A GAME BY
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OUTLIVE

TODAY'S WORLD

2079: Nation states as we know them have been wiped out in a global conflict over the world's supply of clean drinking water. The world's population has been decimated. Only an estimated 30,000 souls survive. Four distinct Tribes eke out a brutal existence in the underground shelters of a blasted world. Their only hope for a better life is «Convoy», an organization that scours the earth in search of Survivors worthy of citizenship in their secret sub-aquatic colonies.
Only manpower, equipment, and survival skills matter in Today's World, and only one Tribe will earn the privilege of joining Convoy: the Tribe that has the most to offer.

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 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 (****)** are used to feed your Survivors.

- **Materials: Wood (****), Metal (****)** and **Microchips (****)** 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.

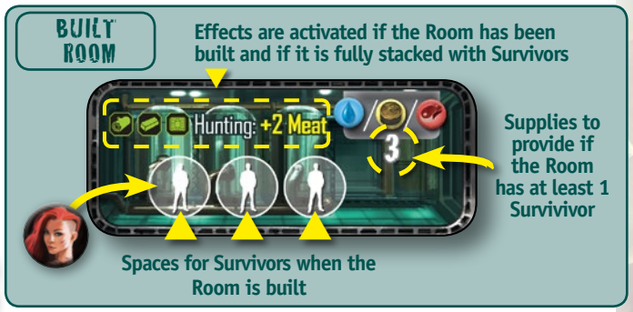


• A player's **Shelter** has many different **Rooms** that can



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.



• Players will also have to spend Supplies, Materials, and Munitions **to overcome harmful Events** that will occur during play.

GAME COMPONENTS

1 MAIN BOARD



1 CONVOY BOARD



4 INDIVIDUAL SHELTER BOARDS



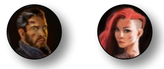
16 MEEPLES WITH DIFFERENT STRENGTHS (5, 4, 3, 3), 4 PER COLOR



4 RADIOACTIVITY TRACERS



100 SURVIVOR TOKENS



30 WOOD



30 METAL



30 MEAT



30 WATER



30 MICROCHIPS



30 CANNED GOODS



30 MUNITIONS



30 WILD GAME TILES



12 EVENT CARDS



10 LEADER CARDS



20 SEARCH TILES



40 EQUIPMENT TILES



12 STANDARD ROOM TILES

3 Standard Rooms (Unbuilt side)

(Built side)



38 ADVANCED ROOM TILES



Advanced Room (Unbuilt side)

Advanced Room (Built side)

1 ALGAE TOKEN



1 FIRST PLAYER TOKEN



INDIVIDUAL SHELTER

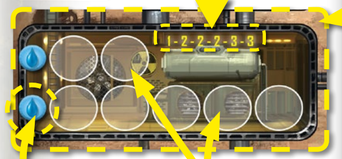
Supply Depot

Material Warehousing

Player's color

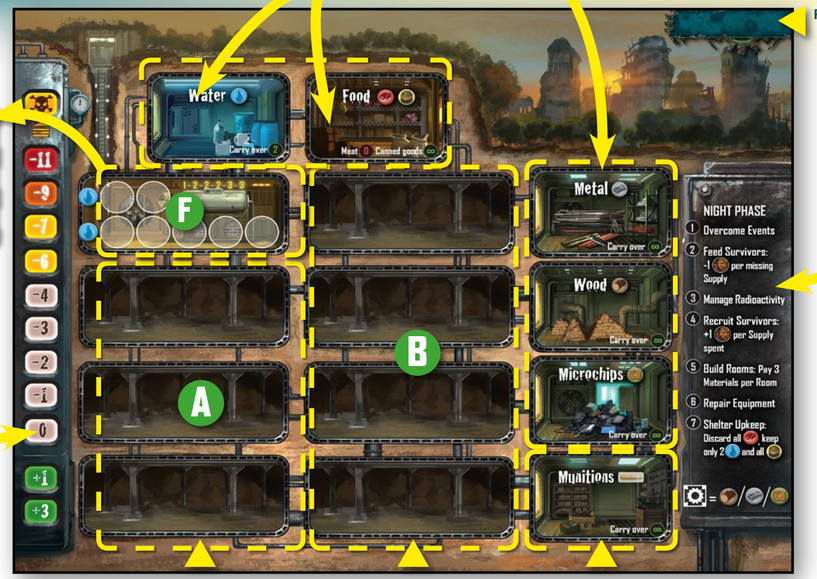
F AIRLOCK

Radioactivity levels for the game's 6 turns



Water cost for each row with at least 1 Survivor

Spaces for Survivors. Survivors in your Airlock reduce Radiation.



