OBJECT OF THE GAME

In Outlive, each player represents a Tribe that survived a recent nuclear holocaust. Your shelters protected your people from the worst of it, however they won’t do against the impending fall-out. Only six days remain before the arrival of Convoy and only the Tribe that has proven their worth will be able to join the organization. It’s a race against time to gather what you need and prove to Convoy that you belong. The survival of your Tribe depends on you successfully joining Convoy because it’s doubtful your shelters will protect you for more than a week.

To prove your worth, you’ll need to send scouts to the surface, gather Resources to repair your damaged Shelter, and food to feed your Survivors. You’ll also need to salvage and repair Equipment to help you in various tasks, protect yourself from the ubiquitous threat of radiation poisoning, and Overcome deadly Events that will put your Tribe in great peril. Everything you do has the potential of earning you Survival Points. The Tribe that accumulates the most Survival Points by the time Convoy arrives will escape this hellhole and ensure the survival of future generations of their people.

GAME CONCEPTS

Each player has a Shelter and 4 Heroes with different Strength values (represented by 4 Meeples inscribed with the values 3, 3, 4, and 5). A Hero with a Strength of 5 will be able to execute 5 Actions in a given turn, while a Hero with a Strength of 3 will only be able to perform 3 Actions.

- Each turn, players have to move their 4 Heroes on the board, one at a time, in an attempt to collect resources:
  - Supplies: Meat (🍎), Water (💧) and Canned Goods (缶) are used to feed your Survivors.
  - Materials: Wood (🪵), Metal ((power tool) ⚒️) and Microchips ( mạch ) are used to repair Equipment and improve your Shelter.
  - Munitions: They are used to hunt for food and for self-defense.

It is important to distinguish the terms “Supplies” and “Materials”. Each term has a very specific application (Supplies are eaten, Materials are used to build things).

Heroes can also search through City ruins in the hopes of finding Equipment to improve their chances of survival.

- Heroes on the game board always have two distinct states: Activated (standing), indicating that they’ve already done something, or Idle (laying down) meaning they have yet to act.

- A player’s Shelter has many different Rooms that can accommodate a certain number of Survivors and potentially provide bonuses.

- A Room will provide a bonus every turn as long as it is fully populated with Survivors. More powerful Rooms will cost more to maintain.

It is important to distinguish the terms “Supplies” and “Materials”. Each term has a very specific application (Supplies are eaten, Materials are used to build things).
1 MAIN BOARD
3 CONVOY BOARD
4 INDIVIDUAL SHELTER BOARDS
16 MEEPLES WITH DIFFERENT STRENGTHS (5' 4' 3' 3') 4 PER COLOR
4 RADIOACTIVITY TRACERS
40 EQUIPMENT TILES
20 SEARCH TILES
12 STANDARD ROOM TILES
39 ADVANCED ROOM TILES
12 EVENT CARDS
16 WILD GAME TILES
4 LEADER CARDS
4 ALGAE TOKENS
1 FIRST PLAYER TOKEN
100 SURVIVOR TOKENS
30 WOOD
30 METAL
30 MEAT
30 WATER
30 MICROCHIPS
30 CANNED GOODS
30 MUNITIONS
30 WATER
30 MEAT
30 CANNED GOODS
30 MUNITIONS
30 WILD GAME TILES
12 STANDARD ROOM TILES
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12 EVENT CARDS
16 WILD GAME TILES

1/ INDIVIDUAL PLAYER AREA

» Each player chooses a color and the corresponding Shelter.

» Place your Radioactivity Tracer on the "0" position of your Radioactivity Gauge.

» Place the 3 Standard Rooms (Unbuilt side face up) on the left three spaces of your Shelter (A).

» Each player draws 6 advanced Rooms and 2 Leader cards.

» Choose 4 Advanced Rooms from the 6 that you drew. Place the chosen rooms (Unbuilt side) on the center column of your Shelter (B). Discard the 2 remaining Rooms.

» Build one of the 7 Rooms of your Shelter for free by flipping it to itsBuilt side. Place 4 Survivor tokens on the available spaces of this room and/or in your Airlock (F). Remember, a Room’s bonus is only activated if all of the available spaces are occupied by a Survivor.

» Choose one of the two Leaders that you drew and discard the other. This Leader card will determine your starting positions (C), Resources (D), (broken) Equipment (E), and play order.

