

Egregious Funeral

A game by Andrea Ringsmuth

www.egregiousfuneral.com

DESCRIPTION

A game of inheritance (*or lack thereof*).

STORY

Mother and Father die peacefully in their sleep at 100 years old. They are survived by all of their children--the new heirs of the estate. The funeral gathering becomes contentious when the family's lawyer makes an announcement. Because none of the heirs have taken over the family business, all of the money in the estate will be donated to a charity for orphans. The heirs quickly realize that their inheritance will consist only of items from the family home. Each heir knows what items are important to them, but they also know their siblings may want the same things! After the coffins are lowered into the ground, the entire party of heirs rushes to the family home. There is only enough time for each heir to grab a few items haphazardly. Realizing emotions are high and the haste in decision making, the heirs agree to meet one time to sort things out...

GAME CONTENTS

Heir Deck (10)		
Heir Profession	Prized Items	Items From
Politician	Gavel (F) & American Flag (F)	Father
Librarian	Books (M) & Painting (F)	Both
Businessperson	Pocket Watch (F) & Briefcase (F)	Father
Minister	Goblet (M) & Religious Icon (M)	Mother
Designer	Mink Coat (M) & Calfskin Belt (F)	Both
Writer	Typewriter (M) & Lamp (M)	Mother
TV Personality	Autographs (F) & Cologne (F)	Father
Musician	Violin (F) & Piano (M)	Both
Jeweler	Cufflinks (F) & Diamond Ring (M)	Both
Chef	Knives (M) & Cast Iron Pot (M)	Mother
Gameplay Cards Included in Package (2)		
Information Types (1)		Funeral Director (1)

Egregious Funeral Rulebook

Estate Deck (52)			
Father's Items - 26 total		Mother's Items - 26 total	
Pistol	Records	China Set	Pottery
Gavel	Calfskin Belt	Diamond Ring	Bracelet
Autographs	Rotary Telephone	Vacuum	Glasses
City Map	Limousine	Brooch	Buttons
American Flag	Dog Tags	Silver Frame	Cast Iron Pot
Shotgun	Radio	Candelabra	Ivory Comb
Persian Rug	Parakeet	Piano	Lamp
Violin	Egyptian Statue	Necklace	Religious Icon
Briefcase	Brass Knuckles	Wedding Dress	Knives
Cufflinks	Fedora	Mirror	Mink Coat
Coins	Tobacco Pipe	Wine	Goblet
Pocketwatch	Stamps	Tea Kettle	Typewriter
Cologne	Painting	Books	Mahjong
Gameplay Cards Included in Package (12 total cards)			
Information Tax (8)		First in Turn (2)	Executor (2)

Item	Number	Description
Diaries	10	Paper templates to track of gameplay, can print more
Portfolios	10	Black file folders used to hold <i>diaries</i> , <i>possessions</i> , and <i>safes</i>
Safes	10	Small manilla envelopes
Dice	2	Used to determine executor or assist in solving family disputes
Vault	1	Wooden coffin (can hold dice and pip when not playing game)
Game Board	1	Play guide to keep track of rounds
Black Pip	1	Tracker of rounds on the <i>Game Board</i>

Egregious Funeral Rulebook

GAME SETUP

For 3-10 players

Gameplay last between 45 minutes and 2.5 hours depending on the number of players

Optional Funeral Director role can be used for game efficiency

- Is not an heir/player, but a participant in addition to maximum of 10 players
- Assists players in choosing or assigning heir characters
- Sets up decks (sorting, shuffling, dealing)
- Keeps track of gameplay on game board (turns & rounds)
- Can identify possible Information Tax infractions, but players ultimately decide enforcement through agreement or Family Disputes
- Reviews rules when there are questions regarding gameplay
- Keeps time if players agree on and establish turn time limits
- Chooses mood setting music for gameplay

