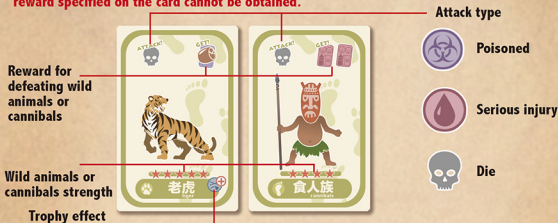


- ◆ There are 3 types of battle situations:

## ◎ Against wild animals and cannibals

◆ The strength of wild animals, cannibals and rescuers is denoted by the number of red ★ on the card. The power of weapons is denoted by the number of yellow ★ on the card. To defeat the opponent, the total attack power of weapons used must be greater than the strength of the enemy. **If the total number of yellow ★ and red ★ are equal, the enemy can only be chased away, and the reward specified on the card cannot be obtained.**



◆ If wild animals or cannibals cannot be defeated or chased away, the battling character shall be inflicted with a specified impairment or killed in accordance with the symbol on the card.

◆ A player who defeats a wild animal or enemy shall receive the reward specified on the card.

◆ The card of a defeated wild animal or cannibals can be kept as a trophy by the battling player (or in cases where another player or players assisted, all players involved are to debate who should receive the card). Trophy cards are to be placed in front of the player who obtained it. Wild animal trophies can be used when Natives arrive to meet rescue conditions and determine rescue priority.

◆ Trophies of snakes, tigers and bears can be used to heal the impairment specified on the card.

◆ Trophies of cannibals can be used as a trade item when the trade with natives card is drawn, and is not included in the 3-card trade limit.

## ◎ Against other players

◆ When players battle each other, both sides are to put forth weapon cards of their choosing. The player with the higher attack power (i.e. total number of ★) of wins the battle. Nothing happens in the event of a draw, but any used weapon cards must still be discarded.

◆ The winner of the battle can choose to kill the battling character of the losing player or steal a card from that player (any equipped item or held card).

◆ An impaired character who is attacked by another player may counterattack directly without needing to first cast the die to determine whether the character can take action for the turn (as required by normal impairment rules).

## © Against rescuers

- ◆ Defeating a rescuer provides the attacking player with rewards specified on the Rescue card and puts an end to that particular rescue attempt. A draw still chases away the rescuer and stops the rescue attempt, but the attacking player will not obtain any rewards.
- ◆ When a player attacks a rescuer, other players can assist the rescuer by putting forth weapon cards to add to the ★ value of the rescuer.
- ◆ The attack is thwarted and the rescue will proceed as scheduled if the ★ value of the rescuer plus the total ★ value of weapons put forth by assisting players exceeds the attack power of the attacking player.
- ◆ But if the ★ value of the rescuer plus the total ★ value of weapons put forth by assisting players is equal to or below the attack power of the attacking player, the rescuer will be defeated or chased away.
- ◆ No character (from either side) can die from an attack on a rescuer, regardless of whether the attack succeeds or fails.

## Trade

- ◆ Living on a remote island is not easy. Survivors must mutually cooperate to have a chance to survive. Accordingly, trade between players is a very important part of the game.

Players can trade with each other at any time throughout the course of the game, with no restrictions on trade partners or frequency. But players should do their best to avoid discussing trades during another player's turn as a matter of courtesy.

Apart from trading actual cards, players may also seek assistance through offering permission to use campfires or dictionaries, owing favors, or any other method they can think of. (Example: Player A turns over an Explore card and is attacked by a wild animal. As Player A does not have any weapons, he/she asks other players to help him defeat the wild animal by offering to give them the raw meat that is obtained from defeating the wild animal.)

## Rescue

- ◆ Prior to player turns on days 3, 6 and 9, a Rescue card is turned over to signal the arrival of a rescuer. The Rescue card will specify the number of rescue spots available as well as the rescue requirements, including gender and the supplies that must be handed over as payment.

