here together

creating conversations around loss

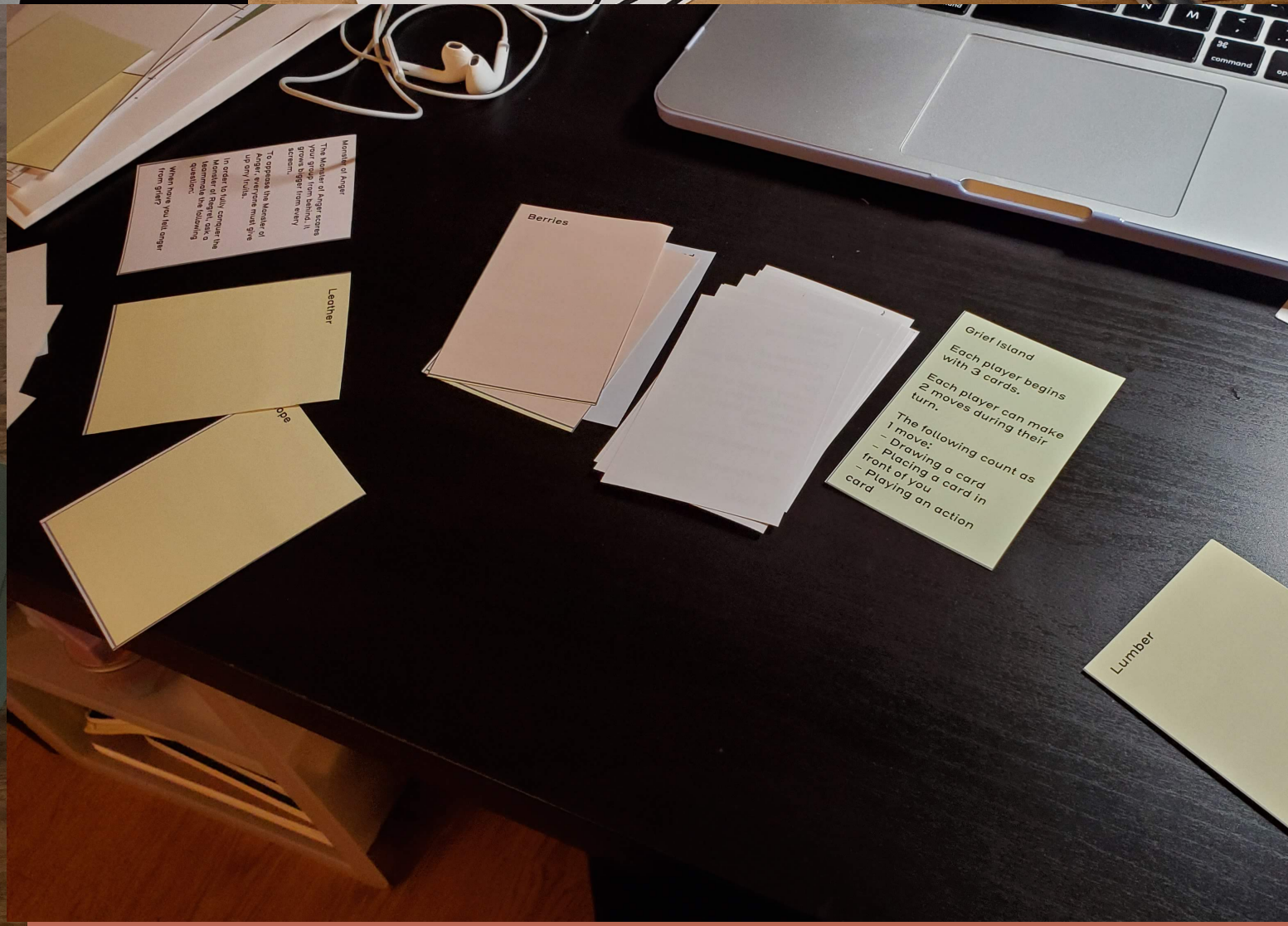