- Each player starts with a *Portfolio*, *Diary*, *Safe* and pencil
- Each player chooses or is randomly distributed an *heir* character card, and displays it on the front of their *Portfolio* (players are now referred to as *heirs*)
- Ensure the *Information Tax* (6), *First in Round* (1), and *Executor* cards (1) are sorted out from the *Estate Deck* box. Place these cards face up in the center of the table.
- Divide the *Estate Deck* (at random) into a *Desired Item Deck* (see *DECKS TABLE*)
- The *Desired Item Deck* equals the number of heirs multiplied by 4
- One heir at a time is dealt 5 items from the *Desired Item Deck* **facedown**, the order of distribution does not matter
- Each heir looks at the 5 items privately and records them in the *Desired Items* section of their *Diary*
- Once recorded, the 5 items are returned to *Desired Items Deck*
- Shuffle the *Desired Items Deck* at least 3 times
- Distribute 5 cards at random to the next heir
NOTE: There will and should be some level of overlap in the heirs' desired items. This mechanic makes for more competitive gameplay
- Repeat until all heirs have seen, recorded in their diaries, and returned 5 desired items to the *Desired Items Deck*
- Shuffle the *Desired Items Deck* back into the rest of the *Estate Deck*
- Distribute the *Estate Deck* (now all 52 total items) evenly among the heirs leaving at minimum the number cards there are players (+extra non-evenly divisible cards) aside (see *DECK TABLE*)
- Place these extra cards in the *Vault*
- Each heir now reviews their *prized items*, *desired items*, and *current items*
- Gameplay begins with *The Funeral* (see *GAMEPLAY* table)
- Heirs use *Game Actions* in order to obtain and share information, negotiate for trades, and to steal items from their siblings in order to gain possession of items with the highest point values or to keep high scoring items away from other players
- Each heir is allowed 2 game actions per turn

DECKS TABLE

Number of Players	3	4	5	6	7	8	9	10
Desired Item Deck Size	12	16	20	24	28	32	36	40
# Possessions per Heir	16	12	9	7	6	5	4	4
# Items placed in Vault	4	4	7	10	10	12	16	12
# Extras Executor assigns	1	0	2	4	3	4	6	2

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GAMEPLAY

Round	Action
<i>Funeral</i>	Each heir shares with the family one thing they miss about Mother, Father, or both (sets the tone and can be benign or helpful) Each heir <i>secretly</i> chooses a sentimentality (Father - F <i>or</i> Mother - M) Sentimentality must be chosen before Round 1 and cannot be changed once chosen
ROUND 1	The <i>First in Round</i> card is assigned to oldest player chronologically Each heir takes a turn in a clockwise direction Each heir is allowed up to 2 game actions per turn <i>NOTE: Heirs may use 0, 1, or 2 game actions per turn. If they use 0 actions, they 'pass' their turn</i> See Game Actions reference sheets or table for turn options When every heir has completed 1 full turn ROUND 1 ends All heirs <i>may</i> lock one item currently in their portfolio in their respective safes (not compulsory)
<i>Executor</i>	The highest roll of two dice determines the executor. In the event of a tie, the dice is rolled between the tied heirs until one rolls a higher number. They are awarded the <i>Executor</i> card.
ROUND 2	The <i>First in Round</i> card is passed to the heir to the left of the player who started with it Each heir takes their turn and is allowed up to 2 game actions per turn All heirs <i>may</i> lock one item in their portfolio into their respective safes (not compulsory)
<i>Vault</i>	The <i>Executor</i> removes the cards from the Vault At least 1 card is distributed facedown to each heir at random Any non-divisible (extra) cards are given to the executor who views the item(s) and distributes a maximum of 1 item to the heirs of their choice <i>The executor may not distribute more than 1 extra item per heir and cannot distribute extra items to themselves</i>
ROUND 3	The <i>First in Round</i> card is passed to the heir to the left of the player who took the first turn in Round 2 Each heir takes their turn and is allowed up to 2 game actions per turn All heirs <i>may</i> lock one item in their portfolio into their respective safes (not compulsory)
<i>Transparency</i>	Each player <i>must</i> make a public announcement of at least 1 piece of <i>secret, privileged, or neutral</i> information A player cannot announce information that has already been made public within previous other rounds
ROUND 4	Each heir, starting with the heir to the left of the heir who took the last Each heir takes their turn and is allowed up to 2 game actions per turn The game is completed after the last heir takes their turn
<i>Summation</i>	Starting with the last person to take a turn, the items are shared and scored publically to determine which heir has the most points and wins the game! Use the scoring section of the diary to tally points.

