

Fragments of Mortality is a game played by three or more players, at least two of which take on the role of recently deceased persons in purgatory who must discover the circumstances of their death. These players must piece together the story of how they died based on their fragmented memories; at least one player must take on the role of the Judge of Souls to verify their accounts. Only when the Judge approves their tales may they properly pass on to the afterlife.

#### Rules:

- Three or more players
- At least two players must take on the role of ghosts; one player must take on the role of the Judge of Souls
- Whoever is the oldest (closest to death) takes on the role of the Judge of Souls during the first round
- There are two decks of cards that can be of custom sizes and consist of custom cards, as long as they follow their specific sizing rules; the “memory card” deck's size must be a multiple of ten and must number greater than or equal to the number of ghosts times three, and the “character card” deck's size must be greater than or equal to the number of ghosts
- At the beginning of the game, ghosts are drawn a character card from the character card deck, with a brief summary of who they were in life, and must draw three memory cards from the memory card deck, each of which contains an image of an object, scene, or emotion supposedly relevant to one of the ghosts in purgatory
- On occasion, a ghost will draw a “shared memory” card from the memory card deck; there is one shared memory card for every ten memory cards within the deck, if at least one ghost has a “shared memory” card in its hand, all ghosts must incorporate the shared memory in their stories
- During a round, players are given a brief period where they may, if they so choose, expose their cards and swap them among each other, with the goal of obtaining memory cards that appear to be most relevant to their character descriptions
- Once satisfied with their hands, the players will, in clockwise fashion, tell a story about how they died involving the three memory cards as themes or important elements
- The Judge of Souls will then evaluate the stories and choose one soul to pass on to the afterlife; the Judge can either make this decision based on which story happens to be the most logical and consistent, or simply make the decision based on which story is the best or most poignant
- The round ends once the Judge makes its decision; after this, a new round will begin, all memory cards are shuffled back into the memory card deck, and the player who passed on the previous round becomes the new Judge and his character card is shuffled back into the character card deck
- In the new round, the previous Judge will draw a new character card and take on the role of a ghost; remaining ghosts from the previous round keep their old character cards, and all ghosts draw three new memory cards