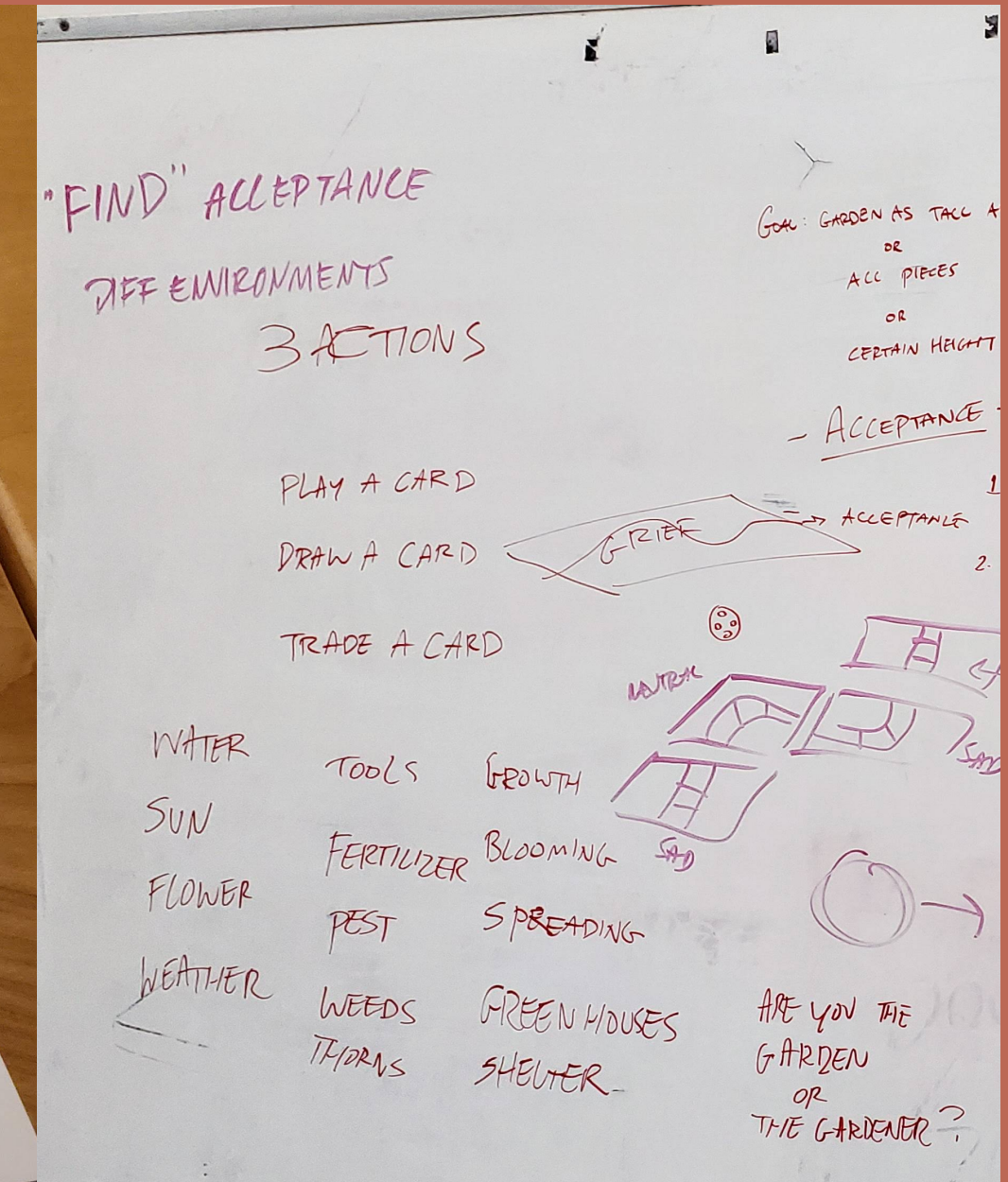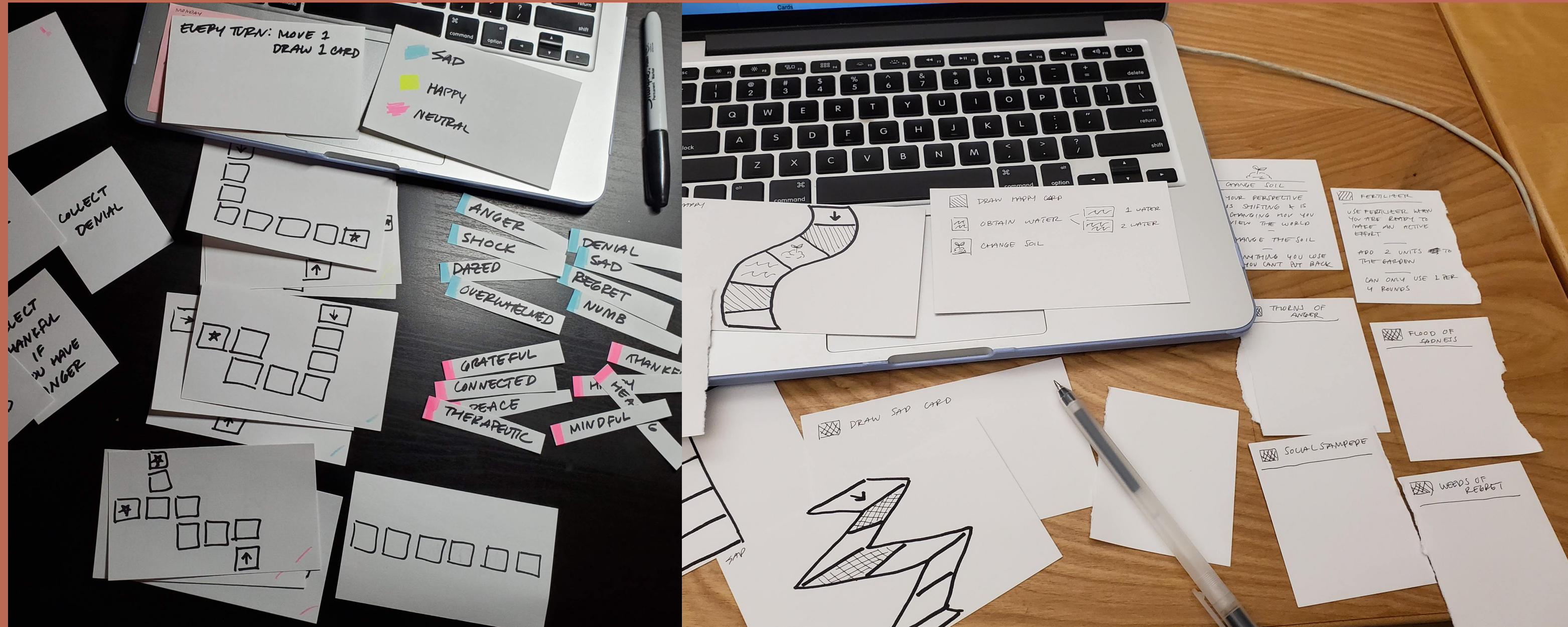Grief is normal but it's rarely talked about.

