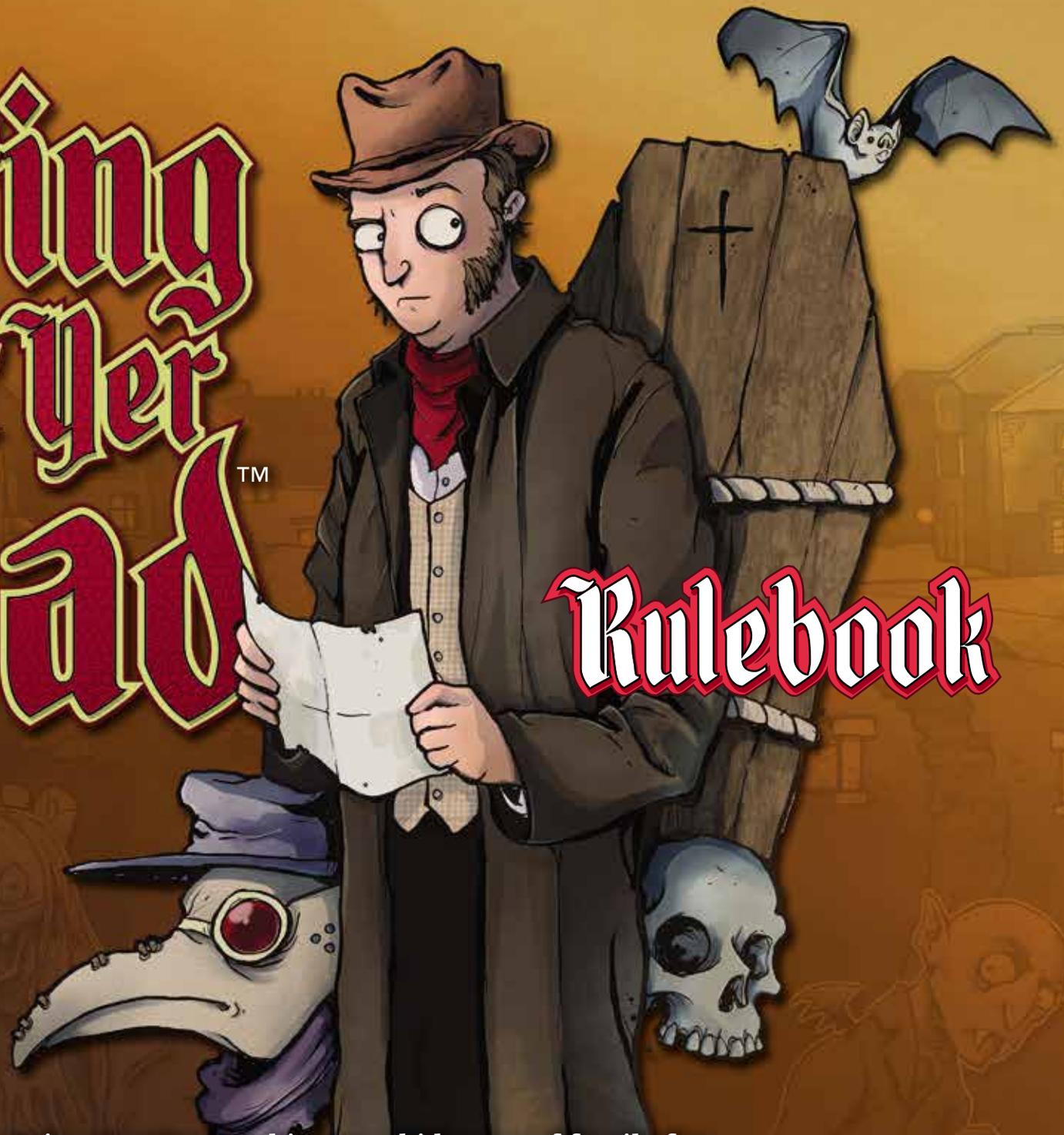


# Bring Out Yer Dead™



## Rulebook

Bring Out Yer Dead is a morbid game of family fun.

The head of your family is dead. The will has been read, and you're last on the list. The only way for you to get your share is for your family to find their final resting places in the most exclusive cemetery in the city.

