

## “The Last Supper” - A Card Game by Jadon Kam

### Synopsis of Design Process

For my card game, I wanted to focus on a value that is not as popular in the West but is popular in Eastern cultures. One value that I thought of was collectivism, which emphasizes a group mentality, opposed to individualism, which is more popular in Western countries. The film *The Farewell* explores this debate between collectivism and individualism and inspired my design process. In this film, Billi, who is a Chinese-American, learns that her grandma in China has been diagnosed with cancer and only has a few months to live. However, Billi’s family decides to keep this diagnosis a secret from the grandma as they believe that the grandma should not live her last days knowing she will die and become sad. The family plans a fake wedding so that everyone can gather together one last time before the grandma passes away. The family believes that it is their responsibility to carry the suffering and sadness themselves by lying to the grandma and keeping her diagnosis a secret so her last days can be happy. However, Billi, who has lived most of her life in America, struggles with accepting the family’s actions because in America, lying and keeping someone’s diagnosis a secret is unethical and even illegal. As Western countries tend to emphasize individualism over collectivism, many would agree that an individual has the right to know what will happen to their life. However, in Eastern countries like China, keeping someone’s diagnosis a secret is a very common act. Researchers studying at a Chinese hospital in 2017 interviewed patients and their family members and found that out of 124 patients, 77 were unaware of their diagnosis (Liu et al 2176). They state many families “consider cancer diagnosis non-disclosure as more humane, so as not to distress or to demoralize the individual” (2179). It is a lie, but it is also an act of sacrificial love from the family.

Although my family is Chinese, I was born in Canada, so collectivism is not usually my mentality. However, watching *The Farewell* and learning about this popular lie showed me strong values of sacrificing individual needs for the benefit of others. I decided I wanted to incorporate this value in my game to provide myself and potential players, who may not be familiar with practicing collectivism, a safe space to explore this mentality.

Originally I thought of incorporating cancer and medical reports into the game to link the game to the practices in China and the film. However, as I thought of ideas, I felt that was an approach that would be too serious and even depressing for a game meant to introduce people to collectivism. Instead, I decided to focus on food because in both my family and the film, food is a way people show their love and brings people together. My game challenges players to not only focus on their own goal of gaining food, but to also work collectively as a group to care for others.

### **List of Game Mechanics**

- Card Driven (because of the assignment requirements but also to allow players more flexibility of where they can play the game)
- Hand Management (collect the Ingredients cards you need to trade it in for a Food card OR collect the Ingredient cards that other players need to slow their process down)
- Points (the player with the most amount of points at the end of the game wins. 1 Food card equals 1 point)
- Set Collection (each Food card requires 3 specific sets (pairs) of Ingredient cards for a player to obtain it)

- Take That (players can collect Ingredient cards they do not need so that other players have a more difficult time obtaining the Food card they want)
- Turns (players go around in a clockwise circle)

## Rules

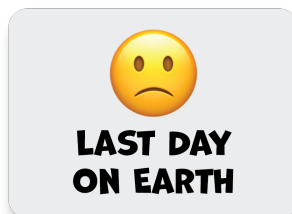
### Summary

If you knew it was someone's last day on earth, what would you do? In this game, a maximum of two players are spending their last day on earth. The game goes through three rounds: Breakfast, Lunch, and Dinner. In each round, players can collect food represented by food cards. The player with the most food at the end of the game is the winner. However, players must ensure that the players who are spending their last day on earth are not last place in a round or else everyone receives 0 points for that round. Because of this, players are encouraged to not only focus on their own goal of gaining more food cards, but also to work as a group, which may require them to sacrifice their goals, so they can help those who are spending their last day on earth.

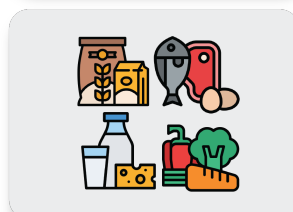
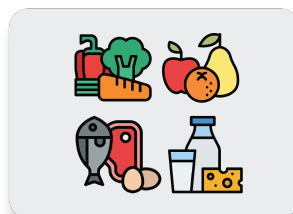
### The Cards

This game includes 50 cards. There are 7 Identity cards, 28 Ingredient cards, and 15 Food cards.