Your Leader will determine where you will place your Heroes at the beginning of the game. It’s up to you to decide which areas to play in each location. Players may place their Heroes on the board simultaneously or play one at a time according to turn order.

» Place your Heroes on the board, your starting Resources in the corresponding storage area (D) on your Shelter and any Equipment the Leader possesses (E) to the left of your Shelter. Starting Equipment is always considered broken and will need to be Repaired.

» The player with the oldest Leader takes the 1st Player token.

2/ THE CONVOY BOARD

» Randomly place 6 Event cards face down on the Convoy board, one for each of the 6 spaces (A).

3/ MAIN BOARD

» Place the Main Board (A) in the center of the table.

» Place the remaining Resources and Survivors to one side (B).

» Shuffle the Equipment tiles (C) and place them face down to one side of the board.

» Shuffle all the Wild Game tiles and form 3 stacks, tiles face up. Place a stack (D) in the Fairgrounds, the Forest (E) and the Mine (F). The number of tiles in each stack depends on the number of players: 6 tiles per stack for a 2-player game, 8 for a 3-player game and 10 for a 4-player game. Discard any remaining tiles and keep them out of sight from everyone.

» For each City (D), shuffle the corresponding Search tiles (10 per City) and place them in a stack, face down (C) and (E). Blackwood is the City to the left of the board while Silent Peak is the one to the right.

» Put the anti-Radiation Algae token in the Military Base (G).

Example: Carol has chosen to build the Standard Room that grants a bonus when resolving Events and places her 4 Survivors on the available spaces. She has also chosen “Silen Livrich” as her Leader. She then distributes her 4 Heroes, placing one each in the Forest, the Cargo Ship, the Mine, and Blackwood City, places 2 Canned Goods in her Supply Depot, and adds the Grappling Hook on the left side of her Shelter as a broken piece of Equipment.
### HOW TO PLAY

#### 17: BEGINNING OF THE DAY

- Flip the corresponding Event card on the Convey Board for this turn and apply its effect.

#### 1/ DAWN: REPLENISH THE MAIN BOARD

At the beginning of each turn, players need to replenish the Resources at each Location. Use tokens from the general stock to bring the total number of Resources at each Location up to the amount indicated depending on the number of players, e.g., in a 3-player game, make sure there are 9 Wood tokens at the Dam - no more, and no less. Cities (Search tiles and Equipment tiles) must be replenished as indicated below.

#### 2/ MOVEMENT

- A Hero can move up to 2 Locations a turn by following the green arrows that link Locations together.
- Heroes may end their movement in Locations where they may not stop.
- Heroes may move through Locations occupied by Heroes of the same color (Activated or Idle), but Heroes of the same color (Activated or Idle) cannot move on a given turn (e.g., Cargo Ship

### SCAVENGING

If an Event exists from play a previous turn, apply its effect(s) as well. Any event will remain in play and its effects are cumulative until a player removes the resource necessary to overcome it during the Night Phase.

### THE 5 MOVEMENT RULES

- **A Hero must move if it can and it must end its turn on a different Location than it started.**
- **A Hero can move up to 2 Locations a turn by following the green arrows that link Locations together.**
- **You may only have one Hero (Activated or Idle) of your color in a given Location.**
- **Heroes may move through Locations occupied by Heroes of the same color (Activated or Idle), but they may not stop.**
- **Heroes may end their movement in Locations where there are Heroes of a different color (Activated or Idle).**

#### Example:

Abraham (purple) decides he wants to scoop up some Munitions from the Dam. If he begins the turn already on the Dam, he cannot move to it. If he begins in front of the Dam (beige) he could move to the Dam, but Abraham must first move his Strength 3 Hero off the way. His second Strength 3 Hero is free and can apply Pressure on other Activated Heroes with an inferior Strength rating.

If a defending player does not or cannot spend Pressure Points, the attacking player will much one token equal to 2 Supply + 1 Material token (defender's choice) per Pressure Point scored. Applying Pressure only works against Activated Heroes.

#### Example:

Daryl (beige) wants to maintain Pressure on the Dam and says, "Hey y'all!" to Carol's Activated Strength 3 Hero (beige), but Abraham's Activated Strength 4 Hero (purple), and Carl's Idle Strength 3 Hero (black). Daryl will try to intimidate all of the activated Heroes possessing a lower Strength, i.e., everyone except Carol's Hero (black, who is laying down idle) (see Location Descriptions, p. 8).

