn. During their turn, a player can perform exactly one action. There are 4 types of actions:

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| **Dream** | **Study** | **Work** | **Talk** |
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Each action in a round must be of a unique type. For example, player can spend their turns playing a *Dream* action, *Work* action and *Talk* action. They could not perform *Study* action because they are out of turns. They also could not perform two *Talk* actions in the same round.

At the end of the round following actions take place:

* Players evaluate all cards that have *End of round* effect. If player has both **Bleak Thoughts** and **Trembling in the Air** cards, they must evaluate **Bleak Thoughts** first**.**
* The effect of the current *Season* card is evaluated. Place it in the dedicated season discard pile. Then the face up card on the season deck is placed below the deck and it will be the next round’s seasonal effect. Finally, reveal the next season card from the deck and put it face up on the deck. This card will be the future round seasonal effect. If the season deck is empty, shuffle season discard pile and it becomes the new season deck.
* The effect of **Time Passes** card is evaluated
* Players remove one *Time* token from each of their temporary card. If it was the last time token on the card, it is discarded. If the discarded card says that it *decays* to another card, player must obtain that card and load it up with time tokens indicated by *Temporary* aspect.
* Players remove all *Conceal* tokens they have on any *Reputation* cards
* All tapped cards are un-tapped

At any point during their turn, players can sell cards with *Auctionable* aspect to gain the amount of funds specified on the right of the aspect. Such cards are placed at the bottom of the *Oriflamme's Auction House* deck*.* This does not count as an action.

## Clarifications

Whenever a player obtains a card with *Temporary* aspect, they place it face up in their board area and immediately load it up with Time tokens equal to number specified right of the aspect. The card will lose one time token at the end of the round. Temporary cards are always visible to all players.

If a player cannot perform the first step of a card effect they move to the “otherwise” effect. For example, if player has **Wrong Kind of Attention** card, they must discard **Notoriety** card if they have one and evaluate the following effects. If they don’t have **Notoriety** card but have one **Mystique** card, they must discard it. If they don’t have any **Notoriety** or **Mystique** cards, they must discard the **Wrong Kind of Attention** card**.**

If player does not meet all conditions of the first effect of an action card, they cannot perform the action. For example, players that don’t have appropriate 2+ lore cannot work on a commission. In the same vein, if they don’t have untapped **Reason,** they cannot work on a commission either.

If a card says you must reveal another card, the revealed card stays face up in your board area; visible to every player. Such cards follow all other relevant rules.

Cards with *draw from Hours deck* effect come in two types. Either they are “additive”, noted by plus signs (+) in their effect. In that case, each *Principle* that is both on the drawn Hour card and triggering card causes you to obtain the card next to the principle. Or they are “exclusive”, noted by vertical bars (|) in their effect. This means you need to match principles between the drawn Hour card and the triggering card left to right. If any principle is matching, you must stop immediately and obtain the card next to the matching principle. Sometimes exclusive cards have a final card without any principle before it which means you get that card if none of the previous principles matched.

Decks, whose cards are moved to dedicated discard pile, are always refreshed from the discard pile at the moment a card needs to be drawn from the deck but there is none. *Hours* deck is such deck.

## Tips and Tricks

TODO

## Intriguing first game

TODO