Night Phase summary

Radioactivity Gauge: Put your Tracer on position (0)

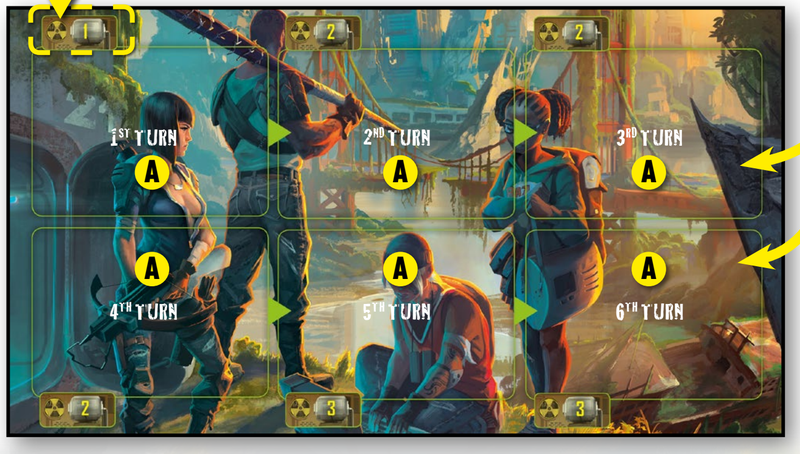
A : Spaces for Standard Rooms

B : Spaces for Advanced Rooms

Munition Warehousing

CONVOY BOARD

Level of radioactivity for the turn



A : Spaces for Event cards

GAME SET-UP

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).



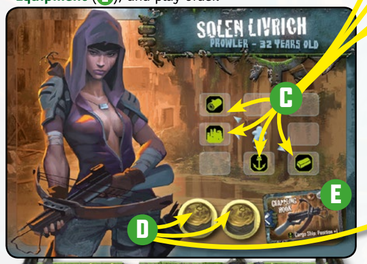


» Each player draws **6 advanced Rooms** and **2 Leader cards.**

» 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 its Built 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.



Keep your Hero card oriented in the same direction as the board, i.e., the top-right corner where her name is written should correspond to the Military Base on the board.

Your Leader will determine where you will place your Heroes at the beginning of the game. It's up to you to decide which ones to place in each location. Players may place their Heroes on the board simultaneously or, to add an element of strategy, place them 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).

The Convoy board is used to track Events that occur on a given turn as well as the environment's current level of Radioactivity ( ).



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 "Solen 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.

3/ MAIN BOARD

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

» **Place the remaining Resources and Survivors** to one side of the board (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 and the Mine . 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 , shuffle the corresponding **Search tiles** (10 per City) and place them in a stack, face down (E and F). 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).

INITIAL SET-UP FOR A 4-PLAYER GAME

































HOW TO PLAY

Outlive lasts for 6 days (6 turns), split into 3 phases:

1) **DAWN** - Replenishment of the Main Board with Resources.
2) **DAY** - Heroes venture from their Shelter and scour the wastelands for Resources.
3) **NIGHT** - Events are resolved and Shelters are maintained: feed Survivors, recruit new people, manage Radioactivity, repair Equipment, and build new Rooms.

PHASE 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 Water tokens at the Dam – no more, and no less. Cities (Search tiles and Equipment tiles) must be replenished as indicated below.

Number of players	2	3	4
Total Forest	6	8	10

Number of players	2	3	4
Total Dam	7	9	11

Number of players	2	3	4
Total Military Base	6	8	10

Put the Anti-Radiation Algae token on the "Active" side ( ).

Blackwood City

- Discard any remaining Equipment tiles and draw 3 new ones from the Equipment deck. If the Equipment deck is empty, shuffle the discarded Equipment tiles to form a new deck.
- Shuffle all 10 Search tiles together and place them in a stack face down. Discard a number of tiles depending on the number of players. Discarded tiles are placed face up beside the stack so that players may see what tiles won't be available this turn.

Number of players	Tiles in the stack
2	6
3	8
4	10

Silent Peak (Same as Blackwood)

- Discard any remaining Equipment tiles and draw 3 new ones from the Equipment deck. If the Equipment deck is empty, shuffle the discarded Equipment tiles to form a new deck.
- Shuffle all 10 Search tiles together and place them in a stack face down. Discard a number of tiles depending on the number of players. Discarded tiles are placed face up beside the stack so that players may see what tiles won't be available this turn.

