



**I AM
SURVIVOR**

English version rulebook



I AM SURVIVOR

我要活下去!

Players : 4~5 / Age : 12+ / Playing time: Approx. 60 mins

STORY

A luxury cruise liner renowned for its safety record has sunk. After drifting on the open seas for 3 days and 3 nights, the lucky (or perhaps unlucky) survivors reach a mysterious remote island. The survivors must explore this dangerous island full of hidden perils and wild animals to gather survival resources such as food and water as they await rescue. Their time cannot be spent too leisurely either, because the massive volcano on the island is starting to rumble...

Summary

Characters must consume water and food each day to sustain life. Players must utilize the daytime to collect various supplies or trade with other players to ensure the survival of their characters and fight for the limited rescue spots available. Points are earned for each rescued character, and the player with the highest number of points at the conclusion of the game is declared the winner.

Contents

- ◆ Character cards x 22
- ◆ Day cards x 10
- ◆ Rescue cards x 11
- ◆ Explore cards x 51
- ◆ Supplies cards x 53
- ◆ Special Supplies cards x 51
- ◆ Water cards x 28
- ◆ Forage cards x 28
- ◆ Impairment tokens x 21
(poisoned x 7, sickness x 7, serious injury x 7)
- ◆ Soul of the Deceased tokens x 12
- ◆ Starter token x 1
- ◆ Die x 1 (for determining outcomes)

Pre-game preparations

◆ Each player is dealt 3 Character cards face down, which they will turn over and place in front of them. Each player then decides the order of action for their own characters and arranges their Character cards from right to left accordingly.

(When there are 5 players, each player is dealt 4 Character cards, from which 3 will be chosen and 1 discarded. When there are 4 players, each player is dealt 5 Character cards, from which 3 will be chosen and 2 discarded.)

◆ Each player receives **1 can Supplies card, 1 Water card, and 3 random Supplies cards.**



◆ Day cards are arranged in order and placed in a pile face up where they can be seen clearly by all players. Explore cards, Supplies cards, Forage cards and Rescue cards are each shuffled and placed in separate piles next to the Day card pile, with enough space for each type of card to form its own discard pile.

◆ First remove the water pollution card from the Water cards pile, then randomly take out 15 Water cards, shuffle them, and place them face up in a pile next to the Explore cards to create the game's first water source. The remaining Water cards form a separate Water card pile, from which Water cards are drawn to create new water sources discovered through exploration.

◆ Special Supplies cards are placed face up and on standby to the side.
 (For the sake of convenience, it is best to first separate the cards for the three sizes of raw meat and fresh meat, as well as fresh fish, roast fish, and torch.)

◆ Select the starting player and place the Starter token in front of him/her.



Card placements only need to ensure sufficient space for each type of card and do not need follow the above instructions precisely.

Explore cards, Forge cards and Supplies cards each need to have their own discard pile. As each water source is independent, there must be sufficient space on the playing surface for newly discovered water sources.

Game play

Game play has a maximum of 10 days (10 rounds), split into day and night. The order of progress switches in turn between daynightdaynight, and so forth. In each round, the day is for each player's characters to take action, while the night is for checking equipped items, updating the remaining time of impairments, and various other miscellaneous tasks, as well as handing over the survival supplies consumed for that particular day.



Firewood check

If there is an equipped campfire, confirm whether there is sufficient firewood (logs or branches) to keep the fire burning. If not, the campfire must be removed immediately. More firewood cannot be added at this time.

Playing order change

The player with the Starter token hands it over to the next player in the rotation, and the next Day card is moved to the top of the pile (except on the first day).

Rescuers

On days 3, 6 and 9, a Rescue card is turned over prior to the commencement of player action. On days 4, 7 and 10, the Rescue card turned over on the preceding day is discarded after characters are rescued.

Begin playing round

Start from the player with the Starter token and follow a clockwise direction until each player has had their turn for the round.



Use torches

Lighting a torch enables a player to take 1 action with 1 of their characters during the night. Players who want to light a torch must use (and discard) a torch card at this time before taking action.

Check equipped items

Players equipped with mousetraps and water collectors shall each cast the die in turn to determine whether they have acquired supplies.

Consume supplies

Use up the survival supplies required for that day. Each living character requires one serving of resources. Players with insufficient supplies lose the character(s) that don't have enough resources to survive.