Each rescuer leaves the following day before players take their next turn, so players basically have 1 day (1 round) to find ways to meet the relevant rescue requirements.

- ◆ The supplies required by the rescuer applies to each character. If a player wants 2 of their characters to be rescued, he/she must provide 2 portions of the required resources.
- ◆ If there are more characters who meet rescue requirements than there are rescue spots available, priority is to be determined by the quality and quantity of the supplies put forth by the characters. For instance, if the rescue requirement is 2 Water cards, priority is to be determined by the amount of water; if the rescue requirement is 2 weapon cards, priority is to be determined by the total attack power of the weapons. Players with even more can put forth additional supplies to improve their rescue priority. The better the quantity and quality of resources, the higher the priority.

◆ If the number of characters who meet rescue requirements exceeds the number of rescue spots available, and multiple characters have put forth the exact same quantity and quality of supplies, then unless a player or players back out or put forth more supplies by borrowing or trading with other players, then all of the characters who put forth the least amount of resources (regardless of how many there are) cannot be rescued.

For example, the rescuer is the Smuggler, who can rescue 3 characters at a price of 1 treasure card each. If 4 players seek rescue and each put forth 1 treasure card, but one of them puts forth a diamond (worth 3 points) while the other 3 each put forth a treasure worth 1 point, and if no one is willing to back out or put forth more treasures, then only the player who put forth the diamond can be rescued.

◆ When a character is rescued, the player who holds the character must turn the corresponding Character card face down to indicate that the character has been rescued. Points are to be tabulated at the end of the game.

◆ When a character is rescued, the player who holds the character can let the character take treasures with them. With the exception of the Housewife, each character may only take 1 treasure card with them.

The point value of treasures taken away are to be added to each player's point totals at the end of the game.

◆ **The points of characters rescued and the treasures taken with them are doubled when tabulating points at the end of the game (if the rescuer is the Ghost Ship, the point value of the Soul of the Deceased shall remain 3 points).**

◆ Using binoculars after a rescuer has arrived enables the player to turn over a new Rescue card to change the existing rescuer into a new one. However, the scheduled departure time does not change and the rescuer will still leave the next morning.

◆ A new Rescue card is to be turned over as soon as the rescue is coming Explore card is turned over by a player. The rescuer specified on the Rescue card will leave the next morning regardless of when the card is turned over.

If there is already a rescue scheduled for the next morning, both rescues shall proceed at the same time.

◆ Whether or not to be rescued is up to the player in question. If the rescuer is the Rescue Team, even if a player's characters have priority, he/she may choose to refuse rescue and give up their spot to other players.



## Campfire

◆ Fire is mankind's greatest discovery, and the campfire can be said to be one of the most crucial tools in the game. Campfires can turn raw meat obtained from defeated wild animals into roast meat and fresh fish into roast fish, as well as turn wooden sticks into torches, which not only increases attack power but can also be used at night to provide an additional action.

◆ A campfire can only be equipped in conjunction with a wooden stick or branches.

◆ Any player may at any time (day or night) add a wooden stick or branches to any equipped campfire.

There is no limit to the amount of wooden sticks or branches that can be added to an equipped campfire.

◆ If there are any equipped campfires on the playing surface, a firewood check must be conducted every morning as soon as the next Day card is turned over.

During the check, 1 wooden stick or branches card is to be removed from the campfire. A campfire is exhausted when it has no wooden stick card or branches cards remaining, and the campfire card must be immediately moved to the Supplies card discard pile. Firewood cannot be added afterward to make up for insufficiencies.

## Character deaths and the Soul of the Deceased

◆ Death is a part of everyday life on a remote island. The characters held by players may lose their lives from situations such as a lack of water or food, being killed, poisoned or seriously injured by wild animals or cannibals, or being attacked by other players. The Character card of a deceased player must be discarded.