If a player cannot give anything due to lack of Resources, nothing is turned over due to Pressure.

If the purple Hero (Strength 4) is only slightly weaker than Daryl's, so Abraham decides to keep his Munitions for an upcoming Hunt and suffers 1 Pressure Point. Abraham decides to give Daryl some Wood from his Shelter to portray pressure.

#### Example:

If there is at least one other Activated Hero

- **Before performing any actions, the arriving Hero will try to apply Pressure on other Activated Heroes with an inferior Strength to.**
- **Applying Pressure is free and does not count as an Action.**
- **The Pressure applied to such Activated Hero is equal to the difference in Strength between the two.**

**Example:** A Hero of Strength 5 has 2 Pressure Points when approaching a Hero of Strength 5. A Threatened Hero can expend Munitions to temporar- ly counter the Pressure for 1 Pressure Point per Pressure Point scored. For example, a Hero of Strength 3 could spend 2 Munition tokens to defend himself against the strong arm tactics of a Hero of Strength 5, bringing the Pressure down to 0. The same Hero could spend only 1 Munition token and suffer only 1 point of Pressure.

If a defending player does not or cannot spend Pressure Points, the attacking player will much one token equal to 2 Supply + 1 Material token (defender's choice) per Pressure Point scored.

#### Example:

Stance Points

**Overcome**

- **Players can only Scavenge on each deck as a Location turns. Each Location can be scavenged for 1 Munition per round.**

If a defending player does not or cannot spend Pressure Points, the attacking player will much one token equal to 2 Supply + 1 Material token (defender's choice) per Pressure Point scored. Applying Pressure only works against Activated Heroes.

#### Example:

Heroes that have put their turn cannot be targeted.

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**Main Board**

The Military Base is an ideal place to stock up on useful for them to Scavenge or Hunt.

Your Heroes will be visiting 4 different Locations every day.

Each day, Locations provide a limited number of Resources, Survivors, and / or Equipment for players to Scavenge. Some Locations also allow you to Hunt, however Wild Game inha-

**FOREST/ MINE/ FAIRGROUNDS:**

Each of these Locations will have a Wild Game stack.

There are 5 types of Wild Game, distinguished by their fur and endurance level (4, 5, 6, 7, or 8).

Only the tile on top of the Wild Game stack can be hunted by a Hero. Once it has been taken, the next tile becomes available for the next Hero.

To go on a Hunt, you must spend 1 Action Point per point of Endurance that the animal possesses (the red number).

You may reduce this value by 1 for every 5 Action Points you spend.

Example: Daryl goes out on a Hunt on the Fairgrounds. He spends 1 point of Action Points and replaces the tile to the 2nd Action Point level. On the 3rd level, 2 resources the player possesses.

- The leftmost value reflects the Strength that a Hero must possess to occupy the spot: 3, 4, or 5 (or 6 if the Grappling Hook).
- Take the indicated amount of canned Goods and place them in the Supply Depot of your Shelter.
- Each spot also provides a Survivor. Place it on a free space in either your Shelter or in one of your Built Rooms.

**DAM:**

Water may be gathered at the Dam. However, because the water is severely polluted, you will need to activate the filtration system, which is behind an electronically-locked door, by spending a Microchip token. This is a Free Action. You may then take a Water token for every Action Point you spend. A total of 5 Water tokens can be scavenged at the Dam in the Supply Depot of your Shelter. If you do not have any Microchip tokens or you do not wish to spend any, you may not gather Water. Example: Abraham has his Strength 3 Hero in the Dam Location and spends 1 Microchip token to access the area with the filtration system’s activation mechanism. He can then quarry 3 Water tokens by spending 3 Action Points.

You may only try to apply Pressure on an Action Point of the Hunter. You can only spend one Microchip token to gather Water. Players draw and discard Search tiles face up or that may be placed in the 1 Water, 1 Canned Goods, 1 Wood, 1 Microchip, 2 P Familie, 5 Cans Capsules, and 2 Empty Cans. The Search tile is discarded once the Resources have been gathered.

**CITIES: BLACKWOOD AND SILENT PEAK**

There are two check in that can be explored in Outline and each function in exactly the same way. Take a look around. You'll surely find something useful to salvage.