Held cards and discard piles

- ◆ There is no upper limit for the number of cards that can be held by each player.
- ◆ Explore cards, Forage cards and Supplies cards each have separate discard piles, with each used card placed in their own respective discard pile. When all cards of the same type have been used, the cards in the corresponding discard pile are to be reshuffled to form a new pile that can be used again.
- ◆ Water cards and Special Supplies cards do not have discard piles. Used Water cards and Special Supplies cards are placed directly back into their respective piles.

Player turns

- ◆ A player may take action with their characters during their turn. A player's turn ends after all their characters have taken action, and the game then moves onto the next player.
- ◆ Each player's characters must take action in accordance with the order their Character cards are arranged, from right to left. A player may only rearrange the order of their Character cards during another player's turn, but cannot do so during their own turn.
- ◆ The number of turns available to a player reduces as their characters are rescued or die.
- ◆ Equipping cards, trading with other players, rescuing or assisting other players, and using campfires are not regarded as actions and may be performed any number of times at any time throughout the game.
- ◆ When a player has less than 3 characters remaining, any of that player's characters may take action more than once during the day by consuming food immediately after taking his/her initial action. One serving of food provides one additional action, but any player in this situation may only take a maximum of 3 character actions in total per turn. (If the size of the food consumed by a character contains more than one serving, the remaining servings are forfeited.)
- ◆ During a player's turn, each of his/her characters may take 1 of the following actions (unless additional actions are provided by consuming food in the situation specified above):
 - 1. Fetch water :**
Take a Water card from any water source pile.
 - 2. Forage :**
Take a Forage card from the Forage card pile.
 - 3. Explore :**
Take an Explore card from the Explore card pile.
 - 4. Use character ability :**
Utilize the special abilities of certain characters, such as the Fisherman or Rich Daughter.
 - 5. Use cards :**
Use first aid kit, pliers or binoculars cards.
 - 6. Attack :**
Use weapon cards to attack other characters or rescuers.

Card types

◆ **Water cards** : the most basic requirement for human survival, obtainable primarily from water sources.



◆ **Explore cards**: Venture deep into the island for the opportunity to discover various supplies and even new water sources. But delicious fruits are often fraught with unexpected dangers... Players cannot hold Explore cards and must follow the instructions on the card as soon as it is turned over.



◆ **Forage cards**: Forage the edges of the island for unreliable foods such as fruits and plants, as well as firewood. Foraging is much safer than exploring.



◆ **Supplies cards**: Various equipment, drinks, foods, and treasures. Supplies can usually only be discovered through exploration.



◆ **Special Supplies cards**: Take the specified card upon situations such as defeating wild animals, fishing, cooking meat, etc.



◆ **Rescue cards**: Rescuers will appear to save players' characters on designated days, but the number of people that can be rescued is limited and some form of payment from the player is usually required.



◆ **Character cards:** The characters used by players. Each character has different abilities and characteristics, but some characters may have traits that are detrimental to survival.



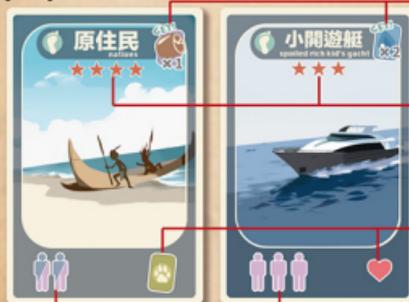
Gender

Points earned when rescued

Charm power to determine rescue priority for "Spoiled rich kid's yacht" (female characters only)

Special abilities or detrimental traits

◆ **Rescue cards:** Rescuers will appear to save players' characters on designated days, but the number of people that can be rescued is limited and some form of payment from the player is usually required.



Reward for defeating rescuer

Rescuer strength

Rescue requirements

Maximum rescue spots and gender

Card icons



Male Either gender Female



Food: Card may be used as food by characters. The top of the card indicates the number of characters the food can feed.



Drink: Card may be used as drink by characters. The top of the card indicates the number of characters the drink can hydrate.



Equippable item: Card is equipped when placed face up in front of a player. An equippable item is only effective when equipped.



Weapon: Card may be used when battling wild animals or enemies, or when attacking other players. Multiple weapons may be used when attacking for cumulative effect. Weapons are consumables which must be immediately discarded upon use.



Treasure: A character may take a treasure card when he/she is rescued. The points indicated on the card are added to a player's total at the end of the game.



Wild animal: Most wild animals will attack characters. Different wild animals inflict different degrees of damage. A character gains raw meat by defeating a wild animal.