Grief and loss can happen to anyone. Processing emotions around loss can be really difficult to articulate and often times it is a topic people don't enjoy talking about. Conversations around heavier topics can feel uncomfortable but may lead to personal growth.

How might we encourage conversations around grief, loss, and emotions?

Iterations

here together

during your turn

1. draw a card

2. play a card

* if you play a question card (blue) answer the question and place the card in front of you

* if you play an action card (orange), continue with the action and end your turn

* if you have 5 question cards in front of you, you may play an acceptance card and place it in front of you

* if you have 5 question cards but no acceptance cards in your hand, you must wait until one is drawn

3. you "win" when you are able to play an acceptance card, but continue playing as you see fit

- People might not want to talk about grief since it's such a personalized topic. Consider approaching it in a way that is more broad and generalized so everyone would be able to relate.
- He personally would not want to play this game with his friends because it's a sensitive topic.

"Games don't always need to be fun, they are meant to be engaging."

- Some games touch on more sensitive topics with a fantasy/adventure type approach. This way people think back on their experiences to make decisions in the game.
- Consider looking into storytelling card games. It's an engaging way to gather people together to talk about a topic.
- He sent me a list of grief-related games from an online game forum.

Games About Grief
- Four Ways to Die in the Future, by P. H. Lee
- Heroic Measures, by Daniel Eison and Sam Zeitlin
- The Watch, by Andrew Medeiros
- Posthuman Pathways, by Jason Pitre
- A Penny for My Thoughts, by Paul Tevis
- A Hand Full of Ashes, from Codex: Flame, by David Rothfeder
- James Brown's game Death's Door
- Wraith the Oblivion
- Noone lives here anymore
- Island in a Sea of Solitude
- Seven Wonders game "When the Dark is Gone"
- Heaven's Collapse
- A Cool and Lonely Courage
- 90 Minutes by Matteo Turini

Storytelling Games
- For the Queen
- Once upon a Time
- Rory's Story Cubes
- Above and Below
- Dixit
- Betrayal at the House on the Hill
- Consequences

- Color Usage: It's important, but if consider accessibility if color is meant to convey meaning. Use iconography and graphics to also show meaning.
- Craft: There are online sites where you upload designs and they'll ship a crafted deck. May take up a month to get shipped.
- Rule Design: There are no strict guidelines for rules, but Pandemic is a good example of clear rules for a complicated game.

PANDEMIC™

Available on the App Store
GET IT ON Google play
amazon apps

by Matt Leacock

Do you have what it takes to save humanity? As skilled members of a disease-fighting team, you must keep four deadly diseases at bay while discovering their cures.

You and your teammates will travel across the globe, treating infections while finding resources for cures. You must work together, using your individual strengths, to succeed. The clock is ticking as outbreaks and epidemics fuel the spreading plagues.

Can you find all four cures in time? The fate of humanity is in your hands!

CONTENTS

- 7 Role cards
- 7 Pawns
- 59 Player cards (48 City cards, 6 Epidemic cards, 5 Event cards)
- 4 Reference cards
- 48 Infection cards
- 96 Disease cubes — 24 in 4 colors
- 4 Cure markers
- Eradication "∅" side
- 1 Infection rate marker
- 1 Outbreaks marker
- 6 Research stations
- 1 Board

OVERVIEW

To see a Pandemic teaching video, go to: www.zmangames.com/pandemic-online-rules.html

In *Pandemic*, you and your fellow players are members of a disease control team. You must work together to develop cures and prevent disease outbreaks, before 4 deadly diseases (Blue, Yellow, Black, and Red) contaminate humanity.

Pandemic is a *cooperative* game. The players all win or lose together.

The goal is to discover cures for all 4 diseases. The players lose if:

- 8 outbreaks occur (a worldwide panic happens),
- not enough disease cubes are left when needed (a disease spreads too much), or,
- not enough player cards are left when needed (your team runs out of time).

Each player has a specific role with special abilities to improve the team's chances.

1

SETUP

1 Set out the board and pieces

Place the board within easy reach of all players. Put the 6 research stations and disease cubes nearby. Separate the cubes by color into 4 supply piles. Place 1 research station in Atlanta.

Atlanta is home to the CDC, the Center for Disease Control and Prevention.

Research stations

Disease cubes

2 Place outbreaks and cure markers

Place the outbreaks marker on the "0" space of the Outbreaks Track. Place the 4 cure markers, "vial" side up, near the Discovered Cure Indicators.

Outbreak marker
Outbreak track
Cure markers
Discovered Cure Indicators

4 Give each player cards and a pawn

Give each player a reference card. Shuffle the Role cards and deal 1 face up in front of each player. Place the matching colored pawns for these roles in Atlanta. Remove from the game the remaining Role cards and pawns.

Take the Epidemic cards out the Player Deck and set them aside until Step 5. Shuffle the other Player cards (City and Event cards). Deal cards to the players to form their initial hands. Give cards according to the number of players:

# of players	Cards
2-player game	4
3-player game	3
4-player game	2

SCIENTIST

ACTIONS

2

Infection Rate Marker
Infection Deck
Infection Discard Pile

Infection Rate Track

3 Place infection rate marker and infect 9 cities

Place the infection rate marker on the left-most "2" space of the Infection Rate Track. Shuffle the Infection cards and flip over 3 of them. Put 3 disease cubes of the *matching* color on each of these cities. Flip over 3 more cards: put 2 disease cubes on each of these cities. Flip over 3 more cards: put 1 disease cube on each of these cities. (You will place a total of 18 disease cubes, each matching the color of the city.) Place these 9 cards face up on the Infection Discard Pile. The other Infection cards form the Infection Deck.

Use disease cubes matching the card colors.

Player Deck
Player Discard Pile

6 Begin play

The players look at the City cards they have in their hand. The player with the highest City population goes first.

5 Prepare the Player Deck

Set the game's difficulty level, by using either 4, 5, or 6 Epidemic cards, for an Introductory, Standard, or Heroic game. Remove any unused Epidemic cards from the game.

Divide the remaining player cards into face down piles, as equal in size as you can, so that the number of piles matches the number of Epidemic cards you are using. Shuffle 1 Epidemic card into each pile, face down. Stack these piles to form the Player Deck, placing smaller piles on the bottom.

Stack
Shuffle

Use 4 Epidemic cards for your first game.
Use 6 after mastering the Standard game.

PLAY

Each player turn is divided into 3 parts:

1. Do 4 actions.
2. Draw 2 Player cards.
3. Infect cities.

After a player is done infecting cities, the player on their left goes next.

