



Instructions for Historica the Educational Card Game

-Full Version-



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Welcome to Historica

Dark forces surround this earth. We are the Higher Order of Historica. It is our duty to unite, bring balance, conquer fear and banish chaos. This mission is not easy, it will require you to walk into the unknown. Can you persevere through evil and all its persuasion?

We need you to travel back in time to learn the lessons of the past, explore new places, discover inspiring creations. Search for those who have enlightened our past and assemble a squad of the historic elite. You must call on them to battle the malevolence of this planet.

Are you ready to lead? Can you make an impact felt throughout the universe?

Time is passing. We need your decision.

Will You Join Us?



Your Adventure Awaits

We present to you a Century Disk. With it you can span through the years of the past and call upon the Historical. Only a truly devoted Tyros can unmask the great powers of time. Expel the potential genius you harness. Through your tuition, channel the essence of the once marveled. Summon your team and embark on your journey to a higher understanding.

You will learn from them how to become Historic...



Objective of the Game

The object of the game is to be the first player to reach 1600 *Player Points*.

Setting Up

Each player starts with a deck consisting of at least 55 cards. This deck must include 5 different *Historic Squad Member* cards which are included in determining the number of cards in the deck. As an example, the minimum size deck is comprised of 50 cards and 5 *Historic Squad Members*.

Each player starts with 0 *Player Points*.

A player may play up to 3 copies of a card with the same name in their deck, except for *Historic* cards. A player is allowed only 1 copy of each *Historic* card in their deck.

Discuss with your opponent a method of randomly determining who goes first. As an example, a player may flip a coin to decide who goes first. Whoever wins decides whether they want to play first or draw first. If a player chooses to play first, they do not draw a card during the *First Period* of the first turn.

Each player sets their five chosen *Historic Squad Members* onto your *Sideline* and select 1 *Place* card from your deck and put it into the field of play.

Shuffle the remaining deck.

Each player draws the first 4 cards from the top of their deck face down and places them in their **Treasure Chest**. (These are bonus cards you can draw when designated) Each player draws 6 card

Zones of the Game

Deck: A player's assembly of cards that are face down and are waiting to be drawn. A deck should have at least 55 cards before the beginning of the game. *Historic Squad Members* and starting a *Place* are chosen and removed from the deck after the start of the game. There is no maximum deck size but, a deck cannot have more than 3 of each *Non-historic* card and no more than 1 of each *Historic* card.

Discard Pile: Where cards go when they are discarded or *Wiped Out*.

Field of Play: Where cards are put in play so they can be used.

Hand: Cards waiting to be revealed that may be concealed from an opponent before they are played.

Sideline: A player's *Squad*, consisting of 5 *Historic Squad Members* that are waiting to be played.

Treasure Chest: A pile of 4 bonus cards taken from a player's deck that are put to the side and drawn 1 at a time when a player triggers a *Level Up*.



Turn Schedule

When it is your turn you will follow this schedule.

First Period: (Draw then Day-Counters) Draw a card then remove a single *Day Counters* from each *Event* in the *Field of Play*.

Second Period: (Unswipe then Gain) *Unswipe* your *Squad Members* then gain *Charges*.

Third Period: (Play and Swipe) You may play *Squad Member*, *Place*, *Event*, *Essence* and *Addon* cards. You may also *Inspire* with up to 3 *Squad Members*, use *Impact Abilities*, activate *Essence* cards and *Swipe Squad Members* for *Place Abilities*.

Fourth Period: (Discard then End) Discard down to 6 cards then end your turn.



The player whose turn it is gets the *First Opportunity* to play cards each *Period* of that turn. *Opportunity* changes after each card is played or *Ability* is used. If it is not a player's turn, they may only play *Word Power* cards and *Impact Squad Member* cards once they gain *Opportunity*.

For example, a player whose turn it is has *First Opportunity* to each *Action* on their *Schedule* after performing any of these *Actions* their opponent may respond by utilizing a *Squad Member Ability*, if they are able to, or by playing a *Word Power* card.

Charge

During a player's *Second Period* they gain *Charge(s)* depending on their current *Player Level*. *Charges* are added and stored in a player's *Century Disk*. *Charge(s)* do not disappear as the *Schedule* advances or turn ends for a player. Before playing a card an amount of *Charge(s)* must be *Harnessed* to pay for any *Cost*.

