ORIGIN STORY

DESIGNED BY JAMEY STEGMAIER AND PETE WISSINGER

ART BY CLÉMENTINE CAMPARDOU

1-5 PLAYERS • 45 MINUTES
AGES 14+ • COMPETITIVE

Your inner superhero is ready to emerge, one chapter at a time. Reveal your backstory, gather gadgets and allies, develop a grudge against your archenemy, and unleash an ultimate ability as you transform. Use a combination of brains, love, speed, and strength to craft your origin story.

OVERVIEW AND GOAL

Origin Story is an engine-building, trick-taking game played over 5 rounds. Each round represents a chapter in your development and grants a new card to add to your player mat. Charge your cards and use their abilities to help you score more points than your opponents.

COMPONENTS

5 player mats

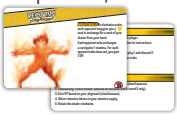
18 event cards

64 story cards

5 alignment/VP dials

52 playing cards (four suits of 13 cards each)

10 superhero/reference cards



36 stamina tokens

1 dealer token

SKIP THE RULEBOOK!
DIZED® TEACHES WHILE YOU PLAY.
The Interactive Play-Along Tutorial will guide you through the game step-by-step. Open DIZED and start playing now!
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The solo mode components are listed in the Automa rulebook. Replacement parts can be requested on the form at stonemaiergames.com/replacement-parts.

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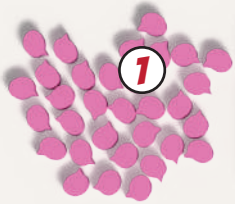
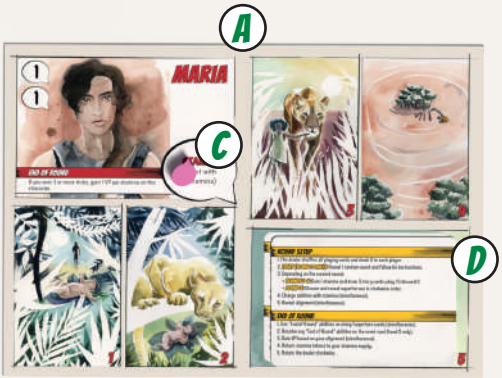
SOLO MODE: If you're playing the game solo, please skip this setup section and use the setup procedure from the Automa rulebook (page 2) instead.





SETUP

GLOBAL COMPONENTS

1. Place the stamina tokens within reach of all players to form a general supply.
2. Shuffle the story cards and place them face down in the general supply.
3. Shuffle the event cards and place them face down nearby.

PLAYER COMPONENTS

A. Gain 1 random player mat.

B. Gain 1 alignment/VP (victory point) dial; place it near your player mat set at 0 VP.

C. Gain 1 stamina token and place it in the stamina supply on your player mat.

D. Gain 2 random superhero/reference cards. Look at them and place them face down on the superhero space of your player mat (you will choose 1 at the start of round 5). Return unused superhero cards to the box.

E. The player who most recently watched a superhero movie gains the dealer token (or assign it randomly).

You can skip the rulebook and instead watch a rules video at stonemaiergames.com/games/origin-story/media-reviews or use the DIZED Interactive Play-Along Tutorial.

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SOLO MODE: Start reading again.

GAMEPLAY OVERVIEW

Origin Story is a must-follow trick-taking game with love (💛) as the trump suit (see *Trick-Taking Overview* on pg. 7 for more information). The game is 5 rounds of 8 tricks each.

At the beginning of each round, players will use stamina to charge story cards on their player mat (often after playing a new story card). Then they choose their alignment for the round; heroes want to win tricks, and villains want to lose all tricks.

> Each trick represents a crisis. The winner of the trick is the player who performs the most heroic deed to save the day.

The 3rd round includes a twist in the form of a random event card, and the 5th round begins with each player revealing their superhero identity.

After playing all 5 rounds, each player will have a complete origin story comprising their character, 4 story cards, and 1 superhero card.

ALIGNMENT DIAL ASSEMBLY

Sandwich one left and one right wheel between two masks using the provided rivets. One side should show the red "hero" side and the other side should show the purple "villain" side.

Make sure the red side of the wheels are visible on the hero mask and the purple side of the wheels are visible on the villain mask. The dials are also labeled left and right and must be placed accordingly. When assembled, the VP number will read the same on both the hero and villain dials.

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HOW TO PLAY

SOLO MODE: If you're playing the game solo, please skip this setup section and use the round setup procedure from the Automa rulebook (page 4) instead.