You set out to do your dirty work, but never anticipated having to deal with the Gravedigger. Each day, he comes along, ready to haul off another member of the family (or two or three) in his cart, but you'll have to play your hand carefully. Your rivals are plotting the same thing with their families, and if you're too late on the draw, the coffins of your beloved family will make their way into the river.

With your fortune at stake, you'll find yourself stopping at nothing for your inheritance. From grave swapping to grave robbing, you'll compromise every one of your morals. And unless your recently deceased family finds its way into the very best graves, you'll get nothing...

# Components:

## 98 Tarot Cards:



5 Death Certificates & Player Aid  
- 1 set for each player -



8 Gravedigger Cards  
(The Cart)



30 Fate Cards  
- Violet -



30 Treasure Cards  
- Green -

## 70 wood tokens:



5 Double Coffins in  
each player color.



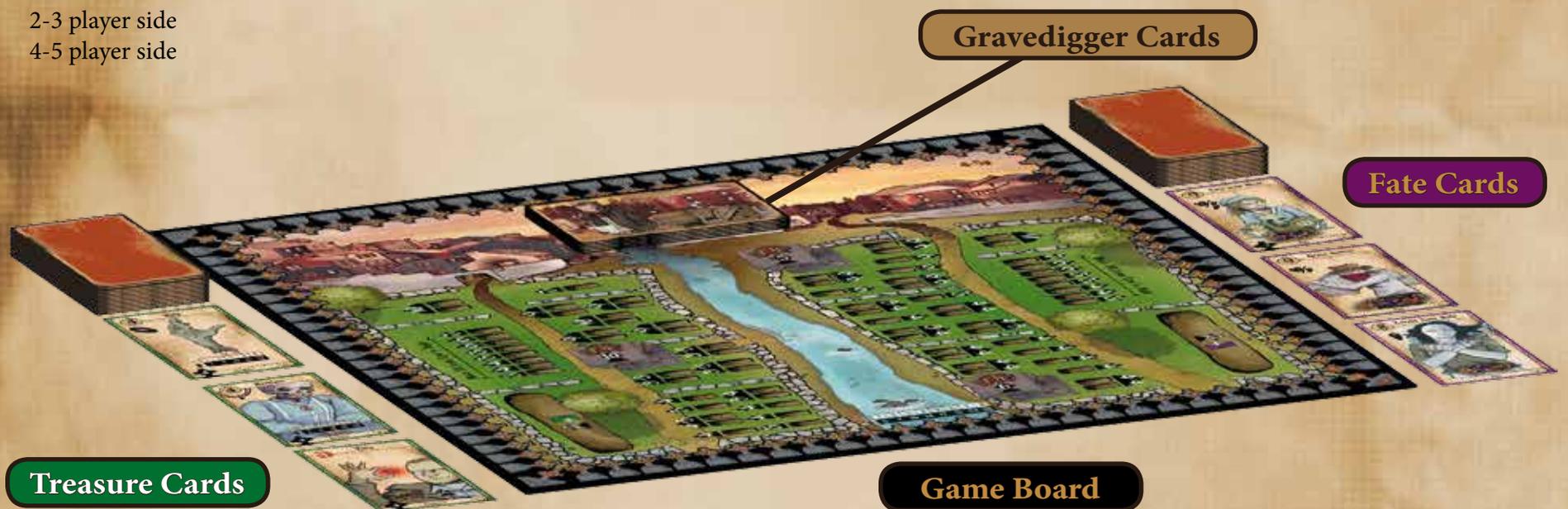
8 Single Coffins in  
each player color.



A score crest in each  
player color.