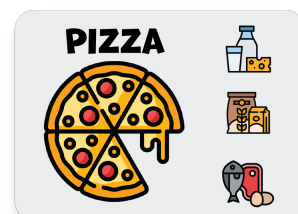
#### IDENTITY CARDS



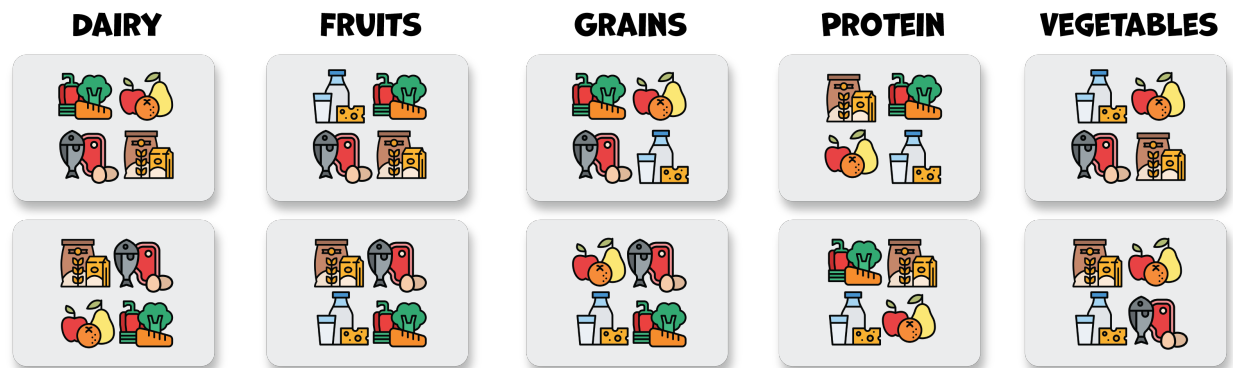
#### INGREDIENT CARDS



#### FOOD CARDS

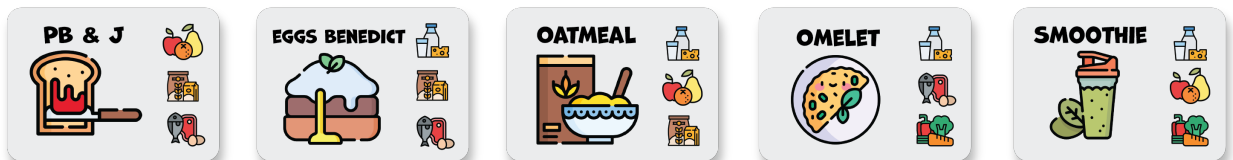


Each **Ingredient card** has 4 icons. There are 5 possible icons that can appear on a card: Fruit, Vegetables, Grains, Dairy, and Protein. The Ingredient that each Ingredient card represents is the 1 icon that does NOT appear on the card. For example, the first column of cards represents Dairy as the dairy icon does not appear on the card, and the second column represents Grains as the grain icon does not appear on the card.

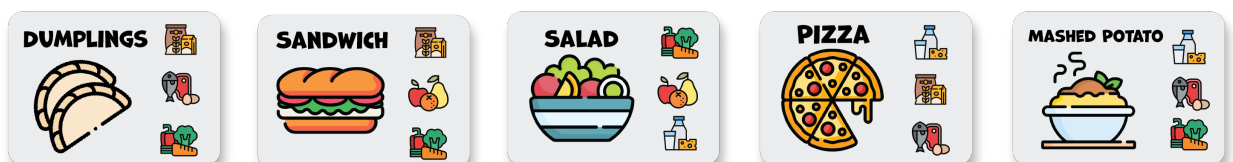


Next are the **Food cards**. Each one is unique and displays what 3 ingredients are needed to obtain the card. Below are all 15 food cards for each round.

## ROUND 1: BREAKFAST



## ROUND 2: LUNCH



## ROUND 3: DINNER



## Setting up the Game: Players & Their Roles

This game is designed for 3-5 players. To start the game, each player is given an Identity card, but players are NOT allowed to look at their Identity card. There are two possibilities for identity cards. One is the “Last Day on Earth” card, and the other is a “Guest” card. Based on the number of players, collect the required number and type of cards listed below, shuffle them, and lay them out face down.