Number of players	Tiles in the stack
2	6
3	8
4	10

Number of players	2	3	4
Total Fair	6	8	10

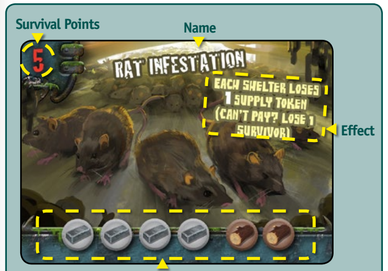
Cargo Ship: Put 1 Survivor (or) on every empty space.

Number of players	2	3	4
Total Mine	6	8	10

PHASE 2: DAY

1/ BEGINNING OF THE DAY

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



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

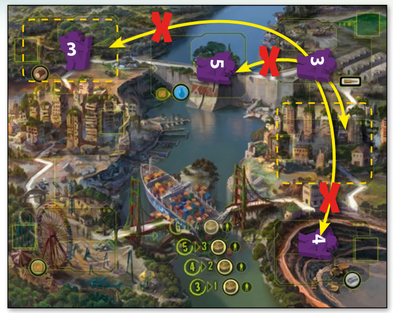
2/ MOVEMENT

- Starting with the 1st player, each player chooses one of their Idle Heroes (laying down) on the board, stands it upright, and moves it using the following rules:

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 Military Base. His Strength 3 Hero begins the turn already on the Military Base, so Abraham has to move it away. His Strength 4 and 5 Heroes (both Idle) could move to the Base, but Abraham must first move his Strength 3 Hero out of the way. His second Strength 3 Hero (Activated) is hanging out in the Forest while the Dam and the Mine are occupied by his other two (Idle) Heroes. Abraham has no choice but to move the Strength 3 Hero in the Military Base to the City of Silent Peak. On his next turn, Abraham will be able to send his Strength 4 or 5 Hero to the Base to get some Munitions (if any are left).



Your Heroes must move if possible. If a Hero cannot move on a given turn (e.g., Cargo Ship full), he stays where he is and does nothing this turn.

SCAVENGING

- **When a Hero arrives at its target Location, it is always placed standing in the Activated position** to indicate that it moved. Now, check to see if there is at least one other Activated Hero in the same Location:

IF THERE ARE NO OTHER ACTIVATED HEROES

The arriving Hero may Hunt or Scavenge depending on the type of Location. The Hero may perform as many Actions as it has Strength points and is only limited by the Resources available. *(see Location Descriptions, p. 8)*

Players can only Scavenge as much stuff as a Location has to offer. Once a Location has been emptied during a turn, it cannot provide any Resources until it has been Replenished.

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** into coughing up something useful. Applying Pressure is free and **does not count as an Action**. The Pressure applied to each Activated Hero is equal to the difference in Strength between the two.

Example: A Hero of Strength 5 will score 2 Pressure Points when intimidating a Hero of Strength 3.

- **A threatened Hero can expend Munitions** to temporarily reduce the Pressure by 1 point for every token spent. 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 Munitions token and suffer only 1 point of Pressure.

The aggressor may never expend Munition tokens to increase the Pressure.

If a defending player does not or cannot spend Munition tokens, the aggressor will exact tribute equal to 1 Supply or 1 Material token (defender's choice) per Pressure Point scored.

Applying Pressure only works against Activated Heroes. Idle Heroes that have yet to take their turn cannot be targeted.



Example: Daryl's Hero (orange) of Strength 5 lands on the Dam and says, "Hey y'all!" to Carol's Activated Strength 3 Hero (beige), Abraham's Activated Strength 4 Hero (purple), and Carl's Idle Strength 3 Hero (blue). Daryl's Hero will try to intimidate all of the Activated Heroes possessing a lower Strength, i.e., everyone except Carl's Hero (blue, who is laying down / Idle).

The beige Hero has a Strength of 3, so Carol spends 2 Munition tokens to cut Daryl down to size. She won't be giving any Resources to him this turn.

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 account for it.

A Hero that arrives at a Location on which there is an Activated Hero with a higher Strength rating is not intimidated and does not suffer the effects of Pressure.

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

Pressure must be applied to vulnerable Heroes. The attacker must steal Resources from a Pressured player if possible.

- **Once a player is done intimidating his opponents, he can start spending his Strength to collect Resources or Hunt** depending on his Location. After his Actions are completed, it is the player on his left's turn to Activate a Hero, and so on, until each player has moved their 4 Heroes.

