

# YOU HAVE SUMMONED THE BLACK CUBE. NOW BEHOLD ITS TREASURES.

Called out of the Dark itself, the Black Cube holds many mysteries and wonders. To absorb it all, there are 9 steps. (When you're done, you'll understand why it's important that there are 9 steps.)

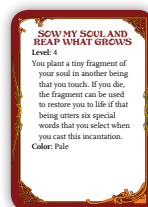
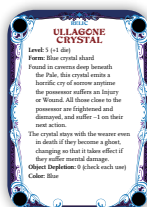
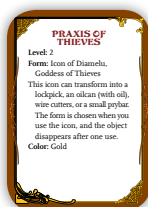
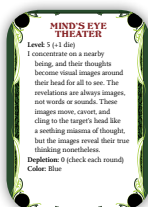
1. Open the Player's Envelope and remove the four-page blank character tomes. These will have names like Vance, Weaver, and so on. Along with the character tomes, you'll want a Stat Pools sheet and the Character Creation handout. You might also want to have a page from the Grimoire Pad handy.

2. To start really plumbing the depths of what you now possess, remove the four main books: *The Key*, *The Gate*, *The Path*, and *The Way*. These can be read in any order, but you may want to do the following:

- + **Start with *The Key*.** It has information for creating vislae characters, using a step-by-step process. This process is a bit involved, but that's so you can really delve deep into your character. You will want to look at the aforementioned character tomes while you do this, and use the book to guide you through choosing a character order and filling out the tome. (Apostates can fill out their tomes however they wish.)
- + **Next, perhaps read through *The Gate*.** If you're a player, you need only read through the first two chapters. They explain how the game is played. If you're the game master (GM), read the whole thing. Of particular interest will be the glossary in the back of *The Gate*. Refer to that if you come upon a game or setting term you don't know.
- + ***The Way is the book of magic.*** Read the first chapter and then peruse the rest of the book as it interests you. Most of the character orders get their own chapter here because they all use magic differently. Have your Grimoire sheet handy because you'll be writing down the spells and other magical practices you know.
- + **Proceed to *The Path* only if you are the GM.** It contains all the setting information about the Actuality.

3. When you're ready to play, take out the components. These include the dice, the cube-shaped bene and vex counters, the Path of Suns board, the Sooth Deck, and the Testament of Suns. *The Gate* explains how you use these while you play.

4. Unpack the cards. They come in four decks: Spells, Objects of Power, Incantations, and Ephemera Objects. If a character knows a spell or possesses one of the objects, that player should have the card next to them on the table for reference.



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5. Go back to the Player's Envelope of reference sheets. Give each one to the player who can use it most. For example, if a player is playing a Vance character, give them a Vance Spells sheet. You'll share the Rules references.

Speaking of Vances, you'll also want to take out the special cards of varying sizes for Vance spells. Vance characters will use these to indicate how many spells they have ready at any given time. *The Way* explains how this works. Likewise, Weaver characters can make use of the Weaver Aggregates cards to remember how to weave them for effects.

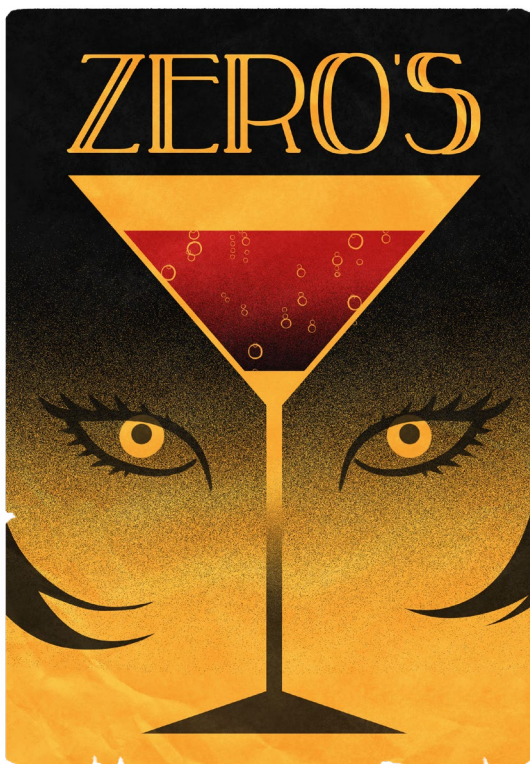
6. Open the GM's Envelope and remove those reference sheets. The GM will want them handy to refer to during the game. The GM also has five pregenerated characters. These are ready to play (but they are not beginning characters). Each has a Pools sheet and a Grimoire sheet as well. While it's more fun to create your own, these serve as both examples and possibilities to use if a player wants to start playing right away.

7. Punch out the tokens. You'll find them for Joy, Despair, and Acumen, all things that help characters advance. You'll also find a Enhanced/Diminished token for each player, which can be used when the current Sooth card in play affects a character positively or negatively. Last, the skulls serve as markers for scourges, which indicate something really bad has happened to your character.

8. Don't forget about the props! These are meant to enhance your game, as artifacts from the Actuality itself. Handbills from businesses in Satyrine, calling cards from NPCs in the setting, letterhead for writing letters, a library card, a wanted poster, and more. GMs should work these into their stories. And "The Red" is a wine bottle label—put it on a real bottle!

9. Last, there's a sealed envelope. If you are a player, DO NOT OPEN THIS. Further, even if you are the GM, be aware that in a setting all about secrets, this envelope contains the secrets of the secrets, so to speak. You can't unsee this once you read it. You might rather not know these things, or you might want to come up with your own answers to the setting's big questions. Open at your own risk!

Enjoy! See you at Zero's.



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