Leveling Up & Treasure Cards

A player levels up once their *Player Point* total is equal to or greater than a *Level Threshold*. Refer to the *Player Level Table* for the individual thresholds. Immediately upon *Level Up* the player draws the top card of their *Treasure Pile*. At the beginning of their next *Second Period* the player would gain the new listed number of *Charge(s)* determined by their new *Player Level*. If a player were to lose points and fall into a lower *Player Level*, they would gain the new listed number of *Charge(s)* as determined by that *Player Level* at the start of their next *Second Period*. A player may not have less than 0 *Player Points*. A player may only draw from the *Treasure Pile* once per *Level Up* for each *Level Threshold*.

Example: Natasha has 300 points, gaining 5 Charge(s) at the beginning of her Second Period. In her Third Period she Impacts with Edgar Allen Poe, losing 50 Player Points. Natasha now has 250 Player Points. Natasha passes the turn to Edward. Edward takes his turn and passes the turn back to Natasha. At the beginning of Natasha's Second Period, she now gains 4 Charge(s). During her Third Period she uses Edgar Allen Poe's Inspire ability and gains 50 Player points. Natasha now has 300 Player Points and matches the Star Level Threshold. She does not draw immediately from the Treasure Pile since she has already reached Star Level once this game.

Player Level Table

Ground Level	0 Player Points	2 Charges a Turn
Sky Level	100 Player Points	4 Charges a Turn
Star Level	300 Player Points	5 Charges a Turn
Sun Level	750 Player Points	6 Charges a Turn
Universe Level	1,000 Player Points	8 Charges a Turn

(Quick Play) Player Level Table

Ground Level	0 Player Points	2 Charges a Turn
Sky Level	50 Player Points	4 Charges a Turn
Star Level	150 Player Points	5 Charges a Turn
Sun Level	250 Player Points	6 Charges a Turn
Universe Level	500 Player Points	8 Charges a Turn

Types of Cards

Add-on: Constant- Put into play, *Added-On* to a specific **Squad Member**. The card is considered *Added-On* to the **Squad Member** so when the **Squad Member Swipes**, so does the Add-on. Addons can also add extra *Inspiration Points* and *Abilities* to a **Squad Member**. Whenever a **Squad Member** with an Add-on, the player activating the *Ability* chooses to use the *Impact* of the **Squad Member** or the *Added Impact* of the Add-on.

Historic Add-on: Constant- Put into play *Added On* to a specific **Squad Member**. The card is considered *Added-On* to the **Squad Member** so when the **Squad Member Swipes**, so does the Add-on. Only one copy of the given **Historic Add-on** can be in play by the same player at the same time. Multiple players can play the same **Historic Add-on** as each other.

Event: Timed Constant- Put into play *Scheduled* to be activated when a *Day Counter* is removed. *Day Counters* are represented on each **Event** card and removed by each player during their *First Period*. When a *Day Counter* is removed the **Event** is activated and in effect for the remainder of the turn. When the last *Day Counter* is removed the **Event** is *Wiped Out*.

Historic Event: Timed Constant- Put into play *Scheduled* to be activated when a *Day Counter* is removed. *Day Counters* are represented on each **Event** card and removed by each player during their *First Period*. When a *Day Counter* is removed the **Event** is activated and in effect for the remainder of the turn. When the last *Day Counter* is removed the **Event** is *Wiped Out*. Only one copy of a particular **Historic Event** can be in your deck. *Ex. (You can have multiple Historic Events in your deck if they are not the same card)*

Essence: Constant- Put into play and do not *Occupy a Place*. Each **Essence** has a *Lore Number*. When a player *Inspires* a **Squad Member**, they may choose to redirect those *Inspiration Points* to subtract that *Inspiration Number* from an **Essence's Lore** total. When an **Essence** drops below zero *Lore* that card is *Wiped Out*.

