

O.

R.

B.

*A collaborative storytelling game
exploring the strange, sentimental,
and sometimes wacky artifacts
that make a home.*

[Introduction](#)

[Object](#)

[Setting Up the Game](#)

[Quick Start](#)

[Card Types](#)

[Turns, Rounds, and Phases](#)

[Discovery Phase](#)

[Research Phase](#)

[Connecting Items and/or Features](#)

[Ending the Game](#)

Introduction

You are historians from O.R.B., the Origin Research/Observation & Retrieval Bureau.

Your team has been sent back to the distant past: the 21st century. Your transport arrives at a house, frozen in time. Uncover the artefacts within, and piece together the lives of the occupants.

*For our exhibition on **Human Lives of the 21st Century**, each historian should bring back an item that best encapsulates the people who lived there.*

Object

The object of the game is to paint as thorough a picture of life in this house as best you can with the items you'll discover.

Setting Up the Game

1. Shuffle the **Item** deck, the **Feature** deck, and the **Condition** flags.
2. Lay out a 5x5 grid of random item cards *face down*, skipping these four marked spaces:

```
[ ][ ][ ][ ][ ]  
[ ][X][ ][X][ ]  
[ ][ ][ ][ ][ ]  
[ ][X][ ][X][ ]  
[ ][ ][ ][ ][ ]
```

3. Draw four cards from the top of the **Feature** deck and place them *face up* in each of those spots.
4. Set the **Condition** flags in a stack off to the side of the grid.
5. Decide who goes first! The player who goes first is *the player who has traveled the farthest from home in the past year*.
6. Play continues to the left after that player has taken their turn.

Quick Start

1. In turn, each player reveals an **Item** card. Keep going until each player has turned over two (2) items.
2. One player selects an item to investigate further by placing a **Condition** flag on it.
3. The player to the left of you describes what you find when investigating that item and how it relates to the **Features** and items nearby it.
4. Repeat this, with each player describing one item that they did not choose.

5. Then lay out a new room following the instructions above and repeat these steps two (2) more times.
6. At the end, each player picks one of the items to bring back and describes why it is important.

Card Types

Item: These are the artifacts and objects you'll be discovering over the course of your investigation. They run the gamut from mundane to oddball, sordid to sentimental, and all types in between. Questions to consider as you discover these items: *Who owned this? Why is it here? What does it say on it?*

Feature: These cards denote specific architectural features in the current room. During the Research phase, you can use them to help inform the story you're telling about the items next to it.

Aspect: These flags further describe the condition of the item they're attached to. They'll

Turns, Rounds, and Phases

The game is divided into three phases: the **Exploration Phase**, the **Research Phase**, and the **Exhibition Phase**. During the **Exploration Phase**, you'll reveal items on the board. During the **Research Phase**, you'll help your colleagues (the other players) research their objects and items by coming up with the item's story (why it's there, who it belonged to, why it might be significant to them). You'll keep the items you've chosen to research. Once you have a pool of three chosen items, you move on to the **Exhibition Phase**. During this phase, you'll pick one of your chosen items and explain why you think it's a good indicator of what this person's life might have been like.

Discovery Phase

When it's your turn, you'll unveil information about this family by flipping over any single face down **Item** card on the grid. You can choose any item that's still face down. Feel free to pick items that are next to other items to help give you more context to draw from during the Research phase, or pick from a completely different part of the room. It's entirely up to you.

After each player has had a chance to flip over two cards, the Discovery phase is over. It's time to move into the Research phase.

Research Phase

When it's your turn, you'll pick an item and ask a colleague of yours (one of the other players) to describe the item and explain its whys and wherefores. To do this, you'll draw

a flag from the Condition flag deck and place it on top of the item you want to hear more about. This Condition flag now applies to the item, and must play into its story.

When you're telling the story of an item, feel free to draw on these questions to help you:

- Who owned this?
- Why is it here?
- What does it say on/in it?
- How long has it been here?
- Why would this item matter to whoever lived here?

Connecting Items and/or Features

Items that are directly adjacent to each other can be related.

Diagonally-connected spaces count as well. It's up to the researcher (the player telling the story of the item) to decide whether they're connected or not by working this fact into the story they tell about the item. You can also connect items and Features.

After each player has placed a Condition flag and told the story of another explorer's item, the Research phase is over. Take the **Item** card (and its attached Condition flag) and keep it in front of you. This is one of your chosen items.

After the **Research Phase** is complete, clear the board of any face-up cards. Replace them with more cards from the top of the **Item** deck until the board is filled up.

Repeat the Discovery and Research phase cycle twice more, until you have three chosen items (with their Condition flags) in front of you. Then, move on to Ending the Game.

Ending the Game

It's time to pick an item to take back with you to show at the Exhibition!

Go ahead and pick an item from the three items in front of you. Pick it up and show the other players, explaining why you think this particular item is significant to the people who lived here. Use details from the other players' stories to try to come up with a cohesive picture of these people.

Once you're all done explaining which items you're taking back with you, that's it! You're done! Congratulations on a successful exhibition.

