Mindful Memorial Services

Final disposition

*"Final disposition is a legal term **referring to what happens to a body after death**. The most common disposition methods are burial, cremation, and interment, but there are many other ways of "disposing" of remains after death..."—Williams Funeral Homes*

Game Objective

As rival funeral directors, compete to have the highest total score by appeasing deceased and loved ones' wishes, while also trying to reduce negative environmental impact.

Contents

- ➢ 40 Tiles
- ➢ 20 "The Deceased" Cards
- ➢ 20 "Loved Ones" Cards
- ➢ CO2 tokens
- ➢ Trees tokens
- ➢ Energy tokens
- ➢ Emotion tokens

Setup

1. Place 1 Cemetery Tile and 1 Crematory Tile next to each other in the center of the table.
2. Shuffle and place the Deceased Cards and the Loved Ones Cards in their respective piles next to the tiles (leaving distance for the game board to expand). Cards should be placed with the faces facing up.
3. and resources in their respective piles next to the Game Board.
4. Every player receives 3 tokens of each resource to begin.

The oldest player goes first. Play proceeds in a clockwise direction.

Gameplay

Every turn, players must service their deceased clients by helping select a final disposition method. Player's must try to appease the Deceased wishes' as well as their living Loved One's wishes in their selection. Players should also consider the environmental impact of their decisions and the amount of available space for that particular method. A tile corresponding to the method of final disposition MUST be on the board and available for that method to be used.

NOTE: Traditional methods like burial and cremation are more common and may appeal to Loved Ones with more traditionalist values, but leave a greater environmental impact than green burial and human composting.

On Your Turn

1. **Draw one "Deceased" and one "Loved Ones" card**
   These are the "clients" for your turn. You must consider both of their personalities and wishes when making a decision for how to lay the Deceased to rest. DO NOT look at the back of either of the cards.

2. **(Optionally) Purchase and Place a Tile**
   Using your resources, you may purchase and place a tile during your turn. SEE TILES SECTION FOR MORE DETAILS.
       - ➢ **Cemetery tile**
       - ➢ **Crematorium tile**
       - ➢ **Green burial tile**
       - ➢ **Human composting facility tile**

3. **Decide on which Method of Final Disposition to Use**
   Once you have decided, place the card of the Deceased on the tile according to the method you wish to use. SEE TILES SECTION FOR MORE DETAILS.
   - IF you cannot lay your client to rest during your turn, you will **lose 2 emotion tokens**

4. **Collect and Discard Corresponding Resources**

a. Flip both the Deceased and Loved One card over to see the effects of your decision. If you selected a final disposition method that is in **red**, **lose one emotion token**. If you selected a final disposition method that is in **green**, **collect one emotion token.**

b. According to the method of final disposition, collect and discard the resources that correspond to that method. (See the Tiles section for more information)

Cards

There are 2 different types of cards: "Deceased" and "Loved Ones".

"Deceased" Cards

Deceased Cards represent the deceased individuals that you must service. They have attributes and dying wishes that you must try to uphold to collect emotion tokens. These wishes may go against those of their Loved Ones and of your preference, so you must make a difficult and strategic decision.

"Loved Ones" Cards

Loved Ones Cards represent the family members and loved ones of the deceased individuals you are servicing. Their opinions hold greater bearing because, well, they are more alive than the Deceased. They have attributes and wishes that you must try to uphold to collect emotion tokens. These wishes may go against those of the Deceased and of your preference, so you must make a difficult and strategic decision.

Determining the Cards' Effect

After you make a decision about which method of final disposition you will use, the "Deceased" card is placed on the tile of that method and both cards are flipped over to reveal the effects of your decision.

➢ If you selected a final disposition method that is in **red**, **lose one emotion token**.
➢ If you selected a final disposition method that is in **green**, **collect one emotion token.**

Tiles

There are 4 different types of tiles for the 4 final disposition methods—Cemetery tiles, Crematorium tiles, Green burial tiles, and Human composting facility tiles. You may select from any of the remaining tiles to select a "purchase".

Cemetery Tiles

Cemetery Tiles represent plots for traditional burial. Each Cemetery tile can hold **2 Deceased** individuals. When this limit is reached, it is at MAX capacity and nothing else may be done with the tile.

Building requirements:
- ➢ -2 Trees to build/purchase plot
- ➢ Cemetery Tile must be placed next to another Cemetery Tile

Effect:
- ➢ **-1 Tree** every time a Deceased Individual is placed in the plot.

Crematorium Tiles

Crematorium Tiles represent crematoriums where Deceased individuals can be cremated. Each Crematorium Tile can hold **4 Deceased individuals.**

Building requirements:
- ➢ -2 Energy to build/purchase plot
- ➢ Plot may be placed anywhere

Effect:
- ➢ +2 CO_2 and -1 Energy every time a Deceased Individual is placed in the plot.

Green Burial Tiles

Green Burial Tiles represent plots for "green" burial (burial without embalming chemicals that use biodegradable materials instead of traditional caskets). Each Green Burial tile can hold **2 Deceased** individuals.

Building requirements:
➢ **-2 Trees** to build/purchase plot

Effect:
➢ **+1 Tree** when a Deceased Individual is placed in the plot

Human Composting Facility Tiles

Human Composting Facility Tiles represent human composting facilities where deceased individuals can undergo accelerated decomposition. Loved Ones would receive soil back, comparable to receiving ashes from cremation. Each Human Composting Facility tile can hold **4 Deceased individuals.**

Building requirements:
➢ **-3 Energy** to build/purchase plot

Effect:
➢ **+1 Tree** when a Deceased Individual is placed in the plot

End of the Game

All players play the game according to a set amount of turns:
➢ For 2 players, play until everyone places 7 Deceased Individuals
➢ For 3-4 players, play until everyone places 5 Deceased Individuals

To calculate the final scores of the game, count your resources as follows:
➢ **Count and add together** the number of trees, energy, and emotion tokens
➢ **Subtract** the number of CO2 tokens

The player with the highest score wins! In the event of a tie, the winner of the game is always the player that has the least number of CO2 tokens.