Historic Essence: Constant- Put into play and does not *Occupy a Place*. Each **Essence** has a *Lore Number*. When a player *Inspires* a **Squad Member**, they may choose to redirect those *INSPO Points* to subtract from an **Essence's Discouragement** total. When an **Essence** drops below zero *Discouragement* that card is *Wiped Out*. You may only have one copy of a particular **Historic Essence** in your deck. *Ex. (You can have multiple Historic Essences in your deck if they are not the same card)*

Squad Member: Constant- Put into play and played on a *Place* that has available *Occupancy*. When you first play a **Squad Member**, they come into play *Stunned*. Each **Squad Member** has an *Inspiration Number (INSPO)* on the bottom right-hand corner. When a **Squad Member** drops below zero *INSPO* that card is *Wiped Out*.

Historic Squad Member: Constant- Put into play from your *Sideline* and played on a *Place* that has available occupancy. When you first play a **Squad Member**, they come into play *Stunned*. Each **Squad Member** has an *Inspiration Number (INSPO)* on the bottom right-hand corner. When a **Squad Member** drops below zero *INSPO* that card is *Wiped Out*. Only one copy of the particular **Historic Squad Member** can be in your *Sideline*. *Ex. (You must have 5 different Historic Squad Members in your sideline, no duplicates of the same Historic Squad Member)*



Multiple players can play the same **Historic Squad Members** as each other.

Place: Constant- Put into play and played up to one time a turn. A Place either has a *General Occupancy Number*, which is the amount of total **Squad Members** that can *Occupy* the **Place**; or have *Side Occupancies (Home or Away)* which tell players up to how many **Squad Members** they can put on each **Place** from their side. *Home Occupancy* is the amount of **Squad Members** a player who *Owens* the **Place** can have *Occupying* the place simultaneously. *Away Occupancy* is the number of **Squad Members** any opponent may play upon the **Place**. There may only be up to 6 total **Places** in play at one time.

Historic Place: Constant- Put into play and played up to one time a turn. A Place either has a *General Occupancy Number*, which is the amount of total **Squad Members** that can *Occupy* the **Place**; or have *Side Occupancies (Home or Away)* which tell players up to how many **Squad Members** they can put on each **Place** from their side. *Home Occupancy* is the amount of **Squad Members** a player who *Owens* the **Place** can have *Occupying* the place simultaneously. *Away Occupancy* is the number of **Squad Members** any opponent may play upon the **Place**. There may only be up to 6 total **Places** in play at one time. Only one copy of the given **Historic Place** can be in play by the same player at the same time. Multiple players can play the same **Historic Places** as each other. You are allowed only one copy of a particular **Historic Place** in your deck. *Ex. (You can have multiple Historic Places in your deck if they are not the same card)*

Word Power: One-time- A single instance effect that may affect a certain **Add-on(s)**, **Place(s)**, **Squad Member(s)**, **Essence(s)**, or **Event(s)** before being *Wiped Out*. **Word Powers** may be played on any turn if a player has *Opportunity*.



Card Types and Symbols



Inspiration Number:

The number on the lower right-hand corner of a **Squad Member** and some **Add-on** cards. By *Swiping* a **Squad Member** to *Inspire* you gain **Player Points** equal to the total of the *Inspiration Number(s)* listed.

Sam plays his **Inkwell** on the **Squad Member** named *Peasant*. The card *Peasant* has an *Inspiration Number* of 25. With the **Add-on Inkwell**, the **Squad Member** now has an *Inspiration Number* of 35 whenever it chooses to *Inspire*.



Charge:

Each turn during *Second Period* you gain *Charge(s)* depending on your *Player Level*. *Charges* are added and stored in your *Century Disk* and accumulate each turn. You may *Harness* your *Charge(s)* and use them to play or utilize cards. *Charge costs* may be found in the center of the card below the card image.

As an example, the card to our right named *Dormancy* has a charge cost of one.

Alex has three charge stored in his century disk. During his 3rd period he chooses to harness one charge and spend it to play the card *Dormancy*.



Add-on:

Constant- Added on to a specific *Squad Member*. The card is considered *Added-on* to the *Squad Member* so when the *Squad Member* *Swipes*, so does the *Add-on*. *Add-ons* can also add extra *Inspiration Points* and *Abilities* to a *Squad Member*.

Kim plays her *Covered Wagon* *Add-on* on her *Warrior Squad Member*. Then she *Inspires* with her *Warrior* gaining 25 *Player Points* and moves the *Warrior* to another open *Place* using the *Add-on's* *Added Ability* *Trail Blaze*.