Players should freely give each other advice. Let everyone offer opinions and ideas. However, the player whose turn it is decides what to do.
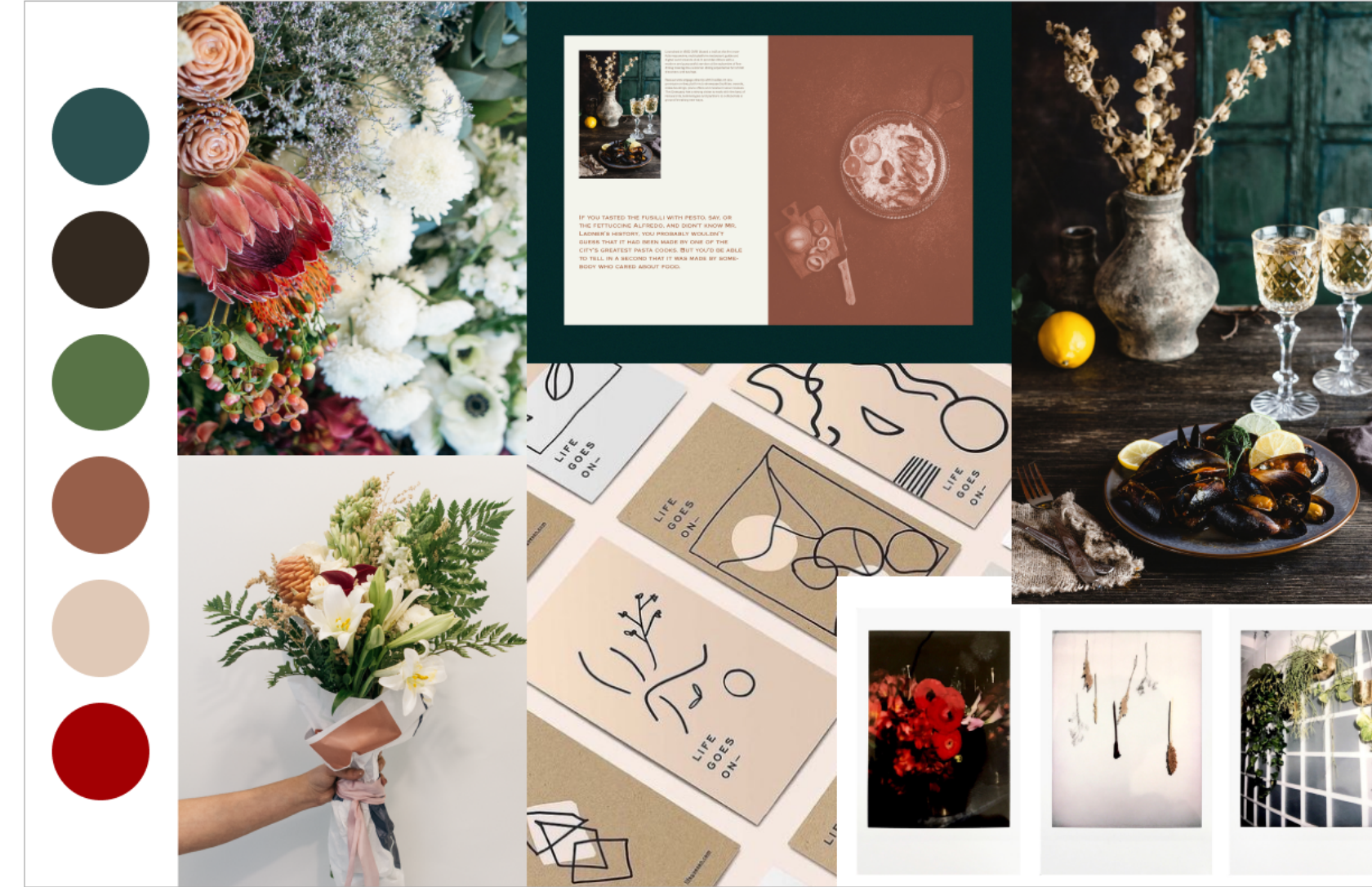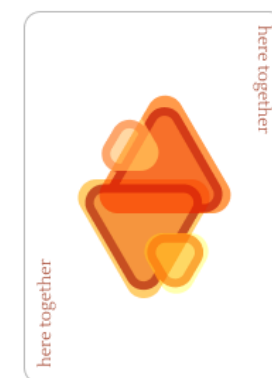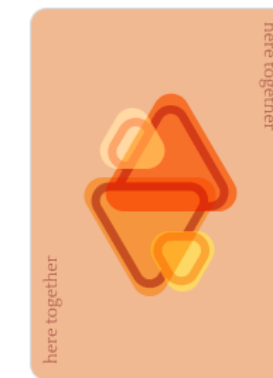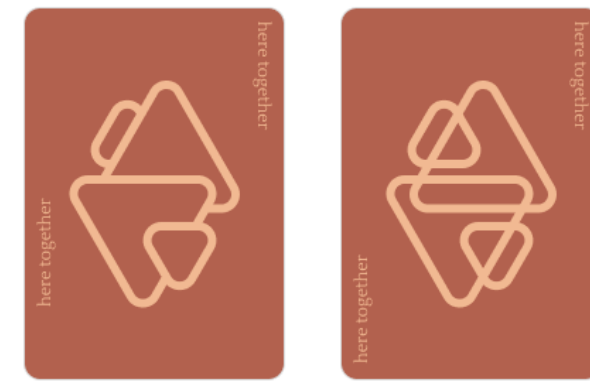
Your hand can have City and Event cards in it. City cards are used in some actions and Event cards can be played at any time.
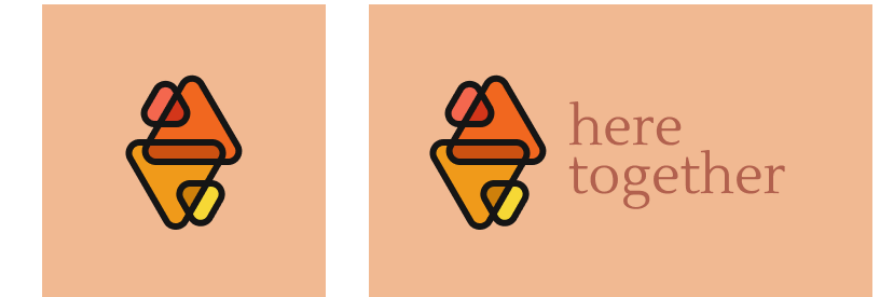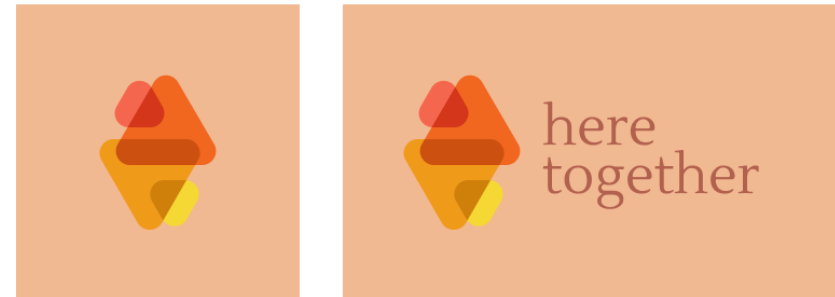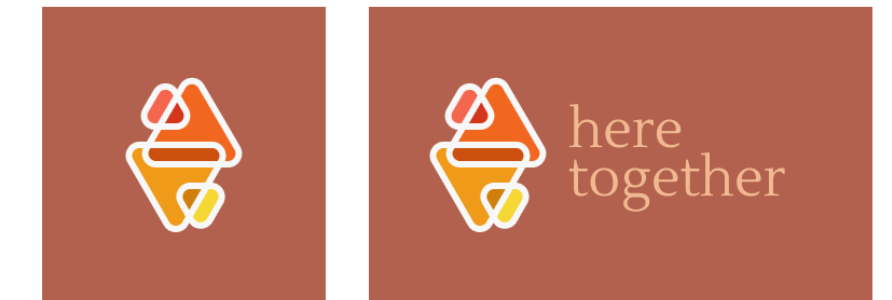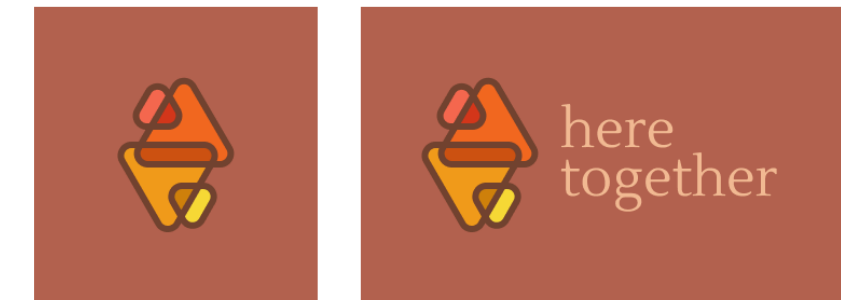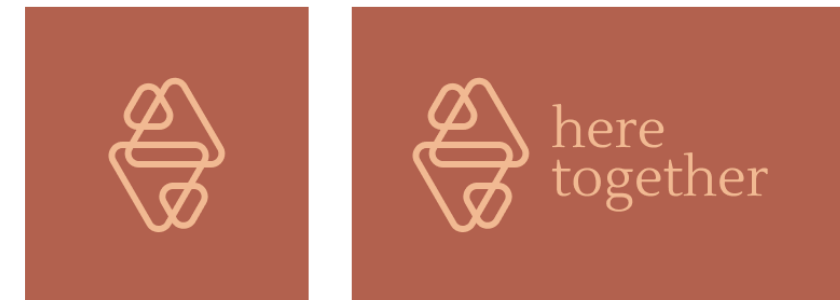
3

