

Omar

4K



+1 LP

Melody

5K



+1 LP

Sheri

4K



+1 LP

Darryl

3K



+1 LP

Shannon

3K



+1 LP

Santiago

3K



+1 LP

Louisa

2K



+1 LP

Wilton

2K



+1 LP

Abilene

2K



+1 LP

Roselle

2K



+1 LP

Rita

3K



+1 LP

Greg

3K



+1 LP

Susanna

8K



+1 LP

Antonio

2K



+1 LP

Joanna

2K



+1 LP

Albert

5K



+1 LP

Elias

6K



+1 LP

Claus

7K



+1 LP

Agnes

7K



+1 LP

Alan

8K



+1 LP

Alex

2K



+1 LP

Renee

4K



+1 LP

Joel

5K



+1 LP

Delia

6K



+1 LP

Terrance

3K



+1 LP

Chad

4K



+1 LP

Margaret

5K



+1 LP

Edward

5K



+1 LP

Ginger

4K



+1 LP

David

5K



+1 LP

Gwendolyn3K



+1 LP

Walter

3K



+1 LP

Nina

4K



+1 LP

Soraya

2K



+1 LP

Geoffrey

2K



+1 LP

Landen

3K



+1 LP

Ismael

3K



+1 LP



Cameron

3K



+1 LP



Nicholas

3K



+1 LP



Robin

2K



+1 LP



Janice

2K



+1 LP



Lorena

2K



+1 LP



Tyler

6K



+1 LP



Jasmine

7K



+1 LP



Joseph

8K



+1 LP



Evan

8K



+1 LP

John

5K



+1 LP

Joni

6K



+1 LP

Christy

7K



+1 LP

Cyndi

4K



+1 LP

Gilberto

5K












+1 LP


Frankie


4K





+1 LP


| | | |
|--|--|---|
| St Pierre 2K  | Tuff 2K  | Brady 3K  |
| Padilla 4K  | Rayne 5K  | Hammond 2K  |
| Diamond 4K  | Gutierrez 5K  | Greene 3K  |


Salazar
3K 


Frazier
4K 


Mack
5K 


Doe
2K 







Murphy
4K 


Richards
5K 


Hedley
3K 


Doe
2K 


Doe
2K 


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| Doe 2K  | Doe 2K  | Lynwood 4K  |
| Palmer 3K  | Schwarz 3K  | Doe 2K  |
| Kaufer 2K  | Schmidt 2K  | Reese 2K  |


Stephens
2K 


Erickson
3K 


Manning
3K 


Rose
5K 










Drake
2K 


Ryan
2K 


Lloyd
5K 


West
3K 


Ivers
4K 


| | | |
|---|---|--|
| Wheeler 4K  | Kelly 5K  | Daniel 2K  |
| Dean 4K  | Webster 5K  | Lamb 3K  |
| Doe 2K  | Doe 2K  | Doe 2K  |


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| Doe | 2K |  |
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| Kato | 3K |  |
|-------------|-----------|---|

| | | |
|---------------|-----------|---|
| Bowers | 2K |  |
|---------------|-----------|---|

| | | |
|------------|-----------|---|
| Doe | 2K |  |
|------------|-----------|---|

| | | |
|--------------|-----------|---|
| Moles | 2K |  |
|--------------|-----------|---|

| | | |
|------------|-----------|---|
| Doe | 2K |  |
|------------|-----------|---|

| | | |
|----------------|-----------|---|
| Langdon | 3K |  |
|----------------|-----------|---|

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 forfeit .

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 opportunity.

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.

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.

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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.

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.

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 \$1,000.

Cemetery Beautification Day

Half (round up) of your staff takes a day of work off to beautify the cemetery. When played, place this card in your cemetery as a reminder of the legacy created (+1 LP)

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 family.

Funeral Director Convention

You attend a convention of your peers. Swap ideas, stories, and gossip between your fellow Undertakers. Everyone passes an event card to the player on their right. If you only have 1 event card, you must pass the card. If you do not have an event card, you pass nothing. This card does not count as part of the players hand.

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 \$2,000 to \$6,000) 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.

Hearse

8K



Pick up 1 body when an employee is assigned.

Hearse

8K



Pick up 1 body when an employee is assigned.

Funeral Showroom

10K



Show 1 body per turn when an employee is assigned.

Prep Table

10K



Prepare 1 body per turn when an employee is assigned.
-or- Store a body.

Hearse

8K



Pick up 1 body when an employee is assigned.

Hearse

8K



Pick up 1 body when an employee is assigned.

Prep Table

10K



Prepare 1 body per turn when an employee is assigned.
-or- Store a body.

Prep Table

10K



Prepare 1 body per turn when an employee is assigned.
-or- Store a body.

Prep Table

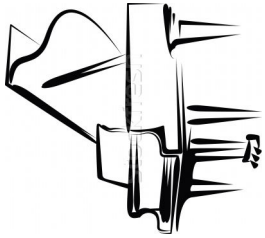
10K



Prepare 1 body per turn when an employee is assigned.
-or- Store a body.

Music Studio

5K
(500)



Provide music ensembles for funerals.

Casket Salesroom

10K
(500)



Provide a premium casket upgrade. Bonus: When you show a body, flip a coin. If it is heads, you successfully sell the 'deluxe pillow'. Collect an additional \$1K.

Casket Salesroom

10K
(500)



Provide a premium casket upgrade. Bonus: When you show a body, flip a coin. If it is heads, you successfully sell the 'deluxe pillow'. Collect an additional \$1K.

Floral Shop

5K
(500)



Provide and sell floral arrangements for funerals.

