

*Hello*, contestant, and welcome to our home! Feel free to look around and make yourself as comfortable as you please. It may not look like much, but within these walls is held the most important game you'll ever play: the **Funeral Game**, a thrilling competition of life, death, and perhaps even more. You'll see your fellow players in the **lobby**, where you should be now if all has gone according to the rules. "But what are the rules?" I'm sure you're asking. Hold tight, now. This letter will go over all of those rules, down to the last minuscule detail. In fact, why beat around the bush? I'll explain them now.

First and foremost, you'll want to know where you start. It's simple! You'll all be divided into **teams**, and we'll do our best to ensure that the teams are even, but that might be a little harder as time goes on. Your teams will be chosen by us at the beginning of every round after this one, but for the first round, your teams are *entirely up to you!* There will be two of them this time, just to keep things simple. Choose your team by taking one of the **team cuffs** off the wall (can't miss them; they're all glowing bright colors) and attaching it to your left ankle. If you put on a **blue** cuff, you'll be on the **Blue Team**, and if you put on an **orange** cuff, you'll be on the **Orange Team**. Make sure to be careful, though; once you've put on your cuff, it won't come off until the end of your game!

Once you have your cuff on, turn your attention to the table below the rack. There will be a row of identical-looking envelopes on it, labeled with the numbers 1 through 12. Open the one that corresponds with the number on your cuff, but make sure nobody else sees it; your envelope will contain a **secret win condition**, or **SWC** for short, that applies to you and you alone. Anyone can win by being the last person alive, but after the third round, you can also win by fulfilling your SWC and announcing that you have done so! If that happens, the game will end, and you will be the sole victor, leaving everyone else here to be "played with" in a rather merciless way. There are no other ways to win.

Now, you may be wondering what I mean by "rounds". A **round** of the Funeral Game consists of two parts. The first part of a round is called the **showdown**, in which all teams compete, not to achieve first place, but to avoid **last place**. You don't want to be in last place, because the second part of the round - the **fatal game** - is just about as pleasant as it sounds, and only the team in last place will participate in it. A showdown can contain anything from logic puzzles to physical brawls, but the rules of the following fatal game will be, unfortunately, much more consistent. In other words, there will be one rule that always remains the same as opposed to absolutely none, and that rule is as follows: by the end of a fatal game, **at least one participant must be dead**.

Would you look at that? Now you have your team, you have your SWC, and you hopefully have a basic understanding of just what we're going to do to you here, so I'll send you on your way. If you have any more questions, just give me a shout! I wish you best of luck, and have fun playing the Funeral Game.

- Your most well-intentioned captor, *Eden*.