Branding // Explorations

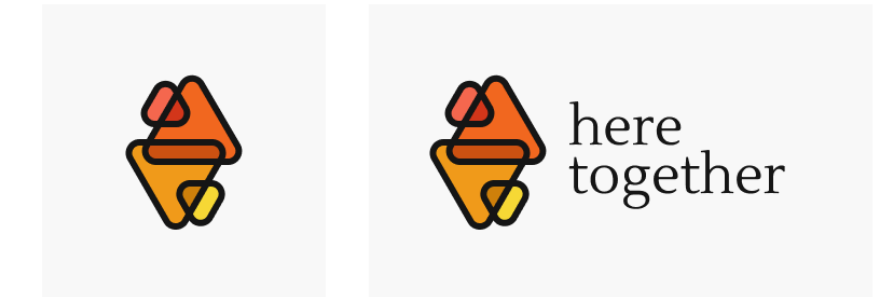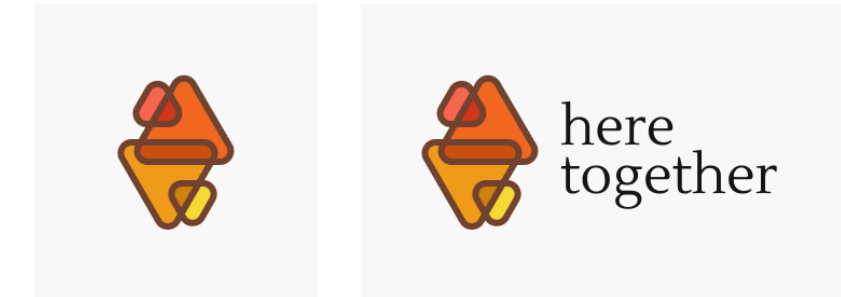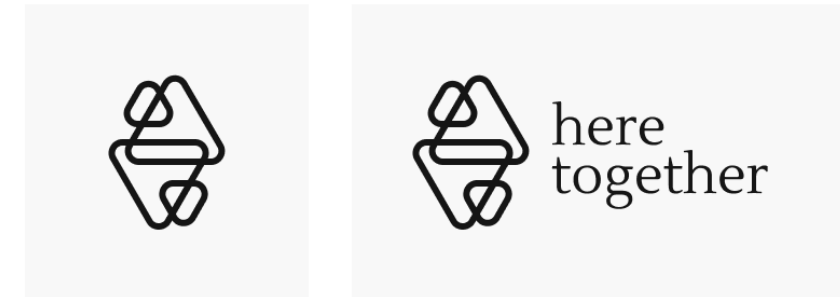|	colors + no outline	only outline	colors + brown outline	colors + b&w outline
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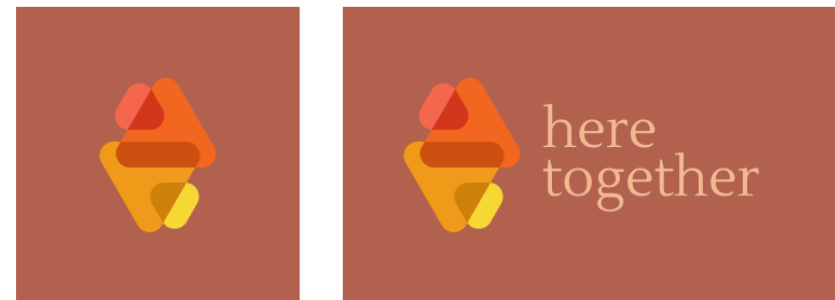
here together

— ? —

how do you
practice empathy?

