

UNDERTAKER

PROTOTYPE BY DAVID GREENE

Players



2 - 4

Time



45m

Skill

Med

Luck

Low



Theme

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.

Components

- Instruction Manual
- 4 Player Game boards
- 4 x 6 Employee tokens
- 52 First Name Cards
- 52 Last Name Cards
- Money Tokens
- 28 Event Cards
- 24 Upgrade Cards

Gameplay

- Mid-weight “Euro” game with a strong theme
- Pickup & Deliver coupled with a Tableau Builder
- Randomization between first & last name pairings provide a unique game every play
- The winner is the Undertaker with the most “Legacy Points” at the end of the game
- Players take turns providing funeral services by “picking up”, “processing”, and “showing” the deceased
- Payments from completed funerals are used to build a more productive funeral home, to invest in resource generation, or to directly increase the beauty of their cemetery
- Players can optionally upgrade their funeral home upgrades for premium benefits

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