Example: Carl has his Strength 5 hero. He spends one Action Point to place a tile to the left of his Shelter. He then places the Canned Goods and 2 Survivors. He is the first player to place a tile on the shelter, so he takes the 1st Player tile. He places it in the tile in the following Phase. Daryl won't be able to place his Strength 3 tile in the Cargo Ship on the Cargo Ship, to the left of a free space in either your Shelter or in one of your Built Rooms (see Page 11, Build Rooms And Salves Equipment). Each spot can only ever have one activated Hero. You may take a tile from one of your Built Rooms.

Example: With his Strength 5 hero, Daryl spends an Action Point and places 1 of the 3 available Equipment tiles. He then spends 2 more Action Points and places 2 Search tiles. Daryl decides he needs more staff, so he spends an added Action Point to take a second Equipment card and a final Action Point to draw another Search tile. Daryl has spent 4 Action Points and placed 5 tiles.

**LOCATION DESCRIPTIONS**

Each day, Locations provide a limited number of Resources, Survivors, and / or Equipment for players to Scavenge. Some Locations also allow you to Hunt, however Wild Game inhahes clearly. After an attempt, any found Resources from the general reserve and add them to your Shelter.

**City of Westworld**

Cargo Ship tiles are always considered broken when they’re first found. Salvaged Equipment is always broken. Once Repaired, Equipment can be of great help in ensuring the survival of your Tribe. (see Appendix: Equipment, page 13).

1. By spending one Action Point, you may salvage one visible Equipment tile next to the City occupied by your Heroes. Place this tile to the left of your Shelter. Salvaged Equipment is always broken. Once Repaired, Equipment can be of great help in ensuring the survival of your Tribe. (see Appendix: Equipment, page 13).

2. Heroes may also spend Action Points to draw Search Tiles. For every Action Point spent, you may draw one Search Tile and automatically add whatever Resource was found to your Shelter. You may look at a shown tile before deciding to spend any more Action Points searching. Both Cities have exactly the same distribution of Search tiles: 1 Water, 1 Canned Goods, 3 Wood, 1 Medal, 1 Microchip, 2 F Familie, 1 Cans Capsules, and 2 Empty Cans. The Search tile is discarded once the Resources have been gathered.

**CARGO SHIP:**

The Cargo Ship is absolutely littered with useful pieces for players to Scavenge. Some Locations also allow you to Hunt, however Wild Game inhahes clearly. After an attempt, any found Resources from the general reserve and add them to your Shelter.

**SLENDER:**

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**MAIN BOARD**

The Military Base is an ideal place to stock up on Resources and to find Anti-Radiation Algae.

You may Scavenge 1 Resources token for every 1 Action Point spent. Scavenged Resources tiles are placed in your Shelter for safe-keeping, either during a Hunt or to defend yourself from intimidation attempts.

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**BUILDING MATERIAL**

Building Material may be scavenged at three Locations. Wood can be found in the Forest, Metal from the Mine, and Microchips from the Fairgrounds.

Each spot can only ever have one activated Hero. You may take a tile from one of your Built Rooms.

Example: Carl has his Strength 5 hero. He spends one Action Point to place a tile to the left of his Shelter. He then places the Canned Goods and 2 Survivors. He is the first player to place a tile on the shelter, so he takes the 1st Player tile. He places it in the tile in the following Phase. Daryl won’t be able to place his Strength 3 tile in the Cargo Ship on the Cargo Ship, to the left of a free space in either your Shelter or in one of your Built Rooms (see Page 11, Build Rooms And Salves Equipment). Each spot can only ever have one activated Hero. You may take a tile from one of your Built Rooms.
The Events have been Overcome. This goes on until each player has passed or until all players have survived. At the end of the game, each Event will score Survival Points depending on the value indicated by their Room.

To recruit new Survivors, each player may try to Overcome the following Events:

- **PHASE 3: NIGHT**

  - **1/ OVERCOME EVENTS**
    - **3/ Manage Radioactivity**
      - Each player must now check to see if he has enough Survivors in his Shelter to prevent the Radioactivity Gauge from generating his Shelter's death. If he doesn't, he must remove his Radioactivity Gauge two spaces (3 Radioactivity – 1 Survivor in his Airlock = 2 squares).