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GAME ACTIONS

H1 - (Heir 1) = Heir whose turn it is H2 - (Heir 2) / H# - Heir(s) chosen to engage in a particular action by H1

COST: 1 ACTION	
VIEW (private)	H1 views any 2 items from any portfolio(s) (can be 1 item from 2 different heirs) The heir in possession of the item(s) chooses which items they provide for H1 to view
ASK (public)	Ask who has a specific item Heir who has it must announce and show it <i>Failure of H2 to admit results in loss one item from H2's safe when lie is uncovered</i>
SHARE (private)	H1 shows any 2 items <i>facedown</i> to another heir H2 share any 2 items <i>facedown</i> with you <i>Cards are shared simultaneously then returned to the owners</i>
ANNOUNCE (public)	H1 announces up to 2 items currently in their portfolio
DISCREET OFFER (private)	H1 makes an offer of up to 2 items <i>facedown</i> to H2 H2 may make a return offer of up to 2 items <i>facedown</i> <i>If either offer is refused the action is over</i> <i>H1 and H2 must agree to complete the action</i>
PASS (public)	Each heir chooses 1 item from their portfolio (never from safe) Every item is revealed publically Each item is passed 1 heir to the left
COST: 2 ACTIONS	
PRIVATE TRADE (private)	H1 enters into a private trade with H2 (H2 must enter into trade) Multiple cards can be passed <i>facedown</i> between players <i>Some kind of trade must be completed</i>
PUBLIC TRADE (public)	H1 enters into a private trade with H2 (H2 must enter into trade) Multiple cards can be passed <i>faceup</i> between players <i>Some kind of trade must be completed</i>
NEGOTIATION (public) Shared 1 action from H1 1 action from H2	Proposed on H1's turn, completed on H2's next turn If H2 does not agree to the negotiation, the action is not completed If both H1 and H2 agree to the negotiation, H1 gives his or her profession card to H2 to indicate that they have entered into an agreement to negotiate on H2's next turn On H2's next turn (which may occur in a subsequent round) the negotiation is initiated Some kind of trade must be completed In the event that heir 2 loses both of their actions between the agreement to negotiate and their subsequent turn (Information Tax) the negotiation is <i>terminated</i>
STEAL (public)	H1 must assert the heir's first name and the item H1 intends to steal If H1 is incorrect about either assertion, or if the item is already in H2's safe, the action is terminated (both turn actions lost, no additional items are committed to H2's safe) If H1 is correct, H2 <i>must</i> give the item to H1 H2 is allowed (but not required to) to immediately thereafter commit an item to H2's safe

INFORMATION TYPES

Secret	Information that is only known by one heir at a given time
Privileged	Information that is known by a limited number of heirs at a given time
Public	Information that was revealed publicly to all heirs at some point during gameplay (through any public action).
Neutral	Information that does not benefit any heirs