Human: Cannibals, characters and rescuers are categorized as humans. Card cannot be used to add to boost attack during battles against wild animals.



All players: The effects of the card apply to all players.



Sharable: Can be shared any number of times with other players as long as the holder of the card is willing. Of course, the holder can also take the opportunity to ask for something in return.



Discard: Put the card in the discard pile as instructed by the card.



Campfire effect: Can be turned into another card by using an equipped campfire. The icon on the geothermal steam card means the card has the same effect as a campfire.



Night: Takes effect at night.



Icon symbol: Refers to any card containing the icon indicated.



Card symbol: Refers to the specific card indicated.



Water



Water source



Supplies card



Any card

End of game

◆ The game ends after the 10th day when the final rescuer has departed, or when there are no surviving characters left in the game. Each player is to add up the points of their rescued characters and treasures. The player with the highest number of points overall is declared the winner.

◆ **The points of characters rescued and treasures taken on the 10th day are doubled.**

Water sources and Water cards

◆ Water cards are split into different water source piles, plus a separate Water card pile. A player fetches water by taking a Water card from a water source pile.

◆ Once all water source piles have been exhausted, water cannot be fetched until a new water source is discovered.

◆ New water sources can only be discovered through exploration.

◆ Each water source is a separate card pile. Apart from the game's initial water source, any water source could contain a water pollution card. If a player draws a water pollution card, the entire water source from which the card is drawn must be discarded and returned directly to the Water card pile.

◆ Players are to take directly from the Water card pile when water is obtained from light rain, heavy rain or a water collector. If a player draws a water pollution card at this time, he/she is to return the card to the pile and take a new card.

◆ Used or discarded Water cards are to be placed directly back into the Water card pile.

Food and water

◆ Every night, each player must consume the supplies specified on the Day card for that day (water or food); each character held by a player requires one serving. Any character who does not receive the serving of water or food required for that night dies.

◆ Water and food come in different sizes and contain different servings. Larger portions of water and food offer more servings and can sustain more characters, but servings that are not consumed are forfeited and cannot be kept or exchanged for smaller portions.

For instance, a player only has 2 characters remaining. At night, the player uses a 3L Water card. This card will be consumed in full and the player cannot take back a 1L Water card. Of course, players can also kindly share extra servings of their larger-sized food or water with the characters of other players.

◆ The character of the Boy possesses a special ability that enables him to consume the extra servings of larger-sized food or water used by other players without having to seek permission. The Boy has super quick hands, so even if a player intends to share his/her extra servings of food or water with another player, the Boy will still get to it first.

Impairment

◆ Throughout the course of the game, a player's characters may become impaired due to attacks by wild animals or food poisoning. When a player's character is impaired, the player must place the corresponding Impairment token on the relevant Character card.



Sickness: Cast the die before each action of the afflicted character.
Roll 4-6 and the character cannot take action for the turn.



Poisoned: Cast the die before each action of the afflicted character.
Roll 5-6 and the character dies.



Serious injury: Cast the die before each action of the afflicted character.
Roll 3-4 and the character cannot take action for the turn. Roll 5-6 and the character dies.



Impairment heal: A card with an impairment symbol featuring this marking can be used to heal that particular impairment.



Impairment immunity: A card with an impairment symbol featuring this marking provides immunity from that particular impairment.

◆ All 3 impairments can be healed by using a first aid kit or through the special ability of the Nurse.

◆ Some wild animal trophies gained from successful battles can be used to heal an impairment:

Bear: Heals 1 serious injury

Tiger: Heals 1 sickness

Snake: Heals 1 poisoned

Battle

◆ Battles take place when a player runs into wild animals during exploration, tries to take supplies held by other players, or attack rescuers because their characters don't meet the rescue requirements.

◆ Battles require weapons. Players may use one or more weapon cards per battle, **but any used weapon card must be immediately discarded.**

◆ **All players can seek assistance from other players during a battle**, regardless of how the battle is initiated. Assisting players can use any number of weapon cards to increase the attack power of the battling player.

Assisting players do not use up their turn but any weapon cards they use must be discarded, so they can also ask for something in return for assisting the battling player.

◆ The Huntress, the Career Soldier, and traps can inflict direct damage on wild animals or enemies. In addition to being able to add to the attack power of weapons, the Huntress and traps can also directly chase away or defeat weaker wild animals without the need of a weapon.