◆ A player's actions per turn will decrease along with the death of their character(s), but the actions of their remaining character(s) may be increased through consuming food.

◆ A player obtains a Soul of the Deceased token whenever one of their characters die.

The Soul of the Deceased token is a wild card that can be used:

as a serving of water or food

-as a first aid kit to heal impairments

-to provide 1 additional action for a character

-as a weapon with 3★ attack power, but only for counterattacks when attacked by another player and not to initiate attacks.

◆ A Soul of the Deceased token can only be used once and must be immediately discarded upon use.

◆ The Soul of the Deceased token is usually placed with the soul image facing up. If a Ghost Ship arrives, players can turn over the Soul of the Deceased token so that the points image faces up. Points will be added to player totals at the end of the game. However, any Soul of the Deceased token that has been turned over for points cannot be used for another purpose.



## Other rules

### ◆When only 1 player remains:

If all characters of every player except one have been rescued or died, that remaining player still needs to continue playing the game until all of their characters are rescued or die, or until the end of the 10th day.

### ◆The Girl's special ability:

Any player who holds the character of the Girl cannot be attacked by other players, but can still be subject to counterattacks if attacking another player.

### ◆The Model's special ability:

The character of the Model can consume water as a substitute for food, so if a player who holds the Model has less than 3 characters remaining on his/her team, water can also be used to increase the Model's number of actions.

## Card explanations

Cards with icons and symbols that may not be easily understood are explained below:

### ◎Supplies cards



**Campfire:** Equippable item that can turn all sizes of raw meat into roast meat, fresh fish into roast fish, and wooden sticks into torches. Can be shared with other players.



**Pliers:** Can destroy 1 item equipped by another player.



**Parasol:** Item that can block the burning sun or protect a player's campfire from being extinguished by heavy rain.



**First aid kit:** Can heal 1 character from poison, sickness or serious injury, but only 1 form of impairment at a time.



**Fishing net:** Item that can net an extra fresh fish card when using a fishing card or the special ability of the Fisherman.



**Trap:** Item with 1 ★ attack power against wild animals. Can only be used against wild animals encountered by the player with the card and cannot be used to assist other players.



**Fruit dictionary:** Item that prevents characters from getting sick when consuming fruit. Can be shared with other players.



**Plant dictionary:** Item that prevents characters from getting poisoned when consuming plants. Can be shared with other players.

## ◎Special Supplies cards



**Torch:** Attack power of 2 ★. A wooden stick can become a torch when applied to a campfire. When used at night, a torch can provide 1 character with 1 additional action, but each player may only use 1 torch per night.

## ◎Explore cards



**Burning sun:** All players lose 1 Water card (irrespective of water volume; energy drink is OK too). A player with no Water cards shall lose 1 character.



**Heavy rain:** All players gain 1 Water card, but all equipped campfires are extinguished.



**Tornado:** All players lose 1 held card. All equipped campfires are extinguished and all parasols are blown away.



**Geothermal steam:** Turns a player's raw meat and fresh fish into roast meat and roast fish.



**Trade with natives:** Players can discard up to 3 held cards in exchange for the same number of new cards from the Supplies card pile.

Trophies of cannibals can be used to exchange an additional Supplies card.



**Putrid:** Player loses all fresh fish and raw meat cards held.

## ◎ Rescue cards



**Fisher boat:**

Rescue quota: 3 males

Minimum rescue price: 1 fresh fish card

Priority determination: Number of fresh fish.

Reward for defeating: 2 fresh fish cards



**Explorer's yacht:**

Rescue quota: 2 people

Minimum rescue requirement: 2 Water cards

Priority determination: Total water volume

Reward for defeating: 2 Supplies cards



**Refugee ship:**

Rescue quota: 4 people

Minimum rescue requirement: 2 food cards

Priority determination: Total food servings

Reward for defeating: 1 Supplies card



**Smuggler:**

Rescue quota: 3 people

Minimum rescue requirement: 1 treasure card

Priority determination: Total points of treasure(s)

Reward for defeating: 3 Supplies cards



**Natives:**

Rescue quota: 2 people

Minimum rescue requirement: Wild animal trophy

Priority determination: Total strength of wild animal trophies.