ROUND SETUP

1. DEAL CARDS: The dealer gathers all 52 playing cards, shuffles them into a deck, and deals 8 cards face down to each player. You may only look at your own hand of cards.

- **TWO-PLAYER GAMES:** To the right of each player is that player's "sidekick." Sidekicks are not players, but they do play a card into each trick. Deal each sidekick a hand of 8 face-down cards. After dealing, flip 2 cards of each sidekick's hand face up.

2. EVENT: For round 3 only, reveal one random event card for the round and follow its instructions. Even when these events present special scoring rules, players still also score for their hero/villain alignment as usual.

3. STORY/SUPERHERO CARDS

- **ROUNDS 1-4:** Each player gains one stamina from the general supply and draws 3 story cards. Play 1 story card face up onto your player mat over the number for the current round and discard the other 2 story cards.
- **ROUND 5:** In clockwise order starting with the player to the left of the dealer, each player chooses one of their two superhero cards (which up until this time have served as reference cards), reveals it face up on the superhero space of their player mat, and gains its benefit. Discard the unchosen superhero cards.

4. CHARGE ABILITIES: Simultaneously with the other players, place your stamina tokens on your abilities to charge them.

- Each story card shows its stamina cost in the upper left corner. Most cards have a single cost (e.g., 2 represents 2 stamina). If an ability has two costs, you may choose how many of them to charge. Costs with ⊖ are tied to "Remove" abilities (see *Ability Types* on pg. 6 for more information).
- Your character mat shows a character-specific ability and stamina cost. This ability can be charged and used like story card abilities.
- Costs with 🔈 depend on or affect other players. Charge these before other abilities in clockwise order starting with the player to the left of the dealer.
- Charged abilities are open information.
- If you have excess stamina, it remains in your stamina supply for use in future rounds and may not be placed after this phase of the current round.

5. REVEAL ALIGNMENT: Simultaneously with the other players, place your alignment dial in front of you, revealing your choice of either the hero or villain side.

- **HERO:** You will try to win as many tricks as possible. At the end of the round, you gain 1 VP per trick won.

- **VILLAIN:** You will try to lose every trick. At the end of the round, if you won zero tricks, you gain 4 VP.

NOTE: For both hero and villain, the number of tricks is counted only at the end of the round. For example, if you won a trick as a villain but used an ability to give that trick to another player during the round, it does not count as a trick won.

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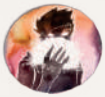
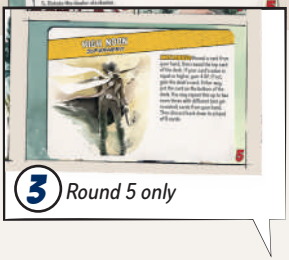


2 Round 3 only



3 Round 5 only

ADVICE FOR VILLAINS

The difficulty of being a villain depends on both player count and villain. If you slip up as the villain and win 1 trick, you might as well win more (even though you will score 0 VP, each trick you win is 1 VP that a hero won't gain).

TWO-PLAYER GAMES

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SOLO MODE: Start reading again.

GAMEPLAY

Play a series of 8 tricks (see *Trick-Taking Overview* on p. 7 for more information, including special two-player rules). The leader for the first trick of each round is the player to the left of the dealer.

Each trick has 4 steps: The leader plays a card, the other players follow (playing on suit if possible), the winner is determined, and players transition to the next trick. While these are the standard rules for trick-taking in Origin Story, many story cards will allow you to break these rules.

END OF ROUND

A round ends after 8 tricks. Then each player follows these steps:

1. You may use "End of Round" abilities on your charged story cards (and, in round 5, your superhero card).
2. At the end of the third round, resolve any "End of Round" abilities on the event card, then discard the event.
3. Gain VP based on your alignment as a hero or villain this round.
4. Return all stamina from your abilities to your stamina supply.
5. The dealer token rotates clockwise to the next player.

NOTE: There are a few story cards that can change your alignment during the round. For all hero/villain scoring, it's only your **end-of-round** alignment and tricks won that matter.

ABILITY TYPES

All abilities have no effect unless charged.

BEFORE A TRICK: These abilities apply before the first card of the trick is played.

END OF ROUND: These abilities apply during the end of round stage (after all tricks).

END OF TRICK: These abilities apply at the end of each trick.

FIRST/FINAL TRICK: These abilities only apply during the first or final trick of a round.

ON YOUR TURN: These abilities apply during each of your turns.

ONGOING: These abilities apply continuously throughout the round.