Floral Shop

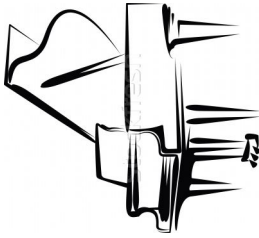
5K
(500)



Provide and sell floral arrangements for funerals.

Music Studio

5K
(500)



Provide music ensembles for funerals.

Funeral Showroom

10K



Show 1 body per turn when an employee is assigned.

Funeral Showroom

10K



Show 1 body per turn when an employee is assigned.

Funeral Showroom

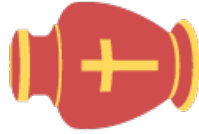
10K



Show 1 body per turn when an employee is assigned.

Crematorium

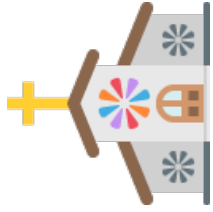
20K
(1000)



Provide cremation services when required. Bonus: Prepare up to 2 bodies a turn when an employee is assigned.

Chapel

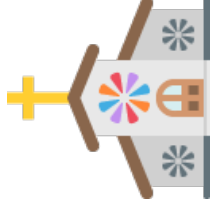
15K
(500)



Provide religious services when required. Bonus: The chapel also serves as a Funeral Showroom. Show 1 body per turn when an employee is assigned.

Chapel

15K
(500)



Provide religious services when required. Bonus: The chapel also serves as a Funeral Showroom. Show 1 body per turn when an employee is assigned.

Crematorium

20K
(1000)



Provide cremation services when required. Bonus: Prepare up to 2 bodies a turn when an employee is assigned.

Front Gate 19K



+1 LP

Veteran's Monument 28K



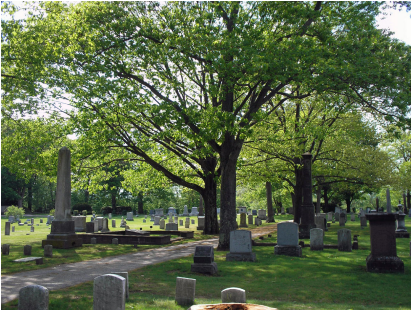
+1 LP

Mausoleum 41K



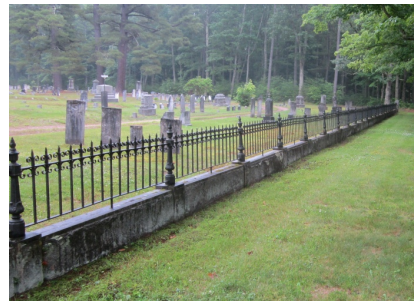
+1 LP

Arbor 6K



+1 LP

Iron Fence 9K



+1 LP

Paved Roads 13K



+1 LP

Flowers 2K



+1 LP

Raised Headstones 3K



+1 LP

Groundskeeper 4K



+1 LP

Hearse



Pick up 1 body when an employee is assigned.

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Prep Table



Prepare 1 body per turn when an employee is assigned.
-or- Store a body.

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Funeral Showroom



Show 1 body per turn when an employee is assigned.

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|--------------|-----------|----------|
| 0K | 5K | 5K |
| Undertaker | Assistant | Orderly |
| 10K | 10K | 15K |
| Grave Digger | Manager | Director |

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Hearse



Pick up 1 body when an employee is assigned.

Empty box for notes or details related to the hearse task.

Prep Table



Prepare 1 body per turn when an employee is assigned.
-or- Store a body.

Empty box for notes or details related to the prep table task.

Funeral Showroom



Show 1 body per turn when an employee is assigned.

Empty box for notes or details related to the funeral showroom task.

| | | |
|--------------|-----------|----------|
| 0K | 5K | 5K |
| Undertaker | Assistant | Orderly |
| 10K | 10K | 15K |
| Grave Digger | Manager | Director |

Empty box for notes or details related to the funeral showroom task.

Empty box for notes or details related to the funeral showroom task.

Hearse



Pick up 1 body when an employee is assigned.

Empty box for notes or details related to the Hearse task.

Prep Table



Prepare 1 body per turn when an employee is assigned.
-or- Store a body.

Empty box for notes or details related to the Prep Table task.

Funeral Showroom



Show 1 body per turn when an employee is assigned.

Empty box for notes or details related to the Funeral Showroom task.

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| 0K | 5K | 5K |
| Undertaker | Assistant | Orderly |
| 10K | 10K | 15K |
| Grave Digger | Manager | Director |

Empty box for notes or details related to the Funeral Showroom task.

Empty box for notes or details related to the Funeral Showroom task.

Hearse



Pick up 1 body when an employee is assigned.

Empty box for notes or details related to the Hearse task.

Prep Table



Prepare 1 body per turn when an employee is assigned.
-or- Store a body.

Empty box for notes or details related to the Prep Table task.

Funeral Showroom



Show 1 body per turn when an employee is assigned.

Empty box for notes or details related to the Funeral Showroom task.

| | | |
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| 0K | 5K | 5K |
| Undertaker | Assistant | Orderly |
| 10K | 10K | 15K |
| Grave Digger | Manager | Director |

Empty box for notes or details related to the Funeral Showroom task.

Empty box for notes or details related to the Funeral Showroom task.

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| First Names | First Names | First Names |
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| Events | Events | Events |
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| Events | Events | Events |

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| Upgrades | Upgrades | Upgrades |
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| Cemetery Upgrades | Cemetery Upgrades | Cemetery Upgrades |
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| Cemetery Upgrades | Cemetery Upgrades | Cemetery Upgrades |