## Two-Sided Game Board:

2-3 player side  
4-5 player side



Gravedigger Cards

Fate Cards

Treasure Cards

Game Board

# Preparation:

1. Place the game board (or Cemetery) in the center of the table with the 2-3 player side or 4-5 player side face up, as appropriate.
2. Each player chooses a color and takes the tokens of that color: Five (5) double coffin tokens, eight (8) single coffin tokens and one (1) crest. Place the crest at “Start” on the Score Track around the outside of the cemetery.
3. Each player takes five (5) player cards: Single Death Certificate #7, Couples Death Certificate #6, Single Death Certificate #5, Death Certificate #3, and Death Certificate #2.
4. Separate the Fate (violet border) and Treasure (green border) cards into two piles.
5. Place the Fate Deck face down next to the East side of the Cemetery. Each player draws three (3) Fate cards from the top of the deck. Each player chooses one Fate card, from the three (3) they drew, to keep in their hand and place the other two (2) cards on the bottom of the Fate Deck in any order. Deal three (3) Fate cards face up on the table.
6. Place the Treasure Deck (Green border) face down next to the West side of the Cemetery. Each player draws one (1) Treasure card, which completes each player’s Starting Hand (five (5) player cards, one (1) Fate card and one (1) Treasure card). Deal three (3) Treasure cards face up on the table.
7. Finally, shuffle and place the Gravedigger cards face down above the top of the board.
8. Choose a player to go first. That player is the First Player. Flip over the top Gravedigger card to reveal it. (This is the Cart.)
9. The First Player then decides which path the Gravedigger will take (East or West of the river) and places the revealed Gravedigger card over that path on the chosen side of the River.



# Summary of Game Play:

*Bring Out Yer Dead* is played in rounds where each round the Gravedigger's Cart is loaded with bodies and then unloaded into the graves on the side of the River chosen by the First Player.

1. The First Player Reveals a Gravedigger Card.
2. The First Player chooses which path the Gravedigger will take to bury the dead, East or West of the River. All dead unloaded from the Cart this round must be placed in graves on the chosen side of the board.
3. Each player selects three (3) cards from their hand and places them face down in front of them—this is the player's bid for the round.

*(NOTE: player may not bid two cards with the same number in a round. See Improper Bidding.)*

4. Once all bids are placed, all players flip over their cards simultaneously to reveal their bids.
5. All cards (Player cards, Fate cards and Treasure cards) are then resolved in order of rank—the higher the number on the card, the higher the rank. Ties for rank are broken starting with the First Player and continuing in clockwise order. Depending on the type of card played, the player may add coffins to the Cart, manipulate coffins in the Cemetery or River, or earn Victory Points.

*(NOTE: When loading the Cart, players add the type of coffin indicated on the card(s) played, in rank order, until the Cart is full. The coffins are added to the Cart from first position to last position. If a player has coffins remaining in their bid after the Cart is full, those coffins "fall off" the cart and are tossed into the River at the end of the round.)*

6. After all bid cards have been resolved, the players bury the coffins that were placed in the Cart. Players remove coffins from the Cart in the order they were placed, from first to last and place them in the graves on the side of the River previously chosen by the First Player. If the player places a coffin in the Mass Grave, they also draw a card from the face-up Fate cards or Treasure cards on the side of the river to which the Mass Grave belongs (or draws the top card from the corresponding deck).
7. Each Player who had a Coffin fall off the Cart into the river may take one (1) Fate OR one (1) Treasure card from the table (or from the top of either deck). You must do this in the order the coffins fell out of the Cart.
8. Discard the Gravedigger card and the First Player is now the next player clockwise from the current First Player.
9. The new First Player starts the next round.

Game play is described in more detail in the following paragraphs.

## Bidding:

Players bid simultaneously and must bid three (3) cards each round. The three (3) cards bid must each have a different number in the top left corner in the shield. Player cards (Brown border) are returned to their owners' hands at the end of the round. Fate cards and Treasure cards are discarded at the end of the round when played.

## Card Ranking:

All cards have a number on the top left. Cards are ranked from high to low. Ties are broken clockwise beginning with the First Player for that round. This means that the First Player will have the highest ranking cards in the case of cards played with the same number by other players. Because the First Player changes each round, the highest ranking cards will "rotate" with whoever happens to be the First Player for that round.



*(Note: Each body remaining in the River at the end of game is worth negative points to the player's final score. In this example: Red has 3 bodies in the River so Red receives -10 points; Blue has 1 body in the river so Blue receives -3 points.)*

|  |   |   |    |    |    |    |    |    |
|--|---|---|----|----|----|----|----|----|
|  | 1 | 2 | 3  | 4  | 5  | 6  | 7  | 8  |
|  | 3 | 7 | 10 | 14 | 17 | 21 | 24 | 28 |





## In-game Scoring:

During bidding, any cards played with the black gravestone in the bottom left corner will score those points immediately. Scoring is done on the Scoring Track around the outside of the Cemetery.

