

Please read all of these instructions.

Your life may depend upon it!



SURVIVES

SET UP

Each player chooses a character card – these can be chosen or shuffled and dealt to each player.

Character cards set out each player's starting location.

Deal 7 cards to each player from the deck. A player may never end a turn with more than 7 cards in their hand.

The remaining cards should be placed on a surface and will form the draw deck.

STARTING THE GAME

All players place their character card face up in front of them, this shows your starting location. Locate and place the matching move character location card (green card) beside this face up so everyone can see each other's location.

To start a player's turn, draw a card from the draw deck or pick up the top card from the discard pile (see "Picking Up from the Discard Pile") before choosing to play or discard a card from your hand.

PICKING UP FROM THE DISCARD PILE

As suggested above, at the beginning of your turn rather than draw a card from the draw pile you may pick up the top card from the discard pile, unless this is a special card. Special cards cannot be picked up from the discard pile.

If you are playing with only 2 players (or only 2 remain) you cannot pick up a card you have previously played. When no more cards are left in the draw pile, shuffle the discard pile and turn this over to create a new draw pile.

Once a card has been picked up, this will prompt one of several actions:

MOVE YOUR CHARACTER'S LOCATION

If you play a move character's location card, place the new location beside your character card and put your 'old' location (including if this is your starting location card) in the discard pile. Everyone should be able to see where you are.

SEND THE KILLER TO A LOCATION

Use a move the killer card by placing it directly in the discard pile. The killer then arrives in that location. If one player is in that location (this includes the player who has played the move the killer card) they are attacked. (See "If You are Attacked").

If there is more than 1 player in the location, the player who moved the killer decides which player will be attacked. If there are no players in the location, no further action takes place. The killer does not remain in that location at the end of the turn and once again disappears into the shadows.

PLAYING A SPECIAL CARD

There are several special cards within the game that have certain effects. These are:

Resupply – You have stumbled upon a stash of useful items. Play this card and refill your hand back up to 7 cards.

Paranoia – Fear takes over all players and they start running in all directions. All players move location, passing their current location card to their left.

Frenzy – The killer loses all control, attacking all players in one location. Choose the location to attack and all players in the location must defend, run or die (in play order).

Jump Scare – Without warning, the killer lunges from the shadows attacking an unsuspecting character. Play this card, choose the location and attack one player.

Sacrifice – When two or more players share a location and the killer attacks you, play this card to send another player to their immediate and unavoidable death. Sacrifice cannot be defended against and your unfortunate 'friend' always dies.

When a special card is played and placed in the discard pile it cannot be picked up by the next player, they may only draw a new card from the draw pile.

IF YOU ARE ATTACKED

When the killer attacks you, if you are to survive you must trust your instincts of fight or flight:

Fight - Playing a weapon card – you fight off the killer using skill and good fortune. Wounded, the killer fades back into the shadows to prepare their next attack.

Flight - Playing a move player location card – with your heart pounding in your chest you run! Don't look back.

End it – Collect the parts needed to make a Molotov Cocktail. Only if attacked can you use this fireball to strike back, killing the killer and winning the game.

When you play a card to defend yourself or run from the killer, you DO NOT pick up a replacement card, reducing the number of cards in your hand and making it increasingly difficult to stay alive or escape.

AN UNIMAGINABLE DEATH

If you cannot fight off the killer or run to a different location you become their next victim. You can now do one of two things with your remaining cards. Players should agree which option they will all use:

1. When you are killed, place any cards you had remaining in your hand at the bottom of the discard pile, including your last location card

OR

2. When you are killed, you drop your remaining items in your last location (To help make cards accessible place your last location card (face up) and your remaining cards (face down) close to the draw / discard piles).

Any player who is at or moves to that location can, at their turn, choose to draw a card from the draw deck or discarded pile as normal OR may swap a card from their hand with a card from the dropped cards. If this option is chosen, you must complete the action and swap a card from your hand and the dropped cards, you cannot choose to retain all of your original cards if you do not find a 'useful' card.

This action can only be performed once by a player unless they move out of that location and then back to it.

ESCAPING THE ISLAND

You can survive by collecting the items necessary to escape the island in one of three ways:

Light a Signal Fire – High on the island's plateau you set a signal fire that is seen by a passing boat. They take you aboard and you quickly escape. Others? What others. You win the game.

Escape by Boat – An old dock holds the parts and tools required to repair the boat. Your fear drives

you to leave immediately. The others are probably dead already right?! You win the game.

Repair the Radio – A disused radio antenna and radio can be brought back to life, if you can find the parts. Radio for help and be airlifted from the island, in a helicopter with only one free seat. You win the game.

Each escape route requires to be used at a certain location. You must move to that location and remain there for one full turn before you can play the set of cards and make your escape.

OTHER WAYS OF WINNING THE GAME

Escaping the island is one way to win the game, there are however alternative ways to survive, namely:

Kill the Killer – If you have collected all the component parts to make a Molotov Cocktail, this can be used to stop the killer in their tracks. However, you can only use this if attacked!

Last One Standing – The final way to win the game is for all other players to have died at the hands of the killer.

At this point, a slow realisation enters your mind; if everyone else on the island is dead, and you are the only one to survive ... does that mean that you are the killer!?!)

CARD TYPES AND COLOURS

GREEN – Player location cards, move your character to the location on the card

RED – Move the killer to the location on the card

BLUE – Escape cards, collect all of the items in a set AND if stated move to the required location

BLACK – Kill the Killer cards, collect the items required to create a Molotov cocktail and keep this ready for when the killer attacks you

ORANGE – Weapon cards, used to fend off the killer if you are attacked.

RED/YELLOW – Sacrifice. If you are in the same location as another player when the killer attacks you, you can use a sacrifice card to send the other player to their immediate and unavoidable death.

BROWN – Resupply. You have found a stash of provisions / weapons, you can draw cards from the deck to bring your total hand back to 7.

PURPLE – Paranoia. In fear, players run to a new location. All players move to the location to their left – pass your location card to the player to your left.

PURPLE – Jumpscare. Choose any location for the killer to attack. If more than one player is at that location, choose which player to attack.

PURPLE – Frenzy. The killer attacks any location and ALL players there.

1 A High School boat trip goes gravely wrong when the engine dies and the vessel drifts onto the rocky shoreline of a seemingly deserted island. The boat is damaged in the collision and the group must search for a means to repair the craft or an alternative way to escape the island.

However, all is not as it seems as the island has one lone inhabitant, who has removed themselves from society to avoid the temptation of taking further lives of innocent victims. The disturbance has reignited a bloodlust and every soul who remains on the island is their next potential victim.

1 Survives is a fast-paced game of strategy and skill. It is every player for themselves as you try to find an alternative way to escape the island while evading and fending off the killer's attacks. Of course, sending the killer after one of your 'friends' might just increase your chances of success.