REMOVE: These abilities have the phrase "You may remove X stamina" (X is typically 1 or 2). If you charged such an ability during round setup, you may remove stamina from the ability's card (it goes to your supply) to activate the ability.

WHEN REVEALED: These abilities apply when event or superhero cards are revealed.

WHEN CHARGED: These abilities apply the moment you place stamina on story cards during round setup.

WHENEVER YOU LEAD: These abilities apply whenever you are the leader of a new trick.

WIN/LOSE A TRICK: These abilities apply every time you win or lose a trick.

END OF GAME

The game ends after the 5th round. The winner is the player with the most victory points. If multiple players are tied for the most victory points, they share the victory.

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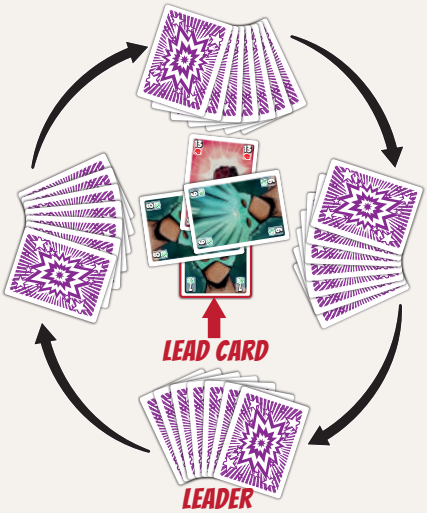
TRICK-TAKING OVERVIEW

In a trick-taking card game like Origin Story, players play cards from their hands over a series of tricks. Follow these steps for each trick:

1. ***LEADING:*** At the start of each trick, the leader selects any card of any suit from their hand and plays it face up on the table as the lead card. This card determines the trick's **lead suit:** (brains), (love), (speed), or (strength).
2. ***FOLLOWING:*** In clockwise order starting to the left of the leader, each other player plays a card face up on the table. Players must follow suit if possible: If they can play a card that matches the lead suit, they must do so. If none of their cards match, then they may play off suit (i.e., play a card of a different suit to the lead card).
3. ***WINNING:*** Once every player has played a card, determine the winner of that trick. Normally, the player who played the highest-valued card of the lead suit wins the trick. However, is the trump suit, so its cards take priority. If the trick contains any love cards, the player who played the highest-valued love card wins the trick, even if love is not the lead suit.
4. ***CLEANUP:*** The winner of the trick places the cards from that trick face down in a pile in front of them, separate from other tricks they have won in that round. The winner then leads the next trick, and play continues until all 8 tricks have been played and the round ends.



EXAMPLE: The Leader played 7 brains for the lead card. Going clockwise, each player played a brains card except for player 2, who had no brains cards to play.

EXAMPLE: The highest-valued card does not win because it doesn't follow suit (and isn't a trump).

EXAMPLE: A low-value card wins because it's a trump.

TWO-PLAYER GAMES: Play tricks in clockwise order as normal, alternating between players and sidekicks. When it is your sidekick's turn to play a card, select from their 2 face-up cards, then flip another card face up if possible. If a sidekick wins a trick, discard those cards (the trick does not belong to their player). Sidekicks are never the dealer, and they never lead (if it would be their turn to lead, their player leads instead). They do not score victory points, nor can players interact with them using story cards. Abilities do not affect them (e.g., only players pass cards for the Transfer of Power event, ignoring sidekicks).

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OTHER INFORMATION

- **Always discard face down.** This applies to both story cards and playing cards.
- You may look at your superhero cards at any time, but not the playing cards from any previous trick.
- Abilities that mention "cards" are referring to playing cards (not story, event, or superhero cards).
- Printed card values range from 1 to 13, but abilities may change them to below 1 or above 13.
- If an ability changes the suit or value of a card and this results in a tie, **the first-played card wins the tie.**
- If a card deck is empty and a card needs to be drawn, shuffle the discard pile to form a new deck. If the deck is empty and there is no discard pile, skip the draw.
- Whenever you gain or lose VP, update your VP dial immediately (not just at the end of the round).
- When players exchange or draft cards, those players simultaneously pass cards face down to their recipient. (Players may not see the cards they are receiving before choosing which cards to send.)
- **Any increase in stamina is permanent.** Removed and returned stamina go to your personal stamina supply (unless an ability specifies that you permanently lose stamina).

WANT TO WATCH A HOW-TO-PLAY VIDEO, USE THE DIZED TUTORIAL, OR READ THE FAQ?

Go to stonemaiergames.com/games/origin-story/rules-faq

HAVE A QUESTION WHILE PLAYING OR A STORY TO SHARE?

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