Reward for defeating: 1 huge raw meat



**Spoiled rich kid's yacht:**

Rescue quota: 3 females

Minimum rescue requirement: Being female.

Priority determination: Number inside love heart on character card (the higher the number, the higher the priority).

Reward for defeating: 2 Water cards



**Pirate:**

Rescue quota: 2 people

Minimum rescue requirement: 1 weapon card

Priority determination: Total attack power of weapon(s)

Reward for defeating: 3 Supplies cards



**UFO:**

Rescue quota: Unlimited

Rescue requirement: Golden statue + 1 metal pedestal or ancient disk

Reward for defeating: Beam gun



**Devil**

The Devil rescues those who kill a character of another player during the period of his stay on the island. The characters of players who provide assistance during a battle cannot be rescued; only the character who initiates the battle can be rescued. Can you defeat the Devil? Mere humans better not even think about it!



**Ghost ship:**

Immediate rescue, no overnight stopover

Rescue quota: Unlimited

Rescue requirement: Soul of the Deceased (each rescued soul is worth 3 points); no living characters can be rescued.



**Rescue team:**

Immediate rescue, no overnight stopover

Rescue quota: 3 people (each player to choose 1 character)

Priority determination: The order of rescue priority is to be decided as follows:

- I. Impaired characters: serious injury>poisoned>sickness.
- II. Children>Elderly>Women>Men.
- III. Characters of players with less total points at the time of rescue.
- IV. Characters of players with less held cards.

**I AM SURVIVOR !**

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## Character Special abilities or detrimental traits



**career soldier**  
 △ attack against other players + ★



**lone wolf**  
 ▽ other characters on team cannot take the same action in same turn  
 △ may take action twice if only character left on team



**butcher**  
 △ extra serving of raw meat for each defeated wild animal.



**survival expert**  
 △ may swap first-drawn Explore card for next card in pile.



**boy**  
 △ may consume others' extra servings of water or food without permission.



**politician**  
 △ receives top priority if basic rescue requirements are met



**fisherman**  
 △ may roll die to catch fish when taking action gains 1 fresh fish if 1-3 is rolled



**revolutionary**  
 △ may die in place of another character  
 △ gains 2 Soul of the Deceased tokens if dies



**Hokkaido sushi chef**  
 △ all characters on team cannot fall sick from fresh fish  
 ▽ falls sick from burning sun.



**wild child**  
 △ may consume raw meat  
 ▽ loses water collector or mousetrap if 6 is rolled



**yakuza**  
 △ may take 3 cards for successful attack of another player  
 ▽ takes all equipped items if rescued



**hunter**

△attack against wild animals + ★



**girl**

▽cannot use weapons

△all characters on team cannot be attacked by other players



**nurse**

△may discard 2 cards to heal impairment of any character



**marathon runner**

△ may immediately escape wild animals



**model**

△may consume water in place of food



**old lady**

△may use campfires of other players without permission



**housewife**

△may take 3 treasures if rescued



**vegetarian**

△rolls to determine loss of action from sickness changed to 5-6

△only dies from poison if 6 is rolled

▽ cannot consume meat, fish or cans



**botanist**

△cannot fall sick or be poisoned from consuming plants or fruit



**rich daughter**

▽cannot explore

△may roll die and discard 1 card when taking action

gains 1 Supplies card if 1-4 is rolled

gains nothing if 5-6 is rolled



**sickly inventor**

△successful rolls for water collector or mousetrap changed to 1-4

▽rolls to determine loss of action from sickness changed to 3-6

▽rolls to determine death from poison changed to 4-6

I AM  
SURVIVOR