MAIN BOARD

A Hero has as many Action Points as he has Strength. When arriving at a Location, a Hero may allocate his Action Points among all of the available Actions at a Location in any order.

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 inhabiting a Location are finite and do not reproduce.

Your Heroes will be visiting 4 different Locations every day. It's up to you to make sure that there's always something useful for them to Scavenge or Hunt.

MILITARY BASE:



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



- **You may Scavenge 1 Munitions token for every 1 Action Point spent.** Scavenged Munition tokens are placed in your Shelter for later use, either during a Hunt or to defend yourself from intimidation attempts.



- **You may use 1 Action Point to harvest Anti-Radiation Algae.** This special Algae immediately lowers Radioactivity Gauge of your Shelter by one level (see *Phase 3: Night – Manage Radioactivity*, page 10). There is only one dose of Anti-Radiation Algae available every day. When a player spends an action point to harvest the Algae, flip the token to indicate that it has been taken. The Algae will regenerate only at the beginning of the next day.

Example: A Hero of Strength 5 arrives at the Military Base. The Hero could Scavenge either 5 Munitions, or 4 Munitions and 1 Anti-Radiation Algae.

FOREST/ MINE/ FAIRGROUNDS:







Building Material may be scavenged at these 3 Locations. Wood can be found in the Forest, Metal from the Mine, and Microchips from the Fairgrounds:







All of the Locations are also populated with Wild Game that you can Hunt.

- **You may Scavenge 1 available Building Material per Action Point spent.** The scavenged Material is placed in the appropriate Warehouse in your Shelter.



- **You may also spend 1 or more Action Points to Hunt. Hunting allows you to get Meat.** You may only Hunt one Wild Game tile per turn. You must Hunt the Wild Game tile at the top of the stack.

Each of these Locations will have a Wild Game stack.

There are 5 types of Wild Game, distinguished by their fur and endurance level in red (3, 4, 5, 6 or 7).



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 Munitions token you spend.**

Example: Daryl wants to go Hunting on the Fairgrounds for some Wild Game that has a Endurance of 6 with his Strength 4 Hero. He spends 3 Munition tokens reducing its Endurance to 3 and spends 3 Action points to finally bag it (3 + 3 = 6). He still has 1 Action Point left, so he decides to scoop up a Microchips token.

Wild Game will yield a number of **Meat tokens** depending on **how many of the same type** you've already caught. The first time you successfully catch Wild Game of a certain type, it will yield the **leftmost value** (black number). Keep this Wild Game token beside your Shelter to help you keep track of what you've caught. For every subsequent Wild Game that you catch of the same color, it will yield **one extra food token.**



Example: Daryl has already caught 2 Wild Game with an Endurance of 6. The first one yielded 4 Meat tokens, the second one yielded 5. That means the one that he just captured will yield 6 Meat tokens.

You cannot spend more Munition tokens than the Endurance of the Wild Game token you're hunting.

Wild Game tiles are never replenished. Once a Location has no more Wild Game tiles, the animals are gone for good!

CARGO SHIP:



The Cargo Ship is absolutely littered with **Canned Goods** and, as a result, is crawling with **Survivors** ripe for recruitment. Players may also change the game's **turn order** by sending a Hero to this Location.



- **The first player** to place a Hero on the **Cargo Ship** during a given turn **immediately gets the 1st Player token** (he will be 1st Player as of the upcoming Night Phase). If no one lands on the Cargo Ship, the 1st Player token remains with the player who possesses it.
- **Unlike other Locations, the Cargo Ship has a limited amount of space for scavenging Heroes. A space can only be occupied by a Hero with a corresponding Strength value.** You may not move a Hero to the Cargo Ship if the space corresponding to his Strength is occupied by an Activated Hero.



The leftmost value reflects the Strength that a Hero must possess to occupy the spot: 3, 4, or 5 (or 6 with 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 **Airlock** or in **one of your Built Rooms.**

This is the only time a Survivor may enter the Shelter without first passing through the Airlock. You may take the Survivor even if you have no room left in your Airlock, as long as you have a free space in one of your already Built Rooms. (see Page 11, Build Rooms And Activate Their Abilities)

Each spot can only ever have one Activated Hero. Idle Heroes have no effect. You may never place a Hero on a spot that does not correspond to his Strength value, even if the spot has a lower Strength requirement.