  - **4/ Recruit new Survivors**
    - Each player may now recruit new Survivors. To recruit new Survivors, players must have enough space in their Airlock. They must also have enough Survivors in their Shelter, he remains there for the rest of the game. You’ll also earn 1 Survival Point at the end of the game.

  - **5/ BUILD ROOMS AND GAIN ABILITIES**
    - **Reminder:** A Room’s special ability may only ever be used one turn per turn.

  - **6/ REPAIR EQUIPMENT**
    - Whenever players add an Equipment tile to their Shelter, it is always in a broken state. Players need to spend Resources (and possibly someone to repair it) to repair Equipment and transform what they’ve salvaged into something usable.

  - **7/ SHELTER UPGRADE**
    - Post-apocalyptic Equipment allows players to improve their Shelters. As long as the rules are respected, a player can improve his Shelter any way he wishes as long as the rules are respected.

  - **Once a piece of Equipment is fixed, move it to the right side of your Shelter. It's special ability is now available to you for the rest of the game. You’ll also earn 1 Survival Point for each piece of Repaired Equipment.**

  - **Equipment tile also has a colored symbol on it.**
    - For the left or right Equipment, if you have more than one, turn it face-up. If you already have it face-up, turn it over and use it for the next turn. You may never recruit more Survivors than you have available space in your Airlock.

Example: Carl plays 1 Water token and 1 Canned Goods token after having fixed his Airlock in step 2. He decides to spend the remaining 1 Water token to recruit 2 new Survivors, placing them in his Airlock. He decides to use the other Water token to repair his Radioactivity Gauge.

Players must spend their Resources to Overcome Events if they want to.

Example: Carl has 2 Rooms that are occupied in his Shelter; one costing 2 Supply tokens and the other costing 1. Players need to recruit the necessary Survivors to Overcome the Event, and their inhabitants by following these 7 steps:

7/ Shelter Upgrade

- **设备**
  - **Example:** Daryl plays 1st but decides not to Overcome the ongoing Event (Wolves). After this, he picks up 1 Water from his Shelter, placing them in the general reserve. He then selects an Event card, placing them in the right-side slot of his Shelter. At the end of the game, he will score 5 Survival Points.

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Example: Carl has 2 Rooms that are occupied in his Shelter; one costing 2 Supply tokens and the other costing 1. Players need to recruit the necessary Survivors to Overcome the Event, and their inhabitants by following these 7 steps:

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Players must spend their Resources to Overcome Events if they want to.
A game of Outlive ends after the end of the 6th turn, i.e., at the end of the turn where the final Event tile was turned over on the Conway board.

Each player now scores Survival Points (SP) as follows:

- 1 SP for every Repaired piece of Equipment (on the right side of the Shelter).
- 1 SP for every Survivor in your Shelter.

In scoring purposes:

- + / - SP depending on the level of Radioactivity affecting your Shelter.

Add the SPs of every Event that you Overcame.

Example: Lily-Rose Wely has a score of 30 SPs:

- 15 Survivors in her Shelter = 15 SPs
- Overcame one 5-point Event = 5 SPs
- 6 Repaired Equipment (5 SPs) + 2 pairs of matching symbols (2 SPs) = 8 SPs
- 4 Fully populated, Built Rooms = 4 SPs
- A Radioactivity level of -2 to -3 SPs

Survival Points Summary:

<table>
<thead>
<tr>
<th>Full Populated Rooms</th>
<th>1</th>
<th>2</th>
<th>3</th>
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<th>6</th>
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<th>Survival Points</th>
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<td>35</td>
<td>42</td>
<td>49</td>
<td>7</td>
</tr>
</tbody>
</table>

Additional SPs for every matching pair of Equipment symbols.

- 1 additional SP for every matching pair of Equipment symbols.

1 SP for every Survivor in the player’s Shelter.

The player with the most Survival Points is the winner!

The collecting value of every Hero is reduced to 3.

The Sandstorm affects all of the Heroes on the board, reducing their Strength to 3. Every aspect of a Hero is affected by this Strength reduction: (available Action Points and placement on the Cargo Ship) with the exception of determining a Hero’s ability to apply and resist Pressure (i.e., a Strength-5 Hero’s Action Points is reduced to 3 when gathering Resources, however it remains at 5 when resolving the effects of Pressure).

The player with the most Survivors is the winner!

END OF THE GAME

An additional SP for every matching pair of Equipment symbols.