Event:

Timed Constant- Put into play *Scheduled* to be activated when a *Day Counter* is removed. *Day Counters* are represented on each *Event* card and removed by each player during their *First Period*. When a *Day Counter* is removed the *Event* is activated and in effect for the remainder of the turn. When no more *Day Counters* can be removed the *Event* is *Wiped Out*.



Word Power:

One-time- May be played by any player during any *Period* if they have *Opportunity* to play cards. *Word Powers* do not remain in the *Field of Play* and are *Wiped Out* once resolved.

Happens to certain card/s or player/s then are *Wiped Out* afterwards. *Word Power* cards may be played on any turn during your *Opportunity*.



Place:

Constant- Put into play and played up to one time a turn. A Place either has a *General Occupancy number*, which is the amount of total **Squad Members** that can *Occupy* the **Place**; or a have *Side Occupancies* (*Home* or *Away*) which tell players up to how many **Squad Members** they can put on each **Place** from their side. *Home Occupancy* is the amount you and any *Teammates* you may have can play and away is for every opponent. There may only be up to 6 total Places in play at one time.

The **Place** card named *River* has *Side Occupancies*. In both its *Home* and *Away Occupancies*, a player may play up to two **Squad Members** on that **Place**. The card named *Rainforest* only has *General Occupancy*. There is a maximum of three total **Squad Members** allowed to *Occupy* this **Place**. The number of **Squad Members** allowed to *Occupy* this **Place** are shared between all players.



Squad Member:

Constant- Put into play and played on a **Place** that has available occupancy. When you first play a **Squad Member**, they come into play *Stunned*. Each **Squad Member** has an *Inspiration Number* (INSPO) on the bottom right-hand corner. When a **Squad Member** drops below zero *INSPO* that card is *Wiped Out*.



Essence:

Constant- Put into play and do not *Occupy* a Place. Only one Essence can be activated a turn. Each Fable-Essence has a Lore Number. When a player *Inspires* a Squad Member, they may choose to redirect those *Inspiration Points* to subtract that *Inspiration Number* from a Fable-Essence's Lore total. When an Essence drops below zero Lore that card is *Wiped Out*.



Lore Number:

Essence cards have a number on the lower left-hand corner which is the Lore Number. If this number is reduced to zero, the Essence card is *Wiped Out*. When an opponent gains Player Points, they may choose to gain those points or subtract them from an Essence's Lore Number. All deductions to the Lore Number are permanent.

Historic:

Supertype- A type of Squad Member, Place, Add-on, Event or Fable-Essence that only one copy of the given *Historic* card to be in play by the same player at a time. A card is deemed *Historic* if it has a red seal in the bottom right-hand corner of the cards' name.

Fact Storm

Located on the reverse side of most **Historic** card types, the **Fact Storm** is a way to add educational value to your gameplay. The inclusion of **Fact Storms** is optional and can be incorporated in a variety of ways. Learning styles vary and the use of **Fact Storms** is of the complete discretion of the player and/or the gaming session leader. The **Battle Chronicle** can be utilized to log information received from Fact Storms.

Suggested Uses of Fact Storms

Historic Squad Member: Each time a **Historic Squad Member** is *Swiped* the **Fact Storm** is enabled. Ask an opponent one of the questions listed on the card or for newer cards, scan the QR code. If they provide a correct answer, they gain 25 *Player Points* and they record the **Fact Storm** question and answer on their **Battle Chronicle**. If they provide an incorrect answer you gain 25 *Player Points*.

Other Suggested Educational Uses

Word Power: When a **Word Power** card is played, each Player must look up the definition to the card and record it into the **Word Power** section of the **Battle Chronicle**.

Historic Squad Members: Players may complete a biography about their **Historic Squad Members** in their deck for additional rewards.

Places: Players may research topographical and geographic information about the **Places** in their deck.

Player Points: Players keep every *Player Point* they earn through every game played and log it into their account. Your total amount of *Player Points* can be used to earn achievement Badges and/or other preset incentives.

Special Event Days: Create double rewards days or battles. Have a special card giveaways to encourage learning key concepts.

