

Overview

As a fledgling mortician, you have decided to move to a small town to start a new enterprise where you hope to leave a lasting legacy for future generations. As such, your goal is to become the premiere destination for everyone in need of quality funeral services. Your legacy is measured not in dollars and cents, but rather in the beauty of your cemetery and in the number of individuals you have assisted in the greatest transition we all undertake. With elegance, dignity, and excellence, you hope to become your town's most respected **Undertaker**.

Winner

The winner of the game is the Undertaker who has acquired the highest number of "Legacy Points". You acquire Legacy Points by filling your cemetery plots, upgrading your funeral home, and increasing the beauty of your cemetery. In the case of a tie, the individual who has the highest value cemetery upgrade is deemed the winner.

Contents

- 52 unique "First Name" cards
- 52 unique "Last Name" cards
- 4 Funeral Home placards
- 26 Event cards
- 9 Cemetery Upgrade cards
- 4 colored sets of 6 Employee tokens (PnP: Use any meeple token or pennies)
- Money Tokens (PnP: Use Poker Chips)
 - 20 \$1K coins
 - 10 \$5K coins
 - 10 \$10K coins
- Funeral Home Upgrades (Split into Action [A] and Requirement [R] cards)
 - 4 Hearse cards [A]
 - 4 Prep Table cards [A]
 - 4 Showroom cards [A]
 - 2 Florist Shop cards [R]
 - 2 Casket Sales Room cards [R]
 - 2 Musician Studio cards [R]
 - 2 Chapel cards [R]
 - 2 Crematorium cards [R]

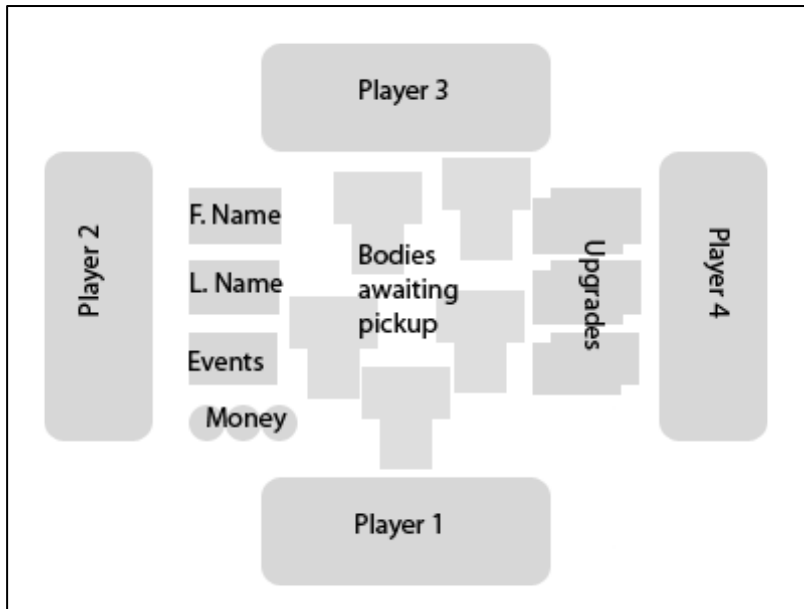
Setup & Gameplay

Each player begins the game with a Funeral Home placard that has 3 basic upgrades printed on the game board: 1 Hearse, 1 Prep Room, and 1 Show Room. Take 1 employee from your pile and place it on the Undertaker spot (that's you!).

In the middle of the board to one side, stack the 3 decks side by side: First Name, Last Name and Event cards. On the other side of the table, separate the upgrades out so they are visible and available for purchase. For small tables, overlap the cards so the name and price are visible.

Give every player \$25K worth of money tokens. Place the remaining money tokens in the middle of the table for easy access.

Before the game starts, the player selected to go first should draw 5 pairs of First & Last Name cards from their respective piles and place the pairs in the center of the gaming table.



