

RULEBOOK



Ages: 7+

2 to 8 players

20-30 mins to play

**Scan the QR code to watch the game rules and hand tricks
videos or visit www.joysnapshot.com/orb-or-void.**

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Objective

In **Orb or Void**, you must find the **Orb** in your opponent's hands. You can void empty hands or guess in one-shot. If you fail, they score a point; if you succeed by voiding, you take the orb; if you guess in one-shot, you take the orb and 2 points. Reach 8 points to play the **Super Orb Round** and claim victory!

Game Setup

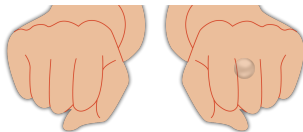
Orb or Void is played by **two teams** (**Green** and **Red**), ideally with an even number of players (2-8, with 6 being best). For 2-player games, only **Jingle Bell** and **Large Orb** help cards are allowed, and each can be used twice per game.

- At the start, each team randomly selects **5 out of 10** help cards and can use one card per round.
- Use a **medium-sized** orb for the game. For smaller hands, substitute with a small orb.

Each team selects a leader who randomly draws the help cards and plays a duel to determine which team starts the game.

Start Duel

Team leaders roll a dice, and the higher roll wins. The winning leader holds the orb, performs **hand tricks** to secretly shuffle it between his/her hands, and presents both hands forward. The opposing leader guesses which hand holds the orb. The winner keeps the orb to start the game.



What is a Hand Trick?

A **hand trick** is a deceptive move used by a player to confuse opponents about the orb's location. The goal is to mislead the opposing team into guessing incorrectly.

Examples of Hand Tricks:

- Quickly mimicking the orb's movement between hands.
- Pretending to place the orb in one hand while keeping it in the other.

- Using gestures, expressions, or distractions to create doubt.
- A simple example is stacking hands and pretending to pass the orb between them repeatedly.
- Check www.joysnapshot/orb-or-void for hand tricks videos.



Note: All hand tricks must be performed visibly in front of the opponents. Mastering hand tricks is the key to outsmarting the other team!

How the Game Starts

The winner of the **Start Duel** starts the first round as the hiding team and the opponent as the guessing team.

Hiding Team Actions

- **Leader's Role:** The team leader holding the orb shows it, performs a hand trick, and secretly passes it to a teammate or keeps it.

- **Sequential Passing:** The leader continues the secret passing for all teammates, creating confusion about who is holding the orb.
- **Teammates' Hand Tricks:** Each teammate performs their own hand tricks, adding to the misdirection.
- **Final Reveal:** Finally, everyone extends their hands forward, but only one hand holds the orb.



Guessing Team Actions

- The guessing team can consult briefly and then start the timer to make their guess.

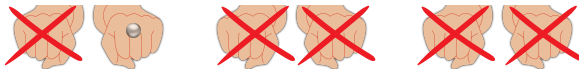


team size	1	2	3	4
Timer set value	1 min.	2 mins	3 mins	4 mins

- They can request the hiding team to perform up to **3 Empty Hand Tricks**.

To find the orb, the guessing team can

- **Void** any hand believed to be empty. They **cannot touch** the opponent's hands when finding the orb.

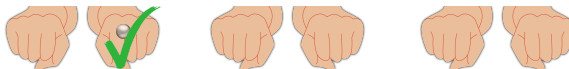


- Use **help cards**; Only one card can be used per round. Help cards can only be used if no more than half of the hands have been voided.



The guessing team can use any card in their hand only once and must discard it after use. For 2-player games, Jingle Bell and Large Orb help cards can be used twice per game.

- Make a **one-shot guess** without voiding any hand. Only a single one-shot guess is allowed per round unless the Free One-shot Guess card is used.



- **Double** the Points! The guessing team places the dice on the table with the number 2 facing up. The hiding team can choose to accept or reject the challenge. If they reject, they must **hand over the orb**, and no points are awarded to either team. If they accept, the points are doubled meaning that the hiding team earns **2 points** if they win. One-shot guess still earns 2 points. Note that doubling cannot be combined with cards during one round.



What is an Empty Hand Trick?

A player must show an empty hand and perform a hand trick. He/She may or may not have the orb.

The guessing team must carefully watch all three hand tricks. The empty hand tricks help them find the empty hands.

Scores

- If **the guessing team fails** to find the orb before the timer reaches zero, or makes an incorrect one-shot guess, the **hiding team earns 1 point**.

- If the **guessing team finds** the orb using a card or by voiding hands, they earn no points but take the orb and become the next hiding team.
- If the guessing team finds the orb with a **one-shot guess**, they **claim the orb and earn 2 points**.

How the Game Ends

The first team to pass **8 points** plays the **Super Orb round** as the hiding team. **If they win the super orb, they win the game. If they lose it, they lose 3 points, and the game continues.**

If a team plays the Super Orb **three times without winning**, the teams face off in **duels**. Each player competes in two duels against an opponent from the other team: once as the hider and once as the guesser. The team that wins the most duels is the final winner.

The Super Orb Rules

The Super Orb round is similar to the other rounds except:

- The guessing team can ask for **6 empty hand tricks**.

- The guessing team **cannot use cards**.
- The guessing team cannot void any hand. Finding the orb is in **one-shot guess only**.

Help Cards

- **Free One-shot Guess:** Guess which hand holds the Orb. If your guess is incorrect, move on and continue the game.
- **Three Empty Hand Tricks:** You will have three additional chances to ask either opponent to perform an empty hand trick.
- **Two Birds with One Stone:** By voiding one hand correctly, the opponent team leader must void another empty hand of his/her team. There are two cards of this type for each team.

Free One-shot Guess

Guess which hand holds the Orb. If your guess is incorrect, move on and continue the game.

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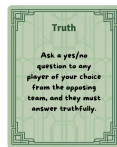
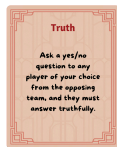
- **Large Orb:** The winner of this round must play the next round using the large orb.



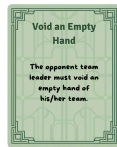
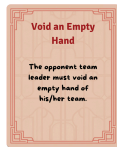
- **Duel:** The player holding the orb must reveal it and engage in a duel with the player chosen by the opposing team.



- **Truth:** Ask a yes/no question to any player of your choice from the opposing team, and they must answer truthfully.



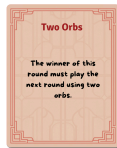
- **Void an Empty Hand:** The opponent team leader must void an empty hand of his/her team.



- **Jingle Bell:** The winner of this round must play the next round using the jingle bell.



- **Two Orbs:** The winner of this round must play the next round using two orbs. When playing with two orbs, both cannot be in one hand and finding one orb is sufficient to claim the orb.



What Happens if Someone Drops the Orb

If the orb is dropped before the timer starts, a duel takes place between the team leaders. If it is dropped during the game, the team that dropped the orb loses it to the opposing team, but no points are awarded.

History of the Game

Orb or Void is a traditional Persian group game that can be played with as few as two players. The game involves two competing teams. In each round, one team secretly hides and passes the "Orb" to a team member's hand, ensuring the opposing team cannot see its final location.

The opposing team has a limited time to determine which hand contains the Orb. They can void empty hands and use help cards for assistance. As the game progresses, players develop tactical strategies to outwit each other in hiding and guessing the Orb's location.

This engaging game never loses its excitement and enhances critical thinking and communication skills. It also strengthens teamwork and fosters cooperation among players.



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