## Player Aid Cards:

Player Aid cards describe the icons on the Fate and Treasure cards:



Add a Double Coffin to the Cart.

\*You may add a Single Coffin if you are out of Double Coffins.



2 points for each Single Coffin you have in a Double Grave.



Discard all revealed cards and replace them. You may take 1 Fate & 1 Treasure card.



Move 2 of your Single Coffins or 1 of your Double Coffins from the River to any open Grave.



Add a Single Coffin to the Cart.



3 points of each Coffin you have in the River.



Move an opponent's Coffin from a Grave to any other open Grave.



Return 1 of your Coffins from the Graveyard to any player's Family.



If you have a "3" card in play, then you may take a Fate card.



1 point for each Coffin you have in the Mass Graves.



Swap an opponent's Coffin with 1 of your Coffins in any Grave.



Place 1 Coffin from your Family to any Grave Area but not into a Grave.



2 points for each Grave Area in which you have the most coffins.



2 points for each Fate you have in hand.



Move 1 of your Coffins from any Grave to any other open Grave.



Switch the Carr's path.

## Fate Cards:

Fate cards may be drawn from the face up cards on the East side of the River, or a player may take the top card off the Fate deck. When a player draws a face up card, it is immediately replaced with a new card off the top of the Fate deck. Fate cards have an icon that explains their action and are played in order of their rank. The frequency of each Fate card is noted on the bottom right of the card. After a Fate card is played in a round, it is removed from the game.

(NOTE: Fate cards that cause coffins to be moved in the Cemetery may affect EITHER side of the River (East or West)—they are not limited to the side of the River selected by the First Player at the beginning of the round.)



## Treasure/Gemstone Cards:

Treasure/Gemstone cards are worth 4 points each when played through bidding or, if saved in hand, score victory points at the end of the game. After a Treasure card is played in a round, it is removed from the game. Treasure cards may be drawn from the face up cards on the West side of the River or a player may take the top card off the Treasure deck. When a player draws a face up card it is immediately replaced with a new card off the top of the Treasure deck. The frequency of each Treasure card is noted on the bottom right of the card.



## Death Certificate Cards:

Each player has Five (5) Death Certificate cards (7, 6, 5, 3 and 2) that are never discarded after bidding. When a player bids with the “6” card, they must load a Couple Coffin into the Cart for that round. If a player bids with the “7” and/or “5” card, they must load a Single Coffin on that round. If a player bids with only the “3” or “2” card the player takes no action, but if the player bids with both the “3” and “2” cards they may draw a Fate card. The Death Certificate cards are returned to the player hand after they are resolved.



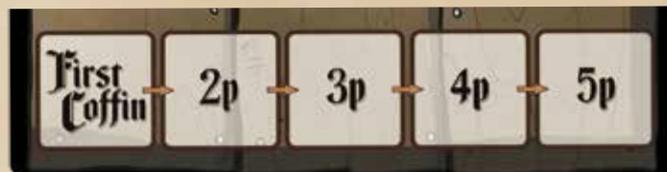
(NOTE: If a player bids with a “7, 6 or 5” card but has no more Coffin pieces of that type, then that “7, 6, or 5” card acts as a Bluff card for that round of bidding. This means that the player takes no action on the round other than returning the card to their hand.)

## Improper Bidding:

Improper bidding can happen if a player plays a card with the same number on the same round. Playing cards of the same number on the same round is not allowed. If this happens, the player must choose one of the matching cards to resolve and the other card is removed from the game.

## Gravedigger's Cards:

The Gravedigger cards represent the Cart used by the Gravedigger to transport the dead to the Cemetery. Coffins are loaded into the Cart in order of rank. The highest ranking coffin takes the “first” spot on the Cart and pieces fill in behind the first coffin in the proper ranking order. Each coffin occupies only one spot on the Cart. The Cart cannot be filled with more coffins than available spots. The number of available spots is based on the number of players. Each Cart is numbered 2p-5p based on the number of players in the game.