Before the Game Begins: “Setup Turn”

The game begins with a counter-clockwise “setup turn” followed by the regular clockwise player rotation. Players may hire new employees and purchase Funeral Home upgrades during the “setup turn.” Players may not pick up bodies, take Event Cards, or purchase Cemetery Upgrades during the “setup turn.” The player who purchases first will start their regular turn last. Using the example layout above, if Player 2 is selected to purchase first, he or she will purchase followed by players 1, 4, and 3. After player 3 finishes purchasing, his or her turn begins (event card draw and employee actions) followed by players 4, 1, and 2 continuing clockwise until the end of the game.

Gameplay

All actions in a given turn are considered to take place concurrently. Should you forget to draw an Event Card at the beginning of your turn, feel free to draw it at the end of your turn. Once your turn is complete, you may not go back and change things. The following list is the suggested gameplay order:

1. Deal out additional bodies for pickup (there should be at least 5 bodies available before the start to every turn)
2. Reset your employees back to their starting box (to indicate that their action has not yet been taken)

3. Draw an Event Card
4. Get paid for any funerals that were started last turn. In the case of a John Doe, payment is received for a completed preparation. Move the deceased to your cemetery.
5. Purchase upgrades and/or hire new employees
6. Move bodies from Prep to Show [assign employee(s)]
7. Move bodies from Pickup to Prep [assign employee(s)]
8. Pick up new bodies from the pickups that are available [assign employee(s)]
9. Discard down to 2 Event Cards in your hand

Requirement Rules

First Name Cards

- First name cards have two listed requirements. One requirement is always “Flowers” and the second requirement may or may not overlap with the last name card’s requirement.
- If any first name card is paired with a “Doe” Last Name card, all listed requirements are nullified and are not required for pickup.

Last Name Cards

- Last name cards have one additional requirement and may overlap with the randomly selected first name card’s requirement.
- “Doe” Last Name cards provide a flat \$2K compensation for preparing a body and burial. This special Last Name card negates the value and requirements of the randomly selected First Name card.

Combining Requirements

- Overlapping of a requirement simply means that only you must provide that requirement a single time. For example if a body is comprised of:
 - Melissa: Flowers + Music
 - Jones: Music
 You must provide Flowers + Music in order to pick up the body and prepare it for a showing.

Providing Requirements

- Requirements must be paid for when the deceased is picked up by your hearse driver (or acquired by an event card)
- There are three ways a requirement can be provided:
 - Your Funeral Home is equipped with the upgrade that provides the requirement.
 - You purchase the upgrade (1 time purchase) from a competing Undertaker. Your competition cannot refuse your purchase and you can choose who you purchase from.
 - Requirements may be purchased “from the county” for two times their listed price if no player has that requirement upgrade card. For example, Cremation services cost \$2K from a player’s crematorium and \$4K when purchased from the “county facility.”
 - Prices for upgrades and requirements:
 - Florist Shop → Flowers (\$1K)
 - Musician Studio → Music (\$1K)
 - Casket Sales Room → Upgraded Casket (\$1K)
 - Chapel → Clergy (\$1K)
 - Crematorium → Cremation (\$2K)

Action Rules

Pickup

- You may pick up as many bodies as you have hearses. An employee must drive each hearse. An employee driving a hearse cannot perform another action this turn.
- You may select any body (represented by a pair of First/Last name cards) to which you can immediately provide the requirements for. Requirements consist of: Flowers, Music, Upgraded Casket, Clergy, and Cremation. If you cannot provide a requirement from your own Funeral Home, you may pay your competition to provide the service on your behalf - \$2K for cremation and \$1K for other requirements.
- **Doe** cards are a special case. A "John/Jane/etc Doe" indicates that the deceased is a ward of the state and as such all requirements are nullified and the payment for processing the deceased is set at \$2K. Because this is a simple ward of the state, no showing of the body is required and the body can be buried after preparation.
- You may not pick up a body if your hearse is currently occupied with a body picked up in a previous turn.

Preparation

- All bodies must be prepared before they are shown at the funeral. Preparation requires an available Prep Room and an employee to staff the room to prepare the body. An employee who performs this action may not perform a different action this turn.
- A body cannot be prepared and shown in the same turn. Preparation takes one turn to complete. A body can be picked up and prepared in the same turn.
- If a body was prepared (in a prior turn), but there is no available show room and/or employee to show the deceased, the body can be stored in the Prep Room indefinitely. Only one body may be in a Prep Room at a time.
- Preparation takes 1 turn to complete.
- The crematorium acts like a Prep Room, but a single employee can prepare two bodies in a single turn.