Additional SPs for every matching pair of Equipment symbols.

- 1 additional SP for every matching pair of Equipment symbols.

Return the Microchip tokens to the general reserve.

Return the Metal tokens to the general reserve.

Return the Wood tokens to the general reserve.

Determine the Winner

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The player with the most Survival Points is the winner!
### ROOMS

#### Cargo Ship: +2 Canned Goods
- **Gain 2 extra Canned Goods tokens if you successfully hunt Wild Game.**
- **This Room's special ability may only be activated once per turn.**

#### Military Base: +2 Microchips
- **Take 2 Microchips from the general reserve when visiting the Military Base.**
- **Use only once per turn.**

#### Cargo Ship: +1 Metal
- **1 Metal token to activate this bonus.**
- **Use only once per turn.**

#### Military Base: +2 Microchips
- **Take 2 Microchips from the general reserve when visiting the Military Base.**
- **Use only once per turn.**

#### Cargo Ship: +1 Microchip
- **Take 1 Microchip access when visiting the Cargo Ship.**
- **Use only once per turn.**

#### Cargo Ship: +1 Water
- **Take 1 Water token from the general reserve when visiting the Cargo Ship.**
- **Use only once per turn.**

#### Cargo Ship: +1 Canned Goods
- **Take 1 Canned Goods token when you visit the Cargo Ship.**
- **Use only once per turn.**

#### Cargo Ship: 2 Metal
- **2 Metal tokens from the general reserve when visiting the Cargo Ship.**
- **Use only once per turn.**

#### Cargo Ship: 1 Metal
- **1 Metal from the general reserve when visiting the Cargo Ship.**
- **Use only once per turn.**

### EQUIPMENT

#### Airlock: absorb +1 Radiation point
- **You may only use this Room once per turn.**

#### Purifier
- **Decrease by 2 the amount of Radiation suffered by an opponent, applying Pressure to them.**
- **Use only once per turn.**

#### Food Warmer
- **Gain 2 extra Canned Goods tokens.**
- **Gain 2 extra Meat tokens if you successfully hunt Wild Game.**
- **This Room's special ability may only be activated once per turn.**

#### Storage
- **Gain 2 extra Canned Goods tokens.**
- **Gain 2 extra Meat tokens if you successfully hunt Wild Game.**
- **This Room's special ability may only be activated once per turn.**

#### Repair Equipment: -2 Materials
- **This Room's special ability may only be activated once per turn.**

#### Cargo Ship: Repair Equipment: -1 Material
- **This Room's special ability may only be activated once per turn.**

### LEADER

#### JERRYCAN
- **When scavenging the Cargo Ship, you may look through 1 Search pile.**
- **Use only once per turn.**

#### SHOVEL
- **Hunting +1 Strength**
- **Add 1 to your Hero's Strength when hunting, use only once per turn.**

#### BASEBALL BAT
- **Hunting +4 Strength**
- **Add 4 to your Hero's Strength when hunting, use only once per turn.**

### JOURNEY

#### Cargo Ship: +1 Water
- **Take 1 Water from the general reserve when visiting the Cargo Ship.**
- **Use only once per turn.**

#### Cargo Ship: +1 Microchip
- **Take 1 Microchip access when visiting the Cargo Ship.**
- **Use only once per turn.**

#### Cargo Ship: +2 Microchips
- **Take 2 Microchips from the general reserve when visiting the Cargo Ship.**
- **Use only once per turn.**
**Rules Summary**

### How to Play

**Outlive lasts for 6 days (6 turns). Each game turn is split into 3 phases: Dawn, Day and Night.**

1. **The DAWN PHASE** to restock the main board before starting a new turn.
2. **The DAY PHASE** where players will collect Resources in the outside world.
3. **The NIGHT PHASE** where players will manage their Shelters: feed Survivors and recruit new ones, protect against Radioactivity and outside Events, repair Equipment and build new Rooms.

### Phase 1: Dawn

Replenish the board according to the number of players (see Page 6).

### Phase 2: Day

1. **Beginning the Turn**
   - Flip this turn’s Event card on the Convoy Board face up. Apply its effect and all effects from previous Events that haven’t been Overcome.

2. **Movement**
   - Starting with the first player, each player picks one of his Idle Heroes (lying down) on the board, places it in an upright position, and moves it 1 or 2 spaces away to a Location where there is no other Hero of the same color.