Specialized Gaming Sessions: Frontload gaming sessions with key concepts. Review specific cards or concepts with players before the battles begins. Have students record relevant information that pertains to your key concepts.

Game Variations

Two-Headed Tiger Horse: A cooperative two player VS 2 player version of the Historica Card Game where you and a teammate battle it out against another team. *Player Points* and **Places** are shared.

A Race to Universe Level (Quick Play): An abbreviated game where the *Player Point* goal is reduced to 1,000 and the winner is determined by who reaches the *Universe Level* first.

Fortnight Face-Off (Quick Play): An abbreviated game where players are limited to a combined 14 turns and the winner is determined by who has the most *Player Points* at the end of the game.

Simulate Against the A.I.: Can be played solitarily or cooperatively, your opponents is an Artificial Intelligence deck. The A.I. deck has at least 55 cards and is played without a *Sideline* and its **Historic Squad Members** shuffled into the deck. The A.I. begins with 1 **Place** in play and no cards in hand. The A.I. draws then plays the top 2 cards of its deck each turn and does not accrue or *Harness Charge*. The A.I. *Swipes* each of its **Squad Members** each turn. If the **Squad Member** has an impact ability you may *Roll* to determine if it utilizes its *Impact Ability* or *Inspires*. (Even Roll = *Impact*/Odd Roll = *Inspires*)

Clarifications

Word Power may be played by any player during any *Period* if they have *Opportunity* to play cards.

In order for a **Squad Member** to *Swipe* they must be *Unswiped* and be *Occupying* a **Place**.

Squad Members enter play *Stunned* and may not *Swipe* the first turn they are played, they may only *Swipe* to *Impact* on the first turn they are played if they have *Immediate Impact*.

A player may *Swipe* a **Squad Member** to *Inspire*. Gaining *Player Points* equal to the number in the lower right-hand corner of the card, this is the **Squad Member's Inspiration Number** also known as *INSPO*. You may *Inspire* with up to 3 **Alert Squad Members** during your turn.

A player may *Swipe* to perform a **Squad Member's Impact Ability** with any number of **Alert Squad Members**.

A player must *Swipe* and play cards one at a time.

When a player *Swipes* a **Squad Member**, they are considered *Swiped* (Used) and may not *Swipe* again until they are *Unswiped*.

Occupancy Numbers are labeled on each **Place**. A player may put up to as many **Squad Members** on a **Place** as its *Occupancy Number* explains. A player may not exceed *Occupancy*. If at any time the player exceeds his/her occupancy on a place they must return **Squad Members** to their hand until the *Occupancy* limit is reached. If an Add-on is on a **Squad Member** when the **Squad Member** is returned to a player's hand the Add-on is *Wiped Out*.

A player's **Starting Place** must be adjacent to an opponent's **Starting Place**. Any other **Place** must be placed adjacent to one the two **Starting Places**.

Other & Frequently Asked Questions

Each player may have the same *Historic* cards as each other out at the same time. You cannot have the same 2 out yourself but both players can have the same one in play except for an *Event*.

Historica is evolving every day. Make sure to check out the Living Library for up-to-date information on cards at www.HistoricaCards.com/livinglibrary

Run out of room? While you are playing the *Place* cards keep track of the location of each *Place*. If you run out of room sideways you can for the cards from the left-hand side above the initial *Places* and the new *Places* that would go to the right-hand side, below the initial *Places*. You can also turn *Places* sideways with *General Occupancy*.

If *Drop* rules are not followed during a *Drop* the *Drop* is counted as a missed *Drop*.

Whenever any card is played from your hand it is put into play.

Cards with the word THEN in them. The first action must be taken for the following actions to be used. Ex. "Wipeout an Add-on then all players lose 50 *Player Points*." If an Add-on is not *Wiped Out* then the card is discarded without effect, therefore the second item of player's losing *Player Points* would not be recognized.

Glossary

Ability: An *Ability* that works according to the card's description.

Achievement Badges: Badges collected by Players for achieving feats of excellence throughout gameplay. Badges are distributed by Game Session Leaders when achievements are met.

Action: The act of playing a card or using and ability.

Active Event: Once a *Time Counter* is removed from an *Event* it becomes *Active*. The player who removed the *Time Counter* is now affected by the *Event* unless the *Event* specifies a specific player.