— * —

give 1 card to
another player

— & —

share a story about
someone you miss
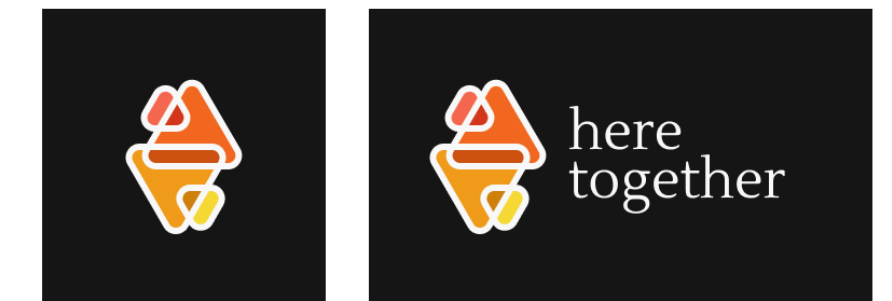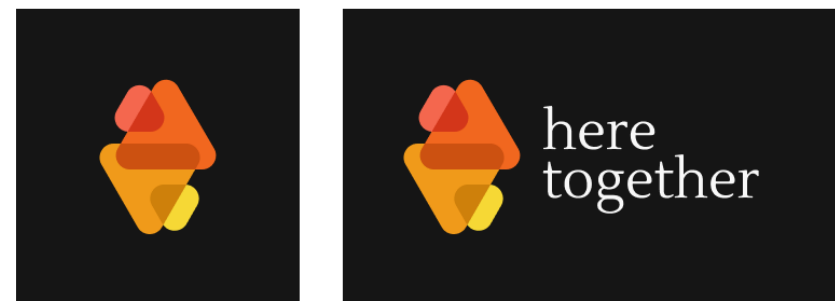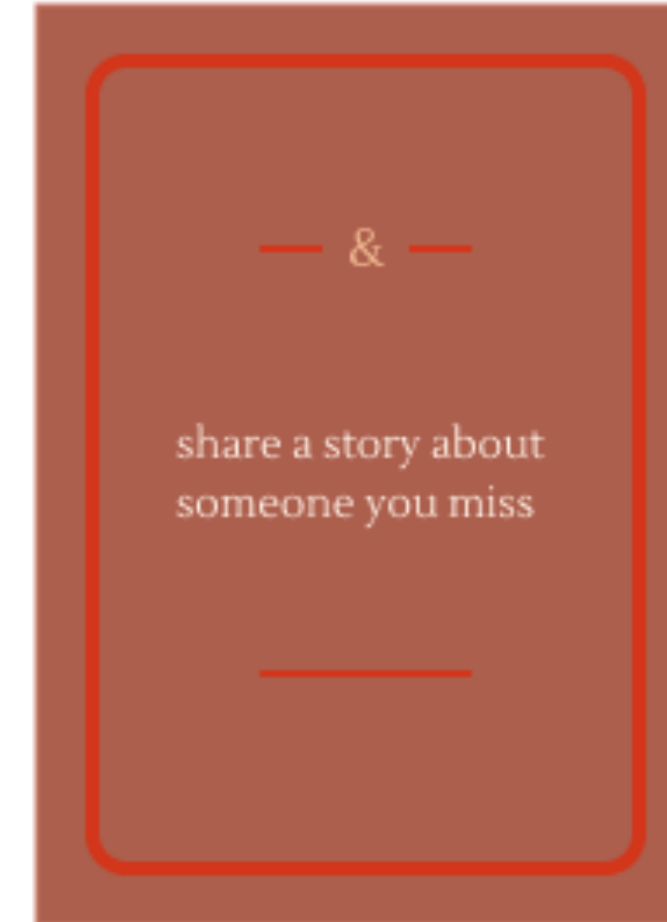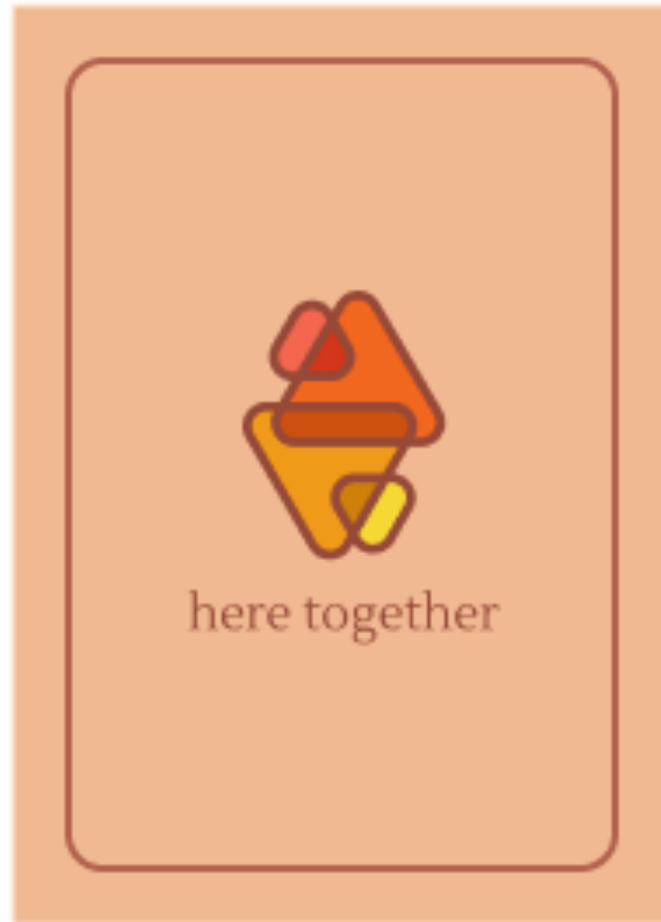
notes

* if you have 5 question cards but no discussion cards, you must wait until you draw one to play one

* to lengthen gameplay, try to reach 2 discussion cards by answering 10 questions in total

* everyone is welcome to deviate and engage in a conversation outside of the cards

* people can answer the questions as briefly as they want, as long as they answer the question. elaboration is not necessary.

here together
card game // 2-4 players

when we lose someone in our lives, we don't always know how to process our emotions. stories connect people together through experiences. although we've lost people in our lives, currently we're here together.

contains

? question cards

* special action cards

& discussion cards

* action cards

goal

answer 5 question cards in order to share a discussion card. gameplay ends when all players collect at least 1 discussion card.

set up

1) shuffle question and action cards together, excluding special action cards

   ? *

2) each player draws 5 cards from the shuffled deck. each player also gets 1 special action card.