Any coffins that do not fit in the Cart fall out and are tossed into the River. After the Cart is full and all other cards played during that round have been resolved, players unload the Cart. The Cart is unloaded starting with the “first” spot and then in order to the last spot. Coffins must be Buried into the graves on the side of the River (East or West) that was chosen by the First Player at the beginning of the round. The coffins that do not fit in the Cart must also be tossed into the River in the proper order.

## Tossing a Coffin into the River:

Each coffin tossed into the River loses points for the player at the end of the game unless it is removed with a Fate card. The only benefit of being in the River is that a player may draw a card from either the Fate or Treasure decks. If a Double Coffin is tossed in the River, the player draws a Fate card and a Treasure card, one (1) for each body in the coffin. Single Coffins count as one (1) body, while Double Coffins count as two (2) bodies when applying lost points.

## Burying Coffins:

When burying a coffin you move that coffin from the cart to any open grave on the chosen side of the cemetery.



Single Coffins  
Only



Single Coffins  
& Double Coffins



Single Coffins  
& Double Coffins  
But you must occupy  
both graves to score.



You may place Single & Double Coffins  
in these graves but they must be buried  
into the lowest open grave(s) they can fit.

When burying Coffins into  
the mass grave areas...



You may take a  
Fate card.



You may take a  
Treasure card.

Each Coffin is worth 1 point  
for a 2-3 player game.

Each Coffin is worth 0  
points for a 4-5 player game.

## Ending a Round and Starting a New Round:

At the end of a round, after resolving any Coffins in the river, the First Player is now the person clockwise to the current First Player. Discard the "empty" Gravedigger card and flip over a new one.

The new First Player now decides which side of the River to bury bodies for that round. Everyone then makes a new bid and the process is repeated until one or more players successfully bury all of their coffins OR there are no more Gravedigger cards.

## Ending the Game:

The game ends on the same round that one or more players successfully bury all of their coffins or there are no more Gravedigger cards (eight (8) rounds).

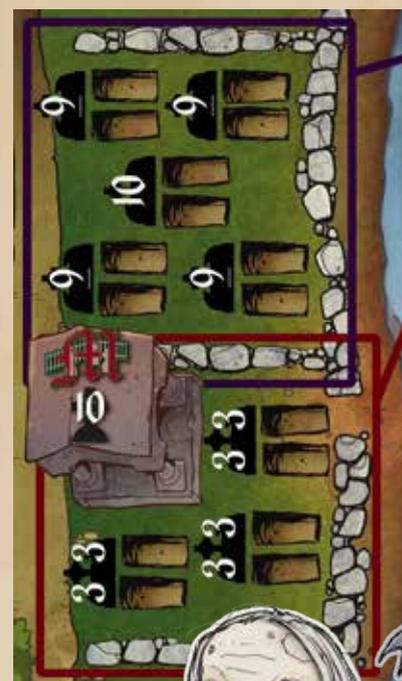
## Final Scoring:

Score in the following order:

1. Score any Gemstone cards saved in all players' hands. Each player may only score one copy of each Gemstone card.
2. Score all points (both negative and positive) for players having majorities in different areas of the Cemetery.
3. Deduct points for players with any coffins in the River.
4. Score each player's coffins in the Cemetery, player by player, starting with the player farthest back on the Score Track.
5. Score any Treasure cards saved in all players' hands.

## Winner:

The player with the most points wins! In case of a tie, the player who scored with the most number of cards in hand wins!



Each Grave Area in the cemetery is  
separated by stone walls. This includes  
the mass grave.

A few Grave Areas give you bonus  
points for having the most of your  
Family buried there at the end of  
the game.



# GAME SUMMARY

- 1) The First Player reveals a Gravedigger Card.
- 2) The First Player chooses a side of the river, East or West.
- 3) Each player selects three (3) cards from their hand and places them face down in front of them.
- 4) All players simultaneously reveal their selected cards.
- 5) All cards are resolved in ranking order, highest to lowest, with ties starting with the First Player and moving clockwise.
- 6) Place all coffins from the Cart into graves on the appropriate side of the river in the order that they were placed into the Cart.
- 7) Place all coffins that fell off the Cart into the river in the order that they fell off the Cart.
- 8) Discard the Gravedigger Card and the new First Player is now the next player clockwise from the current First Player.
- 9) The new First Player starts the next round.

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## -Special Thanks-

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