Example: Carl has his Strength 5 Hero on the Cargo Ship. He collects 3 Canned Goods and 1 Survivor. He's the first player to place a Hero here, so he takes the 1st Player token. He'll be the first active player in the following Night Phase. Daryl won't be able to place his Strength 5 Hero on the Cargo Ship because Carl is already occupying the spot; neither can he place his Hero on a spot with a lower Strength requirement.

The Cargo Ship has one Strength 6 spot that is only accessible to a player possessing a particular piece of Equipment: the Grappling Hook.

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**. Place the newly acquired Water tokens in the Supply Depot of your **Shelter**.

If you do not have any Microchips or you do not wish to spend any, you may not gather Water.

Example: Abraham has his Strength 3 Hero at the Dam Location and spends 1 Microchip token to access the room with the filtration system's activation mechanism. He can now gather 3 Water tokens by spending 3 Action Points.

You may always try to apply Pressure on Active Heroes at the Dam, even if you do not spend a Microchip token to gather Water.

CITIES: BLACKWOOD AND SILENT PEAK



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



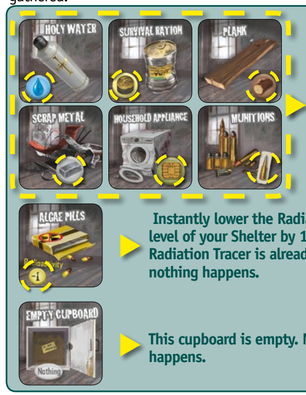
- **By spending one Action Point, you may salvage one visible Equipment tile next to the City occupied by your Hero.** Place this tile to the left of your Shelter.

Salvaged Equipment is always broken. Once Repaired, Equipment can be of great help in ensuring the survival of your Tribe. (see *Repair Equipment*, page 11)

- **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 drawn 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, 1 Wood, 1 Metal, 1 Microchip, 2 Munitions, 1 Algae Capsules, and 2 Empty Cupboard.

The Search tile is discarded once the Resources have been gathered.



Example: With his Strength 5 Hero, Daryl spends an Action Point and takes 1 of the 3 available Equipment tiles. He then spends 2 more Action Points and draws 2 Search tiles. Daryl decides he needs more stuff, so he spends an additional Action Point to take a second Equipment card and a final Action Point to draw another Search tile. Daryl has spent 5 Action Points and picked up 5 tiles.

Players draw and discard Search tiles face up so that everyone can see what's left in a particular City. Take any found Resources from the general reserve and add them to your Shelter.

In a 2 or 3-player game, discard 4 or 2 tiles respectively from each City (face up) during Phase 1: Dawn (see Phase 1: Dawn, page 6).

Salvaged Equipment tiles are always considered broken when they're first found. Place them to the left of your Shelter. They will need to be Repaired (see Repair Equipment, Page 11).

3/ END OF THE DAY PHASE

Once the Day Phase has ended, players lie all of their Heroes down on the board, putting them in the Idle state. They will be reactivated on the following turn.

This makes it easy to see which Heroes have been moved (they're standing) and those that have yet to do anything (they're lying down).



At that point the Night Phase begins.

This is the time for each player to take care of their Shelter and their inhabitants by following these 7 steps:

» **1/ Overcome Events**
» **2/ Feed Survivors**
» **3/ Manage Radioactivity**
» **4/ Recruit new Survivors**
» **5/ Build Rooms and activate Abilities**
» **6/ Repair Equipment**
» **7/ Shelter Upkeep**

1/ OVERCOME EVENTS

Following the turn order, each player may try to Overcome any Events that are in play.

• If the 1st Player cannot or does not want to Overcome an Event, he may pass the opportunity to the 2nd player, and so on. This goes on until each player has passed or until all of the Events have been Overcome.

A player can only overcome one Event at a time. If a player wishes to overcome another Event, he will have to give other players a chance to do so and wait for his turn to come around again.

There is no limit to the number of Events a player may Overcome, however, the Room that lowers the cost for Overcoming an Event may only be used once during any Night Phase.

• To Overcome an Event, a player must spend the required Resources listed on the Event card without any help from the other players.

• If a player pays the necessary resources to Overcome an Event, he takes the Event card and places it to the right of his Shelter. The Event in question will no longer have an effect on the game.

• At the end of the game, each Event will score Survival Points to the player who spent the Resources necessary to Overcome it.

Survival Points

EVENT CARD



Resources required to overcome the Event.

Example: Daryl plays 1st but decides not to Overcome the ongoing Event (Wildfire). Abraham, the player after Daryl, decides he's going to take care of it and spends 3 Water from his Shelter, placing them in the general reserve. He wins the Event card, placing it on the right side of his Shelter. At the end of the game, he will score 3 Survival Points.