   ? * ? ? * *

3) shuffle acceptance cards into the deck with question and discussion cards

   ? * &

4) youngest player goes first

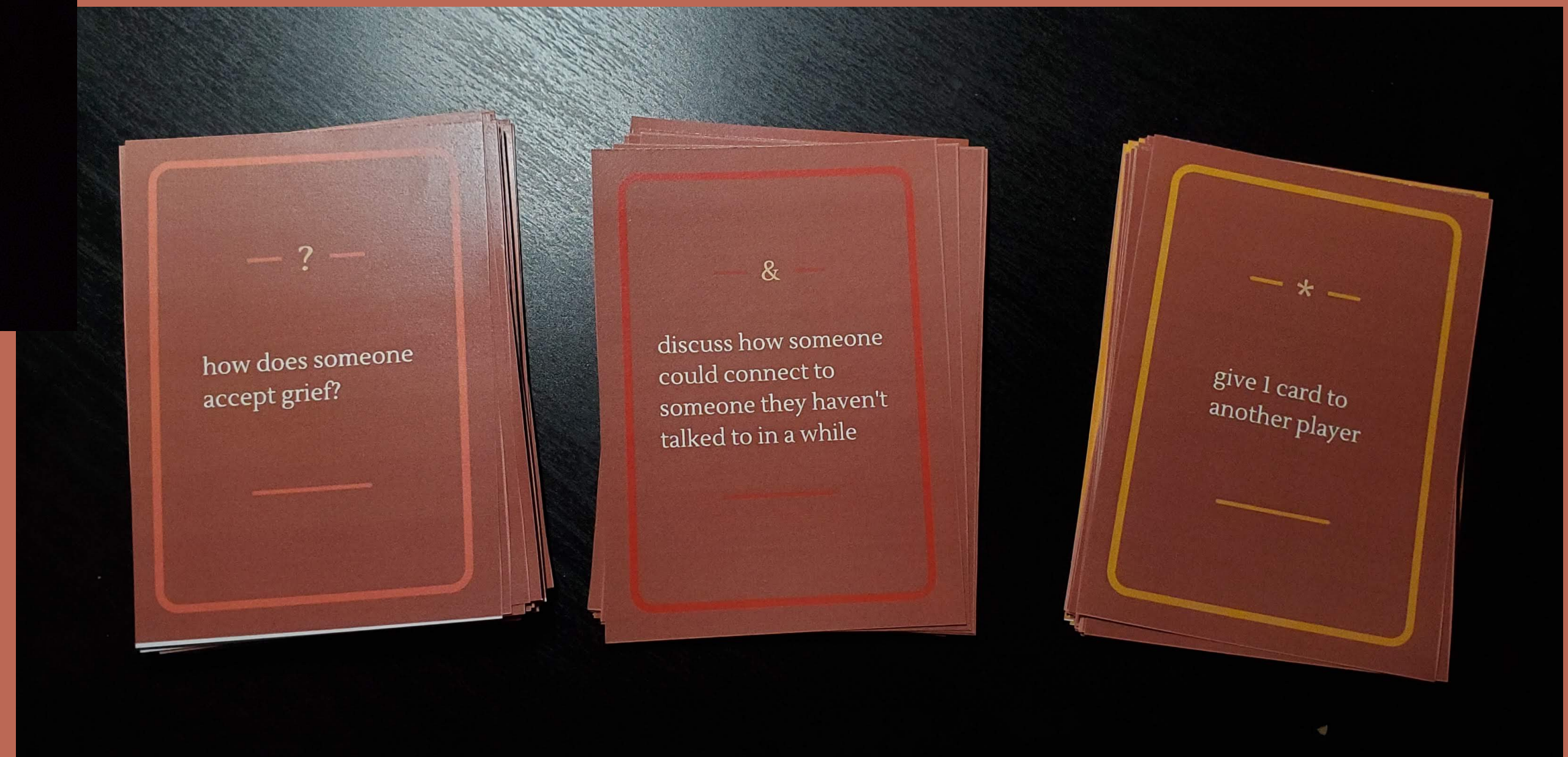## how to play

1) draw a card

2) play a card

   * if you play a question card, answer the question and place the card in front of you.

   * if you play an action card, continue with the action and discard the card in a pile next to the deck.

   * a discussion card can only be played when you have 5 question cards in front of you

   ? ? ? ? ? &

here together
card game // 2-4 players

when we lose someone in our lives, we don't always know how to process our emotions. stories connect people together through experiences. although we've lost people in our lives, currently we're here together.

contains

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& discussion cards

* action cards

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answer 5 question cards in order to share a discussion card. gameplay ends when all players collect at least 1 discussion card.

pg. 1

here together

— ? —

how does someone accept grief?

_____

— & —

discuss how someone could connect to someone they haven't talked to in a while

— * —

give 1 card to another player

_____

The card game is currently working very smoothly, especially with the new implementations after user testing. The rules could probably be continued to refined to be extremely clear. I'm happy with the visual design, with a few exceptions to some designs on cards.

