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# Origin Story Cooperative Mode

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## INTRODUCTION

This document (Origin Story Cooperative Mode) is a set a of rules to allow you to play the originally *competitive* trick-taking game of Origin Story as a *cooperative* trick-taking game! There really aren't too many changes. The game fundamentally plays the same, but the players are working together!

I have no affiliation to Stonemaier games, and this isn't endorsed by them. This is just a set of rules me and my friends have been using to enjoy the wonderful game of Origin Story. We recognize what a great game Origin Story is, but it's too take-that for us. These rules turn it into a cooperative game that we enjoy.

**This is our first cut at this; please give us feedback!** [returnfromsubroutinellc@gmail.com](mailto:returnfromsubroutinellc@gmail.com)

### 0.1 Premise

Galagaus has invaded! In the far corners of the Earth, the evil space-faring creature known as Galagaus has set-up Machines of incredible destruction to decimate the earth! These Machines of Destruction (TM) are slowly building energy to destroy earth, but maybe Earth has time to stop them ... how? The armies of Earth can't even seem to get through their defenses!! How can humanity stop them and save the earth before the Machine of Destruction(TM) devastate us?

Some new heroes offer hope! These newly emerging saviors seem to be the only things able to affect these Machines! They are willing to put their lives on the line for Earth! It's clear these new heroes are just learning how to use their newly emerging powers, but hopefully they can evolve enough to help!

The heroes must travel to the edges of the earth and try to stop these Machines of Destruction (TM)! Can they do it before the final 5th wave destroys part of the globe?

Watch the *Origin Story* of these new heroes as they battle to save the Earth!

### 0.2 How to Win

Instead of trying to get the most victory points, each player is trying to destroy one of machines Galagaus has deployed to their part of the earth.

The alignment/VP dial is now the *hit points* of a single Machines of Destruction(TM) where that Hero is! Each machine (1 per player) starts with 40\* hit points; in order to win, each and every machine must be reduced to 0 hit points, or the earth is destroyed and everyone loses! The counters count DOWN in the cooperative game!

Most of the gameplay stays intact; players can't see other players hands (thematically; they are in different parts of the world) just like the competitive game. Players still play and try to win/lose tricks. All VP you would gain are instead damage you would do to a machine (the machine in your part of the world). Powers are gained and used just like before. You can talk, you can show what powers you have, but you just can't say what's in your hand (unless you get a power that allows that).

## CHANGES

The cooperative mode is fundamentally the same game but there are six major changes:

1. Remove some powers from the game (Remove Powers)
2. Each Player is Responsible for One Machine
3. Thematic Rename
4. Add cooperative drafting when choosing powers (Draft Powers)
5. Choose which machine to fight at the start of your turn (Travel)
6. More Communication

### 1.1 Remove Powers

**During Set-Up, completely remove the following 3 powers out of the game:** Shockwave, Trance, Psionic Block

These powers really only hurt others. You can choose to keep them in the game, but instead use them as a “Immediate Teleport” powers (see Variant section later).

### 1.2 Each Player Is Responsible For One Machine

Like the competitive game, each player takes control of one alignment/VP marker. This is not a change per se, just an acknowledgement that each player still needs to manage a single dial.

Thematically, the machine appeared in that hero’s part of the world, so they want to deal with it personally!

Practically, the HP Marker serves two purposes: (1) marks the mode/alignment of a player (2) indicates how many hit points that machine has. So, it just makes sense that each player manages one machine. (This also makes it more like the original game: one marker per player).

It also makes the game more cooperative, as the players *share the load* of managing the machines.

### 1.3 Thematic Rename

Replace Villain mode with Secret Identity mode; This gets rid of the cooperatively unthematic notion of Villain mode by just renaming it.

Instead of choosing between Hero Mode (get as many tricks as possible) or Villain mode (get no trick), you are instead between choosing Hero Mode (get as many tricks as possible) or Secret Identity mode (get no trick). They

are *functionally exactly the same*, but thematically it makes more sense in a cooperative Super Hero game to go back and forth between Hero and Secret Identity mode. Thematically, the Hero goes to Secret Identity mode to do research “behind the scenes” (and get zero tricks); the 4 damage he does represents research and smarts rather than all-out fighting the machine!

## 1.4 Draft Powers

Add cooperative drafting when choosing powers!

When you choose powers, you are allowed to pass one power to your neighbor: on even-numbered rounds, pass a single card to the player on your left. On odd-numbered rounds, pass a single card to the player on your right.