TABLE TALK

Fair Table Talk	All heirs are permitted to openly discuss <i>public</i> and <i>neutral</i> information at any point during gameplay no matter who it benefits. This information includes discussion that does <i>not</i> state specific items or sentimentality. If table-talk benefits no one, then it's fair References to categories (e.g. weapons, housewares, clothing) is permitted throughout gameplay even when the categories refer to secret or privileged information.
Information Tax	Information Tax is paid by the heir who releases prohibited information. Actions resulting in Information Tax: 1. Blurting of secret or privileged information outside the parameters of a given game action (whether or not it may or may not be of benefit) 2. Proposing any kind of action outside the current action (e.g. an offer/trade/negotiation) Payment: 1st payment assessed in a round: 1 of the heir's next 2 allowed actions is voided (signified by taking possession of an Information Tax card which is displayed face-up in front of their portfolio) 2nd payment assessed in a round/2nd action unavailable: 1 item is removed from that heir's possessions (not from the safe) at random by the oldest player (round 1) or the executor (rounds 2-4) . These items are considered 'lost' and are awarded to the heir with the lowest score after tallying all points in the Summation round. <i>Guidelines for Interpretation: If the heir who releases secret or privileged information benefits from the release (directly or indirectly)--the Information Tax is paid. A Family Dispute can be instituted if the players are unable to decide amicably whether or not an heir needs to pay the tax.</i>
Fair Table Talk between 2 players	Players <i>may</i> share more than required by an action of <i>ask/view/share</i> or during a Trade. Players may not say anything about a third player's future actions or possessions without stating specific names of cards.
Table Talk by Third-Person	Refers to out-of-turn discussion by someone who is neither an heir being offered a trade, or the <i>designated-heir</i> who has the turn.

FAMILY DISPUTES

If there is a dispute regarding table talk, a trade, or interpretation of rules during any given game, any heir can call to resolve a family dispute.

The oldest player chronologically (Round 1) or Executor (Rounds 2 - 4) proposes a resolution to the dispute and all heirs (besides the oldest player or executor who proposed the resolution) vote on the resolution.

The dice can be used in a proposed solution where it is left to chance

- Example: A particular heir continues to share privileged information outside of a turn and the other heirs are upset. The Executor may propose a solution of losing a # of cards from their safe or their possessions based on the role of 1 dice

If there is a tie, the oldest player or executor casts a vote.

A majority vote settles the family dispute.

SCORING

Scoring follows that outlined in the table below. Each heir's diary can be used to easily tally points during The Summation (final round).

All cards in portfolio	1 point each	Prize Items	5 points each
Sentimentality	2 points each	Desired Items	7 points each
Obtain all point levels for items that fit multiple categories			

EXAMPLE: if at the end of the game the Politician has American Flag they get 1 point for simple possession of the item. If the item matched their chosen sentimentality they are awarded an additional 2 points. If the item is also a prized item for their heir's profession they are awarded an extra 5 points. If the item was also dealt as a desired item they would add another 7 points to their score. This very special little card would be worth a grand total of 15 points.

PLAY VARIATION IDEAS

TIME LIMITS

If the group has a limited amount of time for gameplay, deciding on turn time limits ultimately will limit the overall time of the game. Time limit suggestions are listed in the table below:

	Time Limit	Game Length
Inexperienced Players	3 minutes	45 min to 1hr 20 min
Experienced Players	2 minutes	1 hr to 1 hr 45 min
FAST Play	1 minute	< 45 min

HOARDER & MINIMALIST

1 Hoarder and 1 Minimalist card are added to neutral Information Tax Cards (so the # of cards = the number of players) and mixed. Each player is distributed a card and views the card. Anyone who receives an Information Tax card has no special role during the game.

- *Hoarder*: If they have the most items in their portfolio at the end of the game they receive (10 bonus points)
- *Minimalist*: If they have the fewest cards at the end of the game, they receive (25 bonus points)

SAFE SCORING

Only items committed to each heir's safe are counted for points at the end of the game.

CURSED ITEMS

In the funeral round, each heir is distributed an extra item that is worth -10 points if it is within their portfolio at the end of the game

HEIRLOOMS

During the funeral round, after each person's desired items are determined, 3 Heirloom item(s) are determined publically. Heirs can determine point value(s) for items.

FORCED SENTIMENT

Sentiment is not chosen, but determined by each person's desired items. If an heir has a majority of father's items--their forced sentimentality is for mother. If the heir has a majority of mother's items--their forced sentiment is to father.