Showing

- The deceased cannot be shown on the same turn that they are prepared.
- All bodies must be prepared before they are shown at a funeral. A showing requires an available Show Room and an employee to staff the room. An employee who hosts a funeral cannot perform another action this turn.
- Showing takes 1 turn to complete.

Other Gameplay Rules

Event Cards

- Event cards are drawn every turn and you have a hand limit of 2 event cards, which is enforced at the end of your turn. Some events are offensive in nature. Some have positive or neutral effects. Security Guards counter all of the offensive actions taken against you when you reveal a security guard from your hand. Security guards cannot counter Security Guards.

Cemetery Upgrades

- Cemetery Upgrades are available to all players and you may purchase up to one upgrade per turn. Upgrades are progressively more expensive and are each worth 1 “Legacy Point.”

Burial / Payment

- At the beginning of the turn following a showing, the deceased is moved into the Cemetery (discard pile) and payment is rendered for services performed.

Hire Employees

- At any point during the turn, you may hire a new employee. Employees are progressively more expensive and are paid for the duration of the game. Employees dictate the number of actions you can perform in a given turn (what actions they can perform are dictated by your Funeral Home’s Action Upgrades.) The employee salaries are:
 - Undertaker (you): \$0
 - Assistant: \$5K
 - Orderly: \$5K
 - Grave Digger: \$10K
 - Manager: \$10K
 - Director: \$15K

Action and Requirement Upgrades

- Upgrades are the key to winning the game. Each game is different and you may employ many different successful strategies.
 - Requirement Upgrades provide you with the ability to pick up bodies without paying money to your opponents.
 - Action Upgrades dictate what actions your employees may perform.
- Your Funeral Home consists of 8 upgrade squares and comes pre-populated with a Hearse, Prep Room, and Showroom. This will allow you to prepare and show right away. It is up to you to decide how to invest your profits!
- Upgrade Details:

Name	Initial Price	Upgrade Type	Provides	Upgrade Price	Bonus
Hearse	\$8K	Action	Pickup	\$5K	2 Additional Legacy Points
Prep Room	\$10K	Action	Prepare	\$5K	Can prepare and show in same turn (applies to all)
Showroom	\$10K	Action	Show	\$5K	Get paid on the same turn the funeral is provided
Floral Shop	\$8K	Requirement	Flowers	\$5K	Become a preferred provider of Floral Services
Musician Studio	\$8K	Requirement	Music	\$5K	3 Additional Legacy Points
Casket Sales Room	\$10K	Requirement	Upgraded Casket	\$5K	Collect an additional \$1K per funeral service
Chapel	\$10K	Requirement	Clergy	\$10K	Also serves as a Show Room
Crematorium	\$12K	Requirement	Cremation	\$10K	You can now prepare 2 bodies with 1 employee

Appendix (A): Detailed Explanations of Event Cards

Security Guard

Your personal security guard protects against all negative actions that may be used against you. Your security guard will go to ANY length to protect your business.

Sabotage: Pop Tires

Building a lasting legacy isn't easy. Sometimes "unfortunate events" happen to your competition. You must play this as another player's turn begins. Playing this card, targeting a single player, makes any hearses unusable for that turn. Your Undertaker opponent may continue to do all other actions that turn with the exception of picking up with his or her hears(es). The opposing Undertaker can still play Event cards that grant pickup bonuses (like a free drop-off).

Sabotage: Unplug Freezer

Upon closely inspecting a competing Undertaker's electrical box, you assert that the wiring is "all wrong" and take it upon yourself to "fix" it. As it happens, your "fix" disconnects all power to the Funeral Home, which causes all of his or her freezers to become unpowered. In doing this, all bodies awaiting preparation are immediately taken to the county facility. Targeted Undertaker's bodies currently stored in a Prep Room (awaiting prep, during prep or post-prep) are discarded and removed from the game.

Sabotage: Grave Robber

There's more than one way to fill up a cemetery. Remove a body from an opponent's cemetery and put it in your own. This card can be played anytime before the end of the game.