### Phase 3: Night

#### 1/ Overcome Events

Following the turn order, each player may Overcome Events (one at a time).
- To overcome an Event, a player must spend the Resources specified by the Event card.

#### 2/ Feed Survivors

**Reminder: “Supplies” includes Meat, Canned Goods and Water.**

Every player has to feed their Survivors by spending Supply tokens as follows:
- Each Room costs Supplies as soon as it contains at least 1 Survivor.
- 1 Water must be paid for every row of the Airlock containing at least 1 Survivor.
- For each missing Supply, players have to give up 1 Survivor from anywhere in their Shelter.

#### 3/ Manage Radioactivity

Every turn the intensity of the Radiation surrounding your Shelter increases (1/2/2/3/3) (see Convoy Board page 3).
- Each Survivor in the Airlock prevents 1 point of Radioactivity.
- The Radioactivity gauge goes up 1 square for each point of Radioactivity that is not countered by a Survivor.

#### 4/ Recruit New Survivors

- For every Supply token spent, a player adds 1 Survivor to his Airlock provided that there is enough space to accommodate them.

### Phase 4: Night

#### 5/ Build Rooms and Activate Abilities

**Reminder: Material refers to either Wood, Metal or Microchips.**
- During this step, you may move Survivors at any time from your Airlock to any Built Room.
- In order to build a Room, players must spend 3 Materials of their choice. Once paid, the Room is flipped to its “Built” side. This Room can now be occupied by Survivors from the Airlock in order to activate its ability.
- Abilities are available as soon as Rooms are fully populated by Survivors.

#### 6/ Repair Equipment

- To Repair Equipment, players must pay its repair cost in Materials, indicated in the top right corner of the tile.

#### 7/ Shelter Upkeep

Supplies quickly deteriorate in Outlive and cannot be kept for too long.
- Players discard all of their Meat tokens ( ). Canned Goods are kept as they are not perishable.
- Players discard all of their Water tokens ( ) except 2.
- Equipment tiles may be returned to the horizontal position.

The end of Step 7 is the end of the Night Phase. The turn is over and a new one can begin, starting with the Dawn phase. If this turn is the 6th, Convoy has arrived and the game has ended (cf. p. 12).

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### Credits

**Author’s Thanks:**

I’d like to thank Céline and Emmy for their patience, Benoît, Mathieu, Benjamin and Thimothee from La Boîte de Jeu for trusting me, Miguel Coimbra and Pauline Détraz, Jamie, Igor Polouchine and Origames, Anne-Cécile and Cédric Lefebvre, Ismaël Pomaz, Ukronium 1828, The CAL, Tric Trac and Ludovox. I also want to thank all the beta testers: Benj and Mylène, Dom and Flav, Sandie, Guillaume, Renaud, Fred, Manu and Benoît. I thank all of the backers for their trust and enthusiasm. I am very thankful to the creators of Tzol’kin, Simone Luciani and Daniele Tasconi, Outlive would have never existed without all of you!

**Publisher’s Thanks:**

We want to thank Greg for all his time and trust, Blackrock, our distributor and Paile édition for their unfailing support. This game wouldn’t be the same if it weren’t for Miguel’s beautiful art and Pauline’s help on the Collector’s Edition. We thank Alizée for patiently proofreading and translating the English version of the game. We also want to thank Cédric, Seb, Thibal, Aurélien, Romain and JB for their help on Fairs. We are also thankful to the people who do a lot for the board game industry, in the spotlight or behind the scenes, namely Mr. Guillaume, Mr. Jamie and Mr. Phal. We are very thankful to Olivier, Igor and Guillaume from Origames for their expertise and hard work. We really want to thank our beloved girlfriends, Anne, Amélie, Eva and Stéphanie for their patience and unwavering support (except for one of them but... shhh, it’s a secret).

We also want to thank all of the French retailers who played along and took part in this adventure by accepting to be pick-up points for French backers. Finally, we would really like to thank our 5771 backers who supported us on Kickstarter. They’re the main reason why you are now able to hold this game in your hands. Thank you from the bottom of our hearts!

Published by La Boîte de Jeu, 8 grande rue, 21310 Belleneuve France, [www.laboitedejeu.fr](http://www.laboitedejeu.fr), contact@laboitedejeu.fr

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