You basically can help you compatriots if you get a good draw of powers. Each player draws their three powers as normal, looks at all their three powers, chooses one to pass, and then decides which of the three powers (two drawn, one pass) to use this turn.

Talking at this point is an option; if you wish to preserve the original flavor of the competitive game, you wouldn’t talk here: you would just pass your neighbor one they might want (remember, all played powers are public knowledge). If you choose to talk, you can be more strategic about which powers to draft and choose. For the first few games, you may choose *not* to talk here so that you can get used to how the game works without too much interaction slowing down the game.

## 1.5 Travel

You are allowed to move Locations (affect different Hit Point markers) at the start of your turn. Thematically, you travel to a different part of earth where a different machine resides.

At the start of the game, you are nominally in charge of the machine on your Location. As the endgame nears, some players may need extra help defeating the machine where they reside! So, before play starts in a round (after players have seen all their cards), each player may choose to Travel to a new Location and help do damage to a different machine.

Thematically, you should actually probably move to a new part of the table to show you have “travelled”, but that is probably too much.

You can have everyone at one machine with all the other machines empty, one person per machine, etc. You can choose how to distribute your players among the machines.

What usually happens is that one player may have gotten good powers to help others, but “not as great” powers for damage. So, on the last round, after all other players have defeated their machines, they may move to help their compatriot destroy their machine!

As an alternative: If you have some markers (say acrylic standees or miniatures from your favorite Super Hero game), you can put all the Hit Point markers to the side, and then use the markers to notate which hero is at which Marker (Thanks to Rich A. for this idea).

## 1.6 More Communication

Generally, you can communicate a little more. Thematically, the heroes across the globe can at least share some thoughts over a shared link/headset.

Of course, the main premise that the main cards are *hidden information* still remains. This is still a limited communication trick-taking game. You shouldn’t do anything that reveals that; that’s probably cheating. You can deduce what

others have, you can even talk about those deductions around the table (helping others), but you can't talk about what's in your hand.

You *can* communicate about who should go into Secret Identity Mode and who should go into Hero mode ("I got junk for winning tricks; I should go behind the scenes in Secret Identity mode"). Also, you may choose those powers that force you to show your hand JUST so you can communicate more! This is point where players can lobby and decide who should do what!

Powers (once played) have always been open information in the competitive game, so that's still open information in the cooperative game.

You can choose to communicate about powers in the drafting phase, but that's probably better in the advanced game, after you know things better.

## VARIANTS

These are some variants you can use to spice up your cooperative game, make it easier, or make it harder.

### 2.1 Immediate Teleport

For a more interesting game, you can turn the three power cards that you threw away at the start of the game (Shock-wave, Trance, Psionic Block) into “Immediate Teleport” powers!

If you draw/draft an “Immediate Teleport”, you can use it like a normal power; it can be charged with 2 stamina tokens. By using a stamina, you can choose on your turn, to teleport any hero to another location (to another machine) so that your damage applies to a different machine this turn. The “Immediate Teleport” powers are great for the endgame!

For example: If your machine has only 1 or 2 Hit Points left, you still need to damage your machine to kill it! After you kill your machine, you can activate the “Immediate Teleport” to move mid-turn to another machine and help out your compatriot destroy their machine!

This is a variant because you have to be careful about when you do damage. If you are on a Location for an entire turn, it doesn’t really matter if you note damage instantly (while playing) or note damage at the end of the turn: it’s functionally equivalent. (The same amount of damage is done regardless of whether you note it instantly or at the end of the turn).

If, however, you can teleport mid-turn, then *when* you do damage is important!! To be clear: the VP from tricks *only* applies to the Location you end up on (at the end of the turn). Any damage you do from powers applies usually immediately when the condition is met (“Won a Trick”, “Won First Trick”, etc) . If there is a question on when a damage happens, choose what’s best for the players. Generally power damage applies immediately (and will damage the local machine immediately) and tricks taken damage (or the 4 VP for Secret Identity mode) happens at the end of the turn.

### 2.2 Different Distribution

At the start of the game, each player is on a Location with one machine. Using Travel, you can choose to start the game in a different configuration (everyone on one machine, etc).

This isn’t a variant per se, but just a note that can start the game in a different configuration than normal.

### 2.3 Number of Hit Points

You make the game easier or harder by simply changing the starting number of Hit Points per machine.

30 - Introductory, 35 - novice, 40 - standard, 45 - hard, 50 - expert