



**THIS GAME IS JUST AN
EXCUSE TO GO FOR A
WALK AND TELL STORIES.**

SECRET HISTORIES

These are some of the little-known tales of the city that players have uncovered while playing Secret Histories:

**THE EXPLOSIVE SECRET HISTORY OF
COFFEE SOCIETY IN JAPANTOWN**

**THE GLASS CEILING: THE SECRET
HISTORY OF MIMES IN COW HOLLOW**

**AIR, LAND, & SEA: THE SECRET HISTORY
OF MONGOL QUEENS IN THE DOGPATCH**

**GARLIC, BEARS, AND GORE: THE
SECRET HISTORY OF FOG IN GLEN PARK**

**THE TWO ABRAHAMS LINCOLN: THE
SECRET HISTORY OF OCCULT PRACTICE
IN PACIFIC HEIGHTS**

We want to hear about the places you explore and the stories you discover! Email lava@floor.is or tweet at [@floor_is_lava](https://twitter.com/floor_is_lava) and let us know how the game goes for you.

Gather your friends and go on a historical walking tour of your neighborhood, learning hidden facts that have never been discovered — because they're made up on the spot.

Secret Histories is a collaborative storytelling game that inspires you to look at the world around you in a new way, creating unique stories that tie friends and places together.

To play, you just need 3-6 players, comfortable shoes, something to take notes on, and an interesting place to go exploring.

**A GAME ABOUT THE
FICTIONAL HISTORIES OF
REAL NEIGHBORHOODS**

HOW TO PLAY

Assemble your group at a convenient location in the neighborhood.

Agree on a topic or theme for your tour; all of your stories will tie into this theme.

Players **take turns leading** the group.

Lead the group on a **walk around the neighborhood** until you come to a location that seems interesting.

Tell the story of a historical event that happened at your location. Make sure it connects to the overall theme.

If you need help coming up with a story element, **get suggestions from other players**.

Write down a brief summary of your story.

Continue discussing your story with the group while **the next player takes over** and you walk towards the next stop.

When you're done walking, gather your stories and **recap your history** as a group.

Give your history a catchy title that sums up the stories you've told.

GAMEPLAY TIPS

CHOOSING A THEME: Your tour's theme should be something that everyone can easily come up with stories for, and broad enough to support a long history. It can be fantastical, mundane, or something that connects to the real history of your neighborhood.

WALKING AROUND: When you're the tour guide, walk in any direction you like. Try to put some distance between you and your previous stop. Pay attention to your surroundings.

Keep walking until you find something that might inspire a story: a house with odd window treatments, a gate with a dedication plaque, an ornately designed manhole cover, etc.

COMING UP WITH A STORY: A historical anecdote should have the following elements:

A time: This can be a specific date or a broad time period; it can be in the past or the future; it can directly follow another player's event, or jump between eras.

A place: This is the location you're currently at, of course, but it might have been something very different back in whatever time you're thinking of.

A person: Your story might be about a group of people (a family, an organization, etc.), but it's often helpful to build the story around a representative individual. Be sure to give them a name.

The event: Put it all together: what happened with this person in this place at this time?

GETTING SUGGESTIONS: If you need an idea for any element of your story, ask the group for suggestions. When you call for suggestions, each player privately gives you one suggestion. You can choose to use any (or none) of their suggestions in your story.

RECAPPING YOUR HISTORY: When you've had enough walking, gather your story notes and recap them as a group. Sort your stories into chronological order to get a sense of how the neighborhood has changed over time.

TITLING YOUR HISTORY: Your history's title should sum up the stories you've just told in a pithy one-liner. Start with the theme and the neighborhood, and add other common threads that came up over the course of your explorations. (See other page for examples.)