- If there are 3 players, shuffle and lay down 4 Identity cards. 1 Identity card must be a “Last Day on Earth” card.
- If there are 4 players, shuffle and lay down 6 Identity cards. 2 Identity cards must be a “Last Day on Earth” card.
- If there are 5 players, shuffle and lay down 7 Identity cards. 2 Identity cards must be a “Last Day on Earth” card.

## IDENTITY CARDS



**X2**



**X5**

Each player will take one Identity card **without looking at it**. Then, players will reveal their Identity card to everyone else so that everyone **except themselves** will know their identity. Pay

special attention to who has a “Last Day on Earth” card. Due to the Identity card set-up of the game, the number of players who have a “Last Day on Earth” card can range from none to two.

### **The Food Cards**

Next, create a separate deck for each type of food card: Breakfast, Lunch, and Dinner. Then, each player will take one card from each deck so that they have 1 Breakfast, 1 Lunch, and 1 Dinner Card.

### **Round 1: Breakfast**

Each player will place their Breakfast card in front of them so that all players can see it. Then one player will deal out the Ingredient cards to each player faced down so that each player has a deck of Ingredient cards in front of them. Going around clockwise in a circle, when it is their turn, each player will reveal an Ingredient card and place it in front of their deck of Ingredient cards to form their own Discard Pile. Each turn, a player will reveal an Ingredient card and place it on top of the previous Ingredient card in the Discard Pile. While this happens, players should observe what ingredient is represented by the top card of each player’s Discard Pile. Once there are two cards that represent the same ingredient, the first player to shout out the ingredient can collect the two cards and use it to complete their Breakfast card. Once a player has 1 pair of cards for each ingredient, they can trade it in for their food card. Players will remove the food card from the middle and place it beside themselves. This card will be used to calculate points at the end of the three rounds. Once a player no longer has a food card in front of their discard pile, they can refer to the food card of the two closest players to the left and right of them who still have a food card and try to obtain that one. Once all the food cards have been obtained,

the round ends. If players run out of card to deal into their own discard pile, all the discard piles will be collected, shuffled, and dealt again.

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**Important note:**

While players are trying to collect food cards, they must ensure that they are also caring for those who have a “Last Day On Earth” card. If the player in last place for a round is the player with the “Last Day On Earth” card, no one will get any points for that round because no one was caring towards that player.

**How to Care for Someone with a “Last Day On Earth” Card**

Sometimes, you will notice that a player needs a specific ingredient to obtain a food card. While flipping cards into the Discard Pile, you may notice two cards with the same ingredient. However, instead of shouting the ingredient right away, you may want to remain quiet to give the player who has the “Last Day On Earth” card a chance to shout it first so they can get a food card. Remember, it is their last day on earth, so you will need to work collectively with the other “guests” to make sure they have a happy day and can get some food for each round/meal.

