PEEK

A GLIMPSE INTO THE FUTURE

Playing the game

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& Paris Salinas

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EXTRAS NEEDED

• Timer (for keeping time)
• Paper and pens for each player

PLAYERS

Play Peek as individuals, teams, or a mixture of both:

Normal game:

• 3-8 players
• up to two players per 10-year time period

Team game:

• 4-12 players total
• 1 team per 10-year time period
• 2-3 players per team

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PLAYING PEEK

Peek is mainly a **collaborative** game. The goal is to have fun and discover something new. Use your **Report** and **Glimpse** cards to weave together your own **Report** about your time period. The more *Creative* and *Plausible* the **Report**, the better the score! For more points, use other people's cards to **Cite** or **Corroborate** your stories.

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SETTING UP

Give each player a pen and paper for taking notes.

Separate the different cards by type and colour (**Entity**, **Feeling**, **Report**: 2020-30, 2030-40, 2040-50, 2050-60) and shuffle them.

DECIDE TIME PERIODS

Every player (or team) is assigned a 10-year time period to explore using *The Peek* (e.g. 2020-2030). If you run out of Time Periods, just share them between players of teams.

Decide who gets the first time period (2020-2030) and give them that Time Period card. Then give our the rest in a clockwise direction until all Time Periods have at least one player. The game works best if players are all sitting in a circle or line, from earliest to latest Time Periods. If you don't have enough players for all the Time Periods, don't worry, the game still works!

DEAL THE CARDS

Deal each player (or team) **2 random Report cards** from their time period. Then, deal each player or team their **Glimpse** cards: **1 Entity**

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and **1 Feeling** card. Give them 1 **Scoring** card and 8 **Cite** tokens (colour-coded to their Time Period):

Flip all the cards over so they everyone can read the stories. Give players a few minutes to read their cards. Now you're ready to play!

PLAY THE GAME

Peek has 4 rounds of play. Then, players add up scores to decide the most effective Report. Rounds all start with the player in the earliest time period and progress clockwise until all players have had a turn.

ROUND 1

Players take turns telling the group **one short, interesting fact** about how their **Entity** card

relates to their **Feeling** card. It can be anything inspired by their cards but it can't contradict what's written on the cards or another player's fact. For example, with **Entity** card *Prince Raz* and **Feeling** card *Birth* a player could say: *"After Prince Raz fell off his horse at a polo match and was nearly paralysed, he was reborn as a crusader for people with spinal injuries."*

ROUND 2

Players take turns telling **another short fact** about how either of their **Glimpses** (**Entity** or **Feeling** cards) relates to **any other Glimpse card in the game**. To record this relationship, the story-telling player places *one* of their Corroborate tokens on the other player's Glimpse card.

ROUND 3

Each player reads both **Report** cards in their time period out loud. Then, when all Reports have been read, players take turns telling the group **one short fact relating their Entity to *any one* Report**. To record this reference, the

story-telling player places one of their **Cite** tokens on that **Report** card. For example, with **Report** *2041: Telepathy becomes a thing* and **Entity** *Bianca Blanca: "Bianca lost her sight so she was first in line to get trial implants for new telepathic public transportation signs."*

LAST ROUND

Finally, using the facts from the previous rounds, players take turns telling a short **Report** (3-5 minutes) about the activity of their **Entity** in their time period. Take a few minutes to let everyone think before starting. *The report must include their Entity & Feeling and it must start with what that player's Entity is doing in the first year of their Time Period.* It may *also* include any other **Glimpse** or **Report** cards on the table but it can't contradict any **Glimpse**, **Report,** or **previous fact** from another player.

The first time a Report-telling player mentiones refers to a **Glimpse** card, they place one of their **Cite** tokens on it. Similarly, the first time a **Report** is mentioned, the player places one of their **Cite** tokens on it (only one token per card). These tokens count towards

their score at the end of the game. (See next section)

After each Report, the other players must *Get Critical.* Referring to **Get Critical Cards**, score the Report for *Creativity* and *Plausibility*. For example, a creative and insightful story could earn *Visionary* status, but it might be hard to imagine it actually taking place, earning it *Possible* status. Players earn the score for the status on the card - partial scores aren't possible.

FINAL SCORING

Each player's final score is all their scores for *Creativity* and *Plausibility* in the last round, plus *2 points* for each **Cite** token **they placed on someone else's cards** and *1 point* for *any* tokens **placed on their own cards.**

WINNING

The player with the highest score has told the most reputable and engaging story! They get the honor of publishing it in *The Journal of the Future* and *slightly* better job security than the rest of the Future Archaeologists. You can also share it with us for publication! See the other booklet for details.