

PROVENANCE of the DEAD



Palleon Press
POCKET GAME

Overview

What stories are told thru objects left behind—

As a team of **ARCHAEOLOGISTS** competing to unearth a burial site, players race to find artifacts that support their hypotheses. But be careful—the faster you dig, the faster the site is destroyed! 1 player is secretly the living **PRES-ENCE** of the buried. As their sacred rites are threatened, this spirit will rise to stop the dig, restore peace, & protect their *Provenance of the Dead!*

—what memories always fade away?

What You Need

1. 2-4 players
2. 45-75 mins
3. 1 deck of 54 standard playing cards (w/ 2 jokers)
4. 1 small token per player (eraser, game piece, candy...)
5. Pencils, rulers, & lots of paper



Unfold this book to find credits & the
PROVENANCE OF THE DEAD – Playsheet!



1) Choose roles.

Shuffle the 4 aces & deal 1 to each player. Players look at their ace & keep it secret until the end of the game.

THE PRESENCE

If you have the ACE OF SPADES, you are the soul & memory of the buried... their living **PRESENCE**. You only want peace, & will pose as an archaeologist to confuse the others & obstruct the dig.



THE ARCHAEOLOGISTS

Any other ace & you are an **ARCHAEOLOGIST**—a scholar hoping to unearth the mysteries of the past, find evidence to prove your theories, & stay one step ahead of the PRESENCE.



2) Hypothesize.

Whoever most recently gave something away goes first. Take turns choosing a unique **HYPOTHESIS** & **TRAIT** (PLAYSHEET-1). You can share the former, but keep your **TRAIT** secret. These words describe who YOU believe the buried person was. With the right evidence, you hope to convince others to see it too.

3) The Burial Site.

Separate the **JOKERS** & place within easy reach. Shuffle all other cards & deal face down in a 3x3 grid. This is the **BURIAL SITE**. Each stack of 6, or **UNIT**, acts as 5m of earth.

Each player draws a 3x3 grid on a private sheet of paper (PLAYSHEET-2). These are **SITE PLANS**, used to map what you *want* to be found. The table also draws & shares a 3x3 grid, the **SITE MAP**, for recording what is *actually* found later in the game.



4) Prepare.

Privately think up 3 potential **DISCOVERIES** (PLAYSHEET-3) that, if found, would support your **HYPOTHESIS**. Keep in mind that the dead are often buried with prized or symbolic items.

Sketch or write these items around your **SITE PLAN**. You won't be able to explain them verbally, so try to think what the placement of each item might suggest about its purpose.

ARCHAEOLOGISTS will spend the game unearthing as many of their own **DISCOVERIES** as they can. In the end, players will try to guess which **TRAIT** you chose, earning points both for them & for you. The **PRESENCE**, meanwhile, will win points for all incorrect guesses!



5) Play!

To excavate the burial site, players take turns choosing 1 archaeological action to perform: **EXCAVATE**, **ANALYZE**, or **IDENTIFY** (PLAYSHEET-4).

Always discard down to 3 cards at the end of your turn. Remove these cards permanently from the game instead of adding them to the LAB (PLAYSHEET-4).

6) Discuss.

Take a break once 3 **DISCOVERIES** have been made to discuss the evidence so far. Consider who the **PRESENCE** might be & what each object indicates about the buried person. You may *not* comment on your own **DISCOVERIES**.



7) Adapt.

Add up to 3 more **DISCOVERIES** of any type to your private **SITE PLAN**.



8) Subvert.

All players close their eyes. THE PRESENCE may now choose to perform 1 spirit action, in secret: **OBSTRUCT** or **RECLAIM** (PLAYSHEET-5).

All players count down from 20, in unison. When the group reaches zero, the secret turn ends & all players can re-open their eyes.

9) Repeat.

Continue taking turns & repeating steps #5-8 until

10 **DISCOVERIES** have been made, or an hour has passed.

10) Conclude.

Players score 1 point for each successful **Discovery** they made from their **Site Plan**.

Then take turns guessing a trait for each of the **Hypotheses**, in order, based on the table's **Discoveries**. Each correct guess earns 1 point for the guesser & 2 points for the **Archaeologist** who first made that **Hypothesis**.

Keep track of the total number of incorrect guesses. Total the **Presence's** score once all categories have been guessed: 1 point for every incorrect guess, & 2 points for every **Unit** that still has unexcavated cards in it. Take care to keep the identity of the **Presence** a secret until after all points are totaled!

The player with the most points wins!

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PROVENANCE of the DEAD

Playsheet



1. Choose Hypothesis



Reputation	Title	Age	Historical Era
Wealthy	Outlaw	Infant	Prehistory (- 3,000 BCE)
Impoverished	Laborer	Child	Ancient (3,000 BCE - 500 CE)
Respected	Artisan	Adolescent	Medieval (500 CE - 1500 CE)
Infamous	Merchant	Young adult	Early Modern (1800 CE - 1970 CE)
Forgotten	Soldier	Adult	Industrial (1800 CE - 1970 CE)
Loved	Aristocrat	Elder	Modern (1970 CE -)

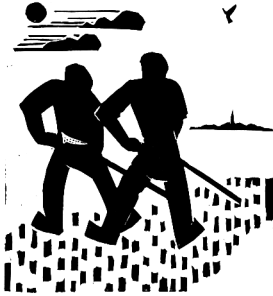


2. Plan Discoveries

Type	Description	Example
Ecofact	Organic materials	Plants, charcoal, animal bones...
Artifact	Objects made by humans	Clothing, pottery, tools...
Feature	Part of the landscape	Walls, graves, animal burrows...

3. Add to Site Plan

	A	B	C
1			ornate column
2	exotic fruits	crown	
3			Bonfire charcoal



4. Archaeologist Actions

EXCAVATE

Move your token to a free **UNIT** of the **BURIAL SITE** (w/o any other player tokens).

Pick up the top card there. You can either add this card to your hand or discard it to a public stack to the side & pick up another card. Your turn ends once you decide to keep a card (or until there are no more left in that stack).

ANALYZE

Move your token to **THE LAB**—the public discard pile to the side, where samples are stored for future research.

Take up to 6 cards from the top.

IDENTIFY

Move your token to a free **UNIT**.

Lay your cards face-up on the table & draw 1 of your planned **DISCOVERIES** onto the shared **SITE MAP**.

The following criteria *must* be met:

- Your hand must form a **3-OF-A-KIND** or **3-CARD-STRAIGHT**. Ignore suits. You may use 1 card from any previous **DISCOVERY** on the table to complete the hand. Immediately discard this bonus card after use.
- You may not explain the **DISCOVERY** aloud
- The **DISCOVERY** must be in the same **UNIT** where your token is currently located

Once your **DISCOVERY** is made, cannot be refuted or undone in future plays. (i.e. you can't have both a large coffin & a sarcophagus in the same spot). Leave your cards face-up on the table for you or other players to use on later turns.

5. Spirit Actions

OBSTRUCT

Place a **JOKER** on a free unit or **THE LAB**. An unexpected calamity—flash flood, cave-in, data loss... means the space can't be used until the **JOKER** is moved again.

RECLAIM

Place a **JOKER** by a previously made **DISCOVERY** & use its 3 cards to refill a free **UNIT**.



A complete edition with extra tips & rules can be found in *Roll for Learning: 51 Micro Tabletop Role-Playing Games to Use in the Classroom*, published by Play Story Press™.

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