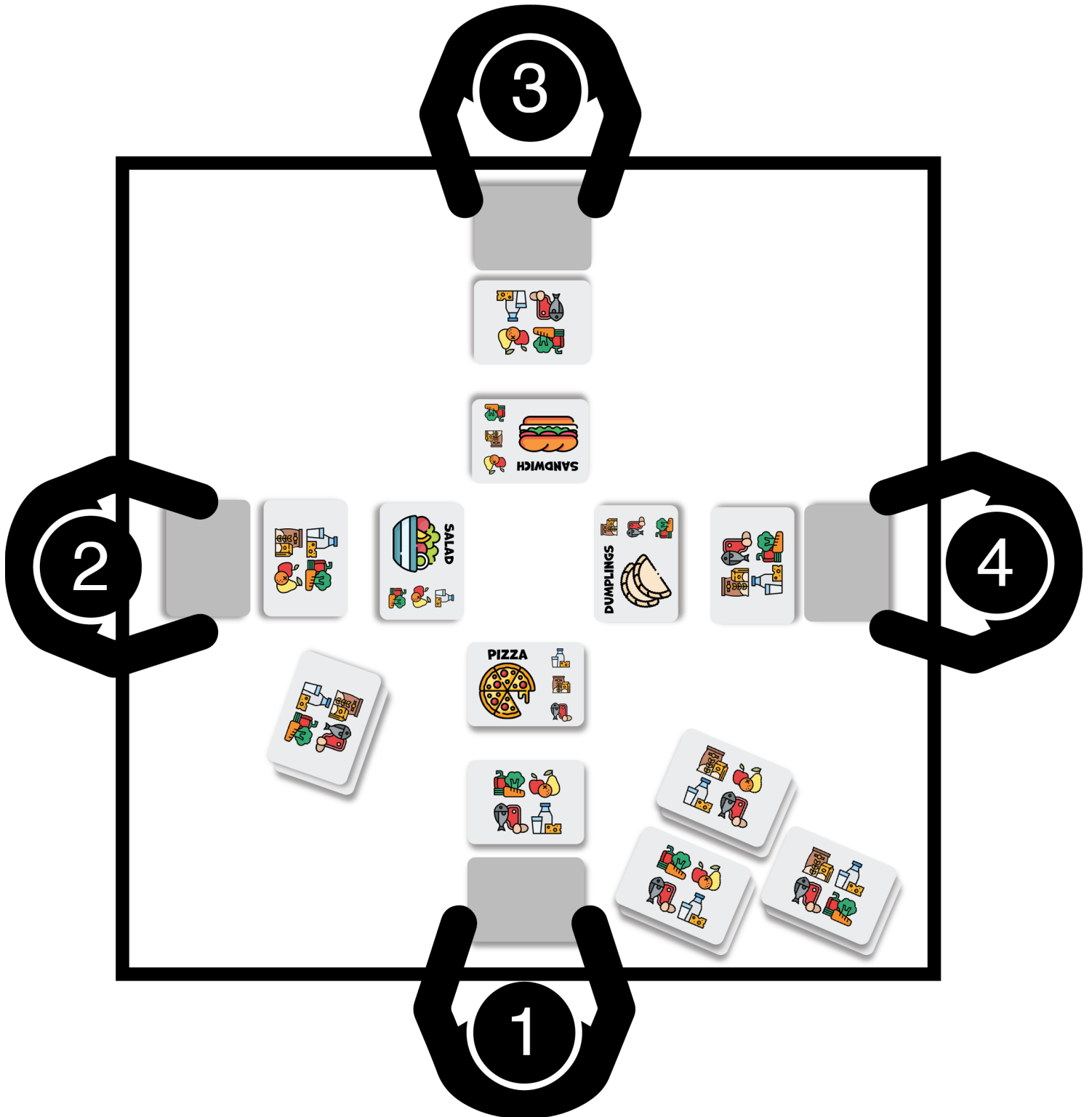
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**Round 2 and 3: Lunch and Dinner**

Rounds 2 and 3 will go through the same process as Round 1, except instead of starting with each player placing a Breakfast card in front of them, players will put a Lunch card in front of them for Round 2 and a Dinner card in front of them for Round 3.

## Example Set Up and Round

The image below shows what your set up of the game will look like. Notes about the example round are described below the image.





In the image above, Player 1 has received 3 pairs of Ingredient cards. These can be used to fulfil the Vegetable, Grains, and Fruits ingredients on a food card. In order to obtain the Pizza card in front of them, Player 1 needs to get 1 pair of Ingredient cards that represent Dairy and 1 pair that represents Protein. Although Player 1 has all the necessary ingredients to claim the Sandwich Food card in front of Player 3, Player 1 cannot do that because there is still a Pizza card in front of Player 1. Once Player 1 claims the Pizza card, Player 1 can then try to claim the Food cards in front of the player closest to the left and right of them (the Salad card in front of Player 2 and the Dumplings card in front of Player 3). Player 1 can only try to obtain the Sandwich card in front of Player 3 if there is no food card in front of Player 2 or 4.

### **Calculating Points**

After the dinner round, players count how many food cards they received in all three rounds. This is also when players are finally allowed to look at their Identity cards. Remember that if the player with the “Last Day on Earth” card has the least amount of food cards in a round, no one gets any points for that round. The player with the most points in total from all three rounds is the winner of the game. However, if you felt that you helped the player with the “Last Day on Earth” card throughout the game, consider yourself a winner as well!

## Works Cited

Liu, Yuxiu, et al. "Disclosure of Cancer Diagnosis in China: the Incidence, Patients' Situation, and Different Preferences Between Patients and Their Family Members and Related Influence Factors." *Cancer Management and Research*, vol. 10, 2018, pp. 2173-2181, <https://doi.org/10.2147/CMAR.S166437>. Accessed 16 Jan. 2022.

Icons on cards from "Freepik" and "iconixar" from [flaticon.com](https://www.flaticon.com)