- Thin lines & Minimalistic style
- Abstract shapes in illustrations and icons
- Overall "modernized" style
- Straight forward menu at the top
- Hero images with large text as the front page
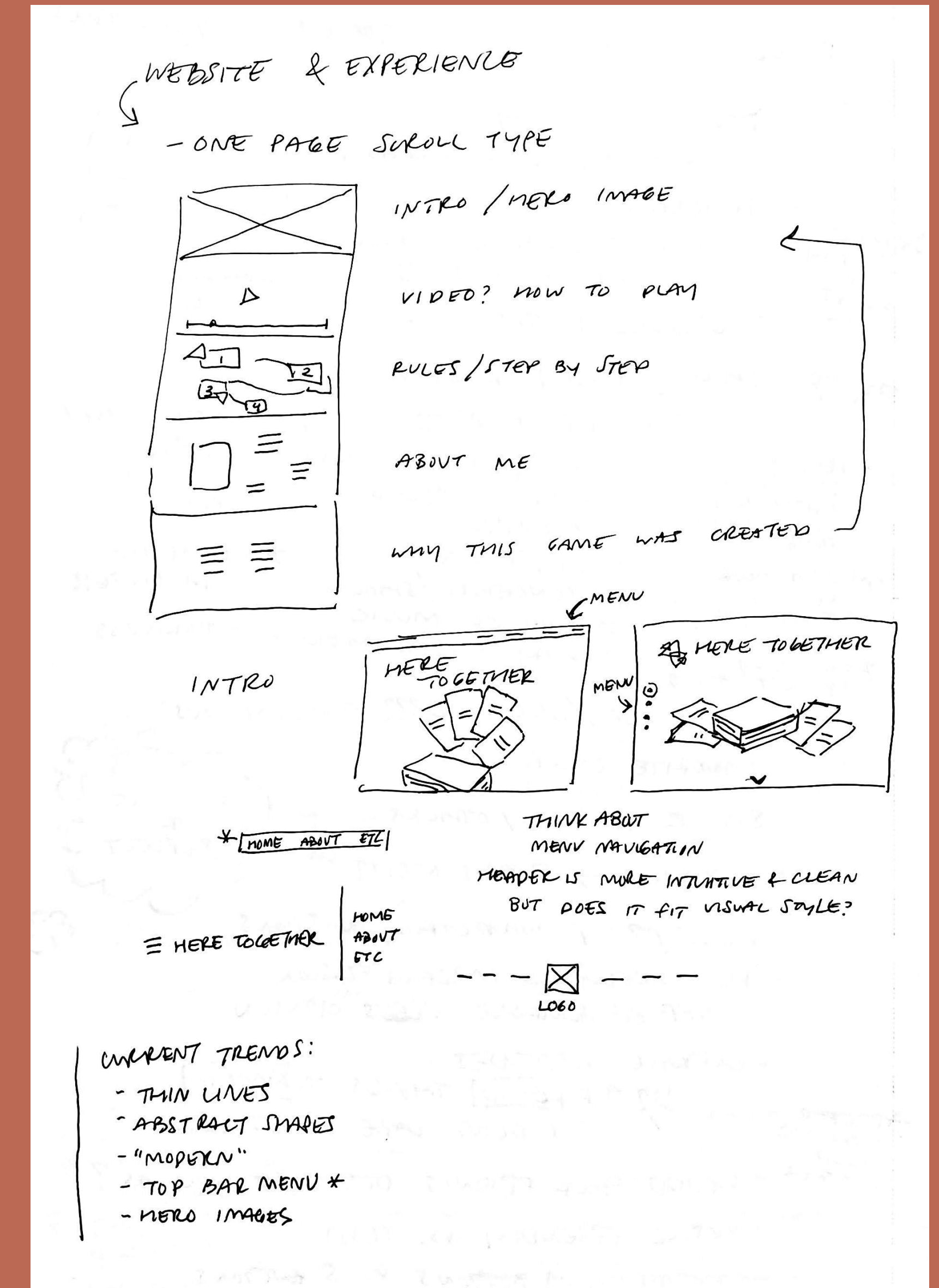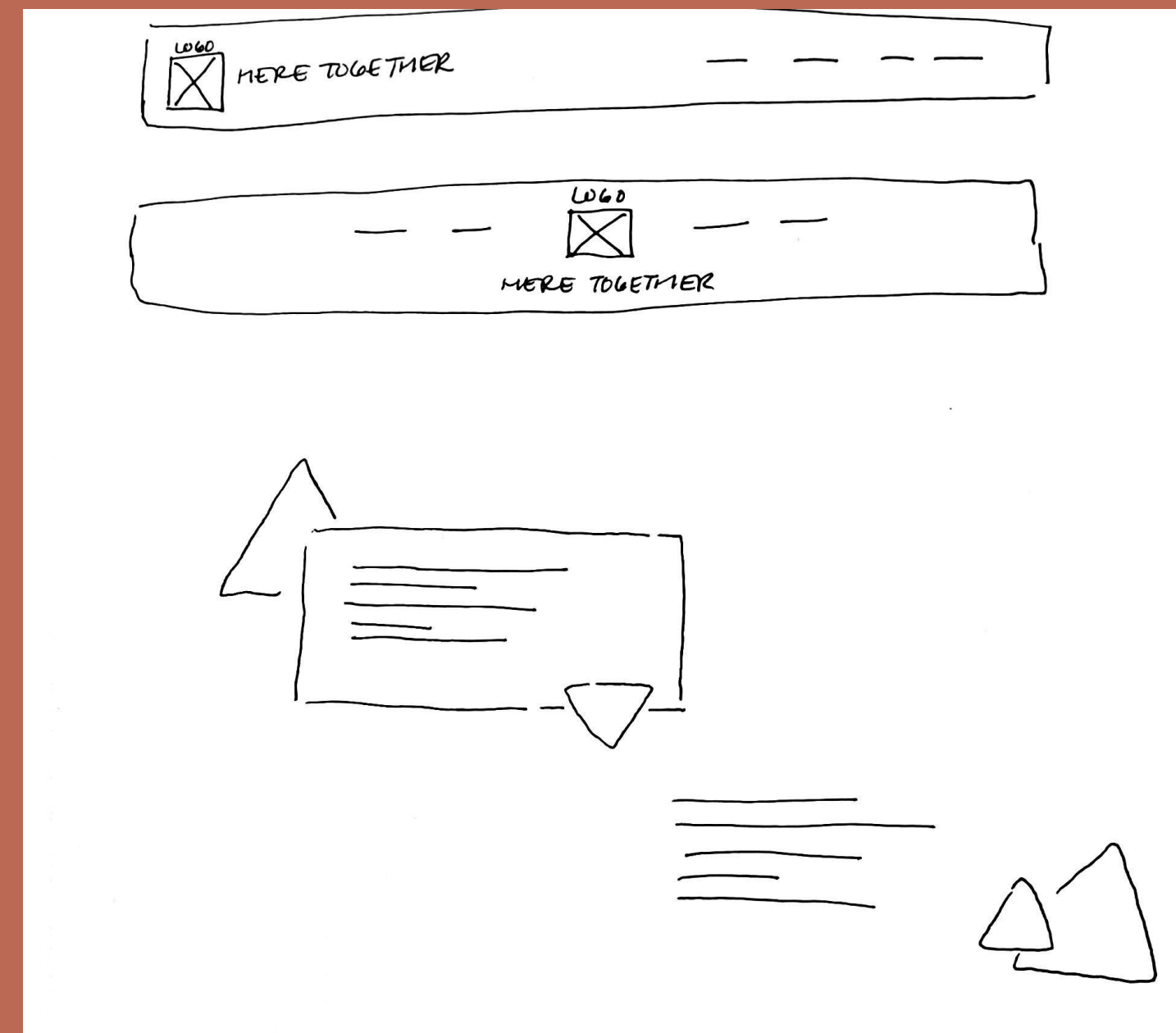
- 1 scroll website to avoid distracting my audience away from the card game concept
- Different screens for: intro/hero image, video, how to play, about me, why I created this game
- Use colors and style similar to logo and moodboard

- Finish decks by mid-March and have them ready to be shipped
- Design website & video experience
- Begin exhibition design

thank you.