Alert: An *Unswiped Squad Member* that is available to *Impact* or *Inspire*. All *Squad Members* become *Alert* after they are in play through the start of their controller's *1st Period*.

Away Occupancy: The amount of *Squad Members* an opponent can play on a *Place*.

Badge Collection: Mantel for players store achievement badges.

Battle Chronicle: Two-sided sheet for players to record all instances of a match and have a quick reference guide to the sequencing of the periods of play and level system. Sections for Players to log and observe include, name, date, squad name, opponent's squad name, player points, word power, fact storm, a map of Historica that can be used as a blank notes section, the sequence of periods and the sequence of levels. *Battle Chronicles* can be utilized for facilitating gaming sessions and rewards.

Constant: A card stays in play until *Wiped Out*.

Cross a Place: You must *Occupy* an initial *Place* then move across another *Place* then *Occupy* a *Place* after the *Place* your crossed.

First Opportunity: During your turn you have the *First Opportunity* to do various actions each *Period*. This establishes which player can act first during a given *Period*. Once you do an action (*Impact*, play a **Word Power**, etc.) your opponent will have the next *opportunity* to do an action.

Example, during *2nd Period* on your turn you would have the *First Opportunity* activate an *Impact Ability*. After this has been done your opponent would be able to play a **Word Power**. You can decline to play a card or activate an *Ability* during a *Period*, but your opponent still has an *Opportunity* after you each *Period* of your turn and vice versa.

Swipe: Turning a card to its other side. A *Swiped* card shows that they are used and cannot be used again until they are *Unswiped*. *Non-Historic Squad Members* and *Add-ons* may be turned to the side to represent they are *Swiped*.

General Occupancy: The combined total number of *Squad Members* that can be played on a *Place* from you and your opponent.

Historic: A type of a *Squad Member*, *Place*, *Add-on*, *Event* or *Fable-Essence* that only one copy of the given *Historic* card can be in your deck.

Home Occupancy: The amount of *Squad Members* you can play on a *Place*.

Immediate Impact: An *Ability* that allows a *Squad Member* to *Impact* the turn it is played and other subsequent turns thereafter.

Impact: An *Ability* that requires a *Squad Member* to *Swipe* to use. You may *Impact* with as many *Squad members* as you choose during your *3rd Period*.

Inspiration Number: The number on the lower right-hand corner of a *Squad Member* and some *Add-on* cards. By *Swiping* a *Squad Member* to *Inspire* you gain *Player Points* equal to the total of the *Inspiration* number(s) listed.

Landlock: Players are limited to 6 total *Places* combined in play. Once 6 *Places* are in play no other *Places* may be put into play unless an existing *Place* is *Terramorphed*.

Lore Number: *Essence* cards have a number on the lower left-hand corner which is the *Lore Number*. If this number is reduced to 0 the *Essence* card is *Wiped Out*. When an opponent gains *Player Points*, they may choose to gain those points or subtract them from an *Essence's Lore Number*.

One Time: A card is used once then *Wiped Out*.

Open Place: A *Place* that has available *Occupancy*.

Player Level: The levels *Ground*, *Sky*, *Star*, *Sun*, and *Universe* are gained by reaching a certain number of *Player Points*. Each level enables a player to gain a certain amount of *Charge* each turn.

Player Points: Points that are used to keep score in a game.

Presence: An *Ability* that is active when that *Squad Member* is *Unswiped*.

Scheduled Event: When an *Event* is put into play and before any *Day Counters* are removed, an *Event* is designated as *Scheduled*. *Day Counters* are removed by each player during their *1st Period*.

Stunned: All *Squad Members* enter play *Stunned* which prohibits them from being able to *Swipe* to *Impact* or *Inspire* their first turn played. At the start of your *1st Period* each *Squad Member* you control in play becomes *Alert*.

Timed: A card is active for a specific number of turns until it is *Wiped Out*.

Terramorph: When in *Landlock* you may *Wipeout* an existing *Place* and replace it with another *Place* from your hand with equal or greater total *Occupancy* of the *Place* you are *Terramorphing*.

Unswipe: Return a card to its face side in the right side up/straightened position.

Wipeout: Removing a card from play and putting it in the discard pile.

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