Under One Roof

OVERVIEW: **This is a game about making a home in a temporary space. There are conflicts, memories, and unexpected developments that happen when you share a home, especially in unique circumstances.**

POSSIBLE QUICKPLAY SETTINGS:

Robbers moving into a Safe House after a heist
Band on a Tour Bus over the course of a summer
Snowed in at a Cabin during a Work Retreat
Freshman in a College Dorm
Skeleton Crew of an Asteroid Mining Station
Sharing a Hotel Room with Friends during a Convention
Haunted house with ghosts ready to pass on to the afterlife
48 Hour Game Jam Site

COMPONENTS:

- *X-Card*
- *Act Token*
- *Provided Material*
    - *Character sheets*
    - *Event Tables*
    - *Structure Reference*
- *Pencils and scrap paper*
- *Index Cards*
- *Standard 52 Deck of Playing Cards (take out Jokers)*
- *2-4 player pieces (meeples, etc)*

Establish an X-Card.

- Roleplaying can go anywhere, including towards topics some players may not feel comfortable with for whatever reason.
- Place an index card on the table with a visible X on it to differentiate it from those in play. Make sure it is within reach of everyone at the table.
- X-Cards act as both a list of things to avoid during gameplay, and an easy way for one player to let others know to change the subject.
- At any point, someone can add a topic to the X-Card, or tap the X-Card to signify they are uncomfortable with the direction of play.

- Either roll back play and take the scene in a new direction, or flash forward and continue play without discussing or elaborating any events when the X-Card was tapped.
- The X-Card must be respected, no questions asked. The Player has no obligation to explain why they initiated it. Player comfort, and safety, is important.

PREGAME/Setup:

- Print out Printed Material. Cut 4 Character Sheets and 4 Event Tables in quarters.
- Define Shared Setting - Who Are You? Why Are You Here?
    - Pick one of the Quickstart Setting if you need help. Determine a few details about it.
    - Each setting needs to be a contained space that the players will be living in. That doesn't mean they are confined to this space (but it could be), it just means that you don't have somewhere else to go to start and end your days. You will be making this place your home for a temporary amount of time.
- Choose a Character Preset
    - There are 4: Hermit, Wanderer, Socialite, and Homebody.
        - Each of these represent the type of person you are when you occupy a space and what you prioritize in making a home.
    - Doubles are allowed; choose any you wish.
- Pick two additional Traits and one additional Priority
- Introduce yourself (name or codename and background) & describe yourself (physical traits & mood)
- Discuss with other players & write one way you may know another character
- Each person draws 4 cards from the card deck, these are your Event Cards.

PLAYERS have one of 3 Roles:

~ **Initiator**

* **Active Player**

\+ **Supporting Player**

OPENING: Move In

- Choose an Initiator (if undecided, whoever unpacked a suitcase most recently)

- That player writes the name of a place memories could be made on an index card and places it on the table.
    - This place is typically a traditional room but it doesn't have to be. Examples may include Bedroom, Window Nook, The Only Bathroom, Front Yard.
- While writing and placing the space, describe how your character interacts with while moving in. This can be a short description or action.
- In clockwise order, everyone else also writes out a space, places it on the table in relation to the other rooms, and describes how their character moves into that space.
- Once everyone has placed a room, move on to starting Act 1.

ACTS:

Acts are Named*:*
- Moving In
- Friction Builds
- Bonding
- Finale

Each Act contains:
- Beginning
- Acted Scenes
- End Meeting

Each Act plays out using the following structure - the only thing that changes is the table used from the Event Table.

Beginning:
- The Act Token is passed to the left to a new **Initiator~**
- Discuss how much time passed since the previous Act (1 hr, 5 months, 7 years, etc.)
- The **Initiator~** draws a new Act Card from the deck
    - The Act Card corresponds to the current Act Event Table, and represents the overarching event of the Act. This event will either be brought up during the Act, and is further defined during Act End Meeting.
    - Optionally, a player may choose to take ownership of the Act Card at this time, if they have an idea as to how to implement it during the Act.

- The **Initiator~** builds a new Room
- All **Players*~+** decide how long it's been since the last act
- (Optional) the Act Card can be claimed by a player.

Turn Structure:

- Everyone decides what room they will be in for the scene.
    - Feel free to think about how your character moves through the home as the day goes on and move them accordingly between scenes.
- **Active Player*** must start the scene by playing an Event card from their hand, corresponding to a prompt from the current Act's Event Table.
- The **Active Player*** crafts the beginnings of a scene with the goal of trying to make the space they're in fulfill one of their Priorities
    - Ex: Your priority is Quiet, and you've chosen to have a scene in the Living Room, wanting to read a book. The Event may add a complication to this, like Someone is hurt. Play out the scene!
- Anyone can participate even if they're in a different room. **Supporting Player(s)+** may move toward the room the Active Player is in.
- When the **Active Player*** chooses to end the scene or moves to another room, the scene is over, and the person to their left is the new **Active Player***.
- When the scene is over, anyone who has participated in the scene writes a one to two word descriptor or aspect of the room the Active Player started in. The more time is spent in the house, the more defined the spaces become. Examples of words can be:
    - Dark
    - A fragile vase
    - A secret
    - Smells bad
- The player to the left becomes Active Player, and repeat this structure until everyone has gone once (the Initiator plays out a scene).

Act End: Communal Scene

- Everyone performs a Communal Scene regarding the Act Card involving ALL **Players*~+**
- If the Act Card was introduced prior to the End Meeting, treat this scene as the characters discussing or reflecting on the outcome of that event. If it did not come up, act it out like any other scene.
- Unlike the individual scenes, after the End Meeting, nothing is written in any room.
- Take all **Player*~+** pieces off the board and return to players.

ADDITIONAL:

May I? - At any time during anyone's turn, another player may ask the **Active Player*** in order to put down their card early to become the new **Active Player*** and add a new event to a scene. However, all players may only play a single card during an act. If you play your card early, you forfeit your turn later. You must end the Act with the one less card than you started with. Once the scene ends, and no other players wish to petition to continue the scene by playing a card early, the turn moves normally from the original **Active Player***.

Roleplaying - Scenes should be acted out as if you're the character, not described from the player's point of view. Think about your Priorities when deciding what to do in a scene.

FINALE: Moveout

- After Act 4's End Meeting, **Players*~+** deconstruct the board out of character. In a circle, each player takes a Space from the table, and describes how it either accomplished one of their priorities while living in it, or worked against one of your priorities. You are not obligated to explain outloud why you are taking the room, but you must take one. Do this until all rooms are gone. This is a way to provide closure and finalize the game experience.