Heart Attack

An employee of the targeted player has a sudden heart attack. The targeted Undertaker loses an employee, but gains a body. This card can be played before or as an action is taking place to prevent the action; however, if played after an action has been declared the employee's action still takes place this turn. Targeted Undertaker draws a First and Last Name card from the top of their respective piles. If unable to provide the stated requirements, the employee's family will take the body elsewhere and the opportunity is forfeitⁱ.

Memorial Service

A family is in need of a second service for a loved one who has passed away across the country. Draw a First and Last Name card from the pile and perform the memorial service in one of your Showing Rooms. The room must be staffed, and you must meet the requirements on the card in order to get paid. In the event you cannot meet the requirements, the family will elect to go elsewhere and you forfeit the opportunityⁱ.

Slow Day at the Office

Target a competing Undertaker and prevent him or her from acquiring a new Event card this turn. Additionally, they must discard the Event card they have in-hand (if any).

Paperwork Mix-up

Every so often the county morgue gets their paperwork mixed up (those damned computer systems). In this event, it is up to you to fix the problem. Re-arrange the First and Last Name cards that are awaiting pickup this turn. This card must be played at the beginning of any turn.

Summer Intern

Your cousin's husband's best friend's son needs an internship for his biology major and is willing to work for next to nothing. Hire a new employee for \$1K.

Jack the Ripper

A serial killer is on the loose! When this card is played, select 3 additional First / Last Name pairs from their respective card piles and add the new bodies to the pick-up area. The deceased stay until picked up. On successive turns, do not replace bodies until there are less than 5 bodies available.

Outbreak

A dangerous infection is spreading! When this card is played, select 2 additional First / Last Name pairs from their respective card piles and add the new bodies to the pick-up area. The deceased stay until picked up. On successive turns, do not replace bodies until there are less than 5 bodies available.

Suspicious Death

When a suspicious death occurs, this small town relies on the local Funeral Homes to report the incident. The only problem is that this takes extra time. When this card is played (targeting a specific body), that body requires an extra prep turn in order for the staffer to fill out all of the necessary TPS reports.

Revived!

Upon arriving at the scene of a pick-up, the targeted player's driver notices that the deceased is not quite "ready" for the pick-up. The driver quickly transports the individual to the local hospital instead of to the funeral home. This consumes the driver's action for the turn. This card must be played as an opposing Undertaker picks up a specific body.

Closed Casket Funeral

A single employee can prepare a body and show it in a single turn. This action consumes the "space" of a Prep Room and Showing Room; however, both actions require a single employee and only take 1 turn to complete.

Motivational Speaker

Today, you bring in the motivational speaker Tony Guru to speak to your crew. They are immediately inspired to work harder than they ever have before. Your employees can perform up to 2 actions on this turn. Next turn they turn back into their formerly lazy selves.

Civic Duty

You have been called on by your local county to speed up the processing of the current "John and Jane Doe's". They have offered to triple the payment (from \$2K to \$6K) for all John Doe's processed this turn. Because of the county's need, you feel quite obligated to assist.

Love Birds

A lovely couple has passed away in their sleep together. The family has reported that both partners were holding hands in bed the next morning with smiles on their faces. One of your hearse drivers picks up two bodies instead of one this turn.

Wake and a Funeral

The family has requested that you perform both a Wake and a Funeral. The targeted deceased is shown twice in successive turns. Since your prices do not distinguish between the

two, you are paid for both showings. You are quite thrifty and are able to re-use all requirements from the wake when performing the funeral. An employee must staff both showings.

Best Friends

Two best friends were in a tragic accident together. Their families have requested that they be shown at the same time. Your Funeral Home must prepare each body separately and provide both requirements, but the showing can be held in a single Showing Room and staffed by one employee.

Death at a Funeral

During one of your funerals, an individual passes away to an apparent heart attack. The family has requested that you immediately take care of the tragic situation. Select a First and Last Name card from their respective piles and either store or prepare it immediately. All requirements must be met or your Funeral Home will forfeit the opportunity to assist the familyⁱ.

ⁱ When an opportunity is forfeited, the First/Last Name cards are removed from the game and placed in a global discard pile. These names do not return to play and do not count toward an Undertaker's Legacy.