2/ FEED SURVIVORS

Reminder: « Supplies » include Meat, Canned Goods and Water.

Each player now has to feed their Survivors, the cost being determined by the Room they occupy.

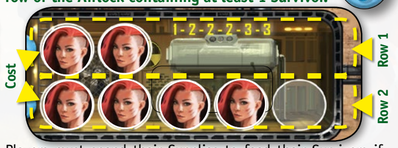


• Each **Room** that houses **at least one Survivor** will need to have its maintenance cost paid in **Supplies (even if it isn't filled to capacity with Survivors)**. The **Supplies** that need to be paid are indicated in the top right-hand corner of the Room's description.



Important: If there is at least 1 Survivor in a Room, the full cost in Supplies must be paid regardless of how many empty spaces there are.

• Additionally, **1 Water token** must be paid for **every row of the Airlock containing at least 1 Survivor.**



Players must spend their Supplies to feed their Survivors if they have them. They cannot voluntarily deprive their Survivors of Food / Water.

• **For every Supply token that you are short, you lose a Survivor from your Shelter.** Remove a Survivor and return the token to the general reserve.

To start placing Survivors on the Airlock's second row, you need to fill all of the spaces of the first row.

Example: Carl has 2 Rooms that are occupied in his Shelter, one costing 2 Supply tokens and the other costing 1, and he has 3 Survivors in his Airlock. He'll need to pay 3 Supply tokens for his Rooms and 2 Water tokens for Survivors in the Airlock.

Carl has 6 Supply tokens in his Depot (2 Meat, 3 Canned Goods, and 1 Water). He decides to spend the 2 Meat and the 1 Canned Goods to feed the Survivors in his Rooms, however he hasn't enough Water for the Survivors in his Airlock. Carl must remove a Survivor from his Shelter (not necessarily from the Airlock) and return it to the general reserve.

3/ MANAGE RADIOACTIVITY

Every turn the intensity of the Radiation surrounding your Shelter increases (1/2/2/2/3/3) (Cf. *Convoy board - p. 3*).



Players need to keep Survivors in their Airlock to make sure that it's properly sealed.

• Each Survivor in the Airlock prevents 1 point of Radioactivity.

Each player must now check to see if he has enough Survivors in his Airlock to prevent the ambient Radioactivity from penetrating his Shelter this turn. If he doesn't, he'll need to move his Radioactivity Tracer upwards 1 square for every point that is not countered by an occupying Survivor.

Example: Carl left only 1 Survivor to maintain his Airlock. It is now turn 5 and the level of Radioactivity is now 3. Abraham will need to move his Tracer upwards two squares (3 Radioactivity – 1 Survivor in the Airlock = 2 squares).



If the number of Survivors in a player's Airlock is greater than the current level of Radioactivity, the Radioactivity level of his Shelter does not decrease! Survivors can only prevent radiation from getting in.

RADIOACTIVITY

» **The Radioactivity Gauge has many levels. All players start the game at level 0. At the end of the game, each player will lose or gain Survival Points depending on the value indicated by their Radioactivity Tracer.**

» **It is possible to lower the level of Radiation afflicting your base, either by finding Algae Capsules in the City, harvesting Anti-Radiation Algae at the Military Base, or by building and populating certain Rooms in your Shelter.**

» **If a player has to move his Radioactivity Tracer higher than level -11, each additional point of Radioactivity provokes the immediate loss of a Survivor. Place any removed Survivors back into the general reserve.**

4/ RECRUIT NEW SURVIVORS

Each player may now **recruit new Survivors** to his Shelter by **spending Supply tokens.**

• For each Supply token spent, place a Survivor from the general reserve onto an **unoccupied space of your Airlock.** There is no limit to how many Survivors you can recruit, **however you must have enough space in your Airlock to accommodate them.**



You may never recruit more Survivors than you have available spaces in your Airlock.

Example: Carl still has 2 Water and 1 Canned Goods token after having fed his Survivors in step 2. He decides to spend the Canned Goods token and 1 Water token to recruit 2 new Survivors, placing them in his Airlock. He decides to save the other Water token for the following turn.

5/ BUILD ROOMS AND ACTIVATE ABILITIES

Reminder: "Materials" is a term in Outlive that refers to either Wood, Metal, or Microchips.





• During this step, you may move as many Survivors as you like from your Airlock to an available space on any Built Room, whenever you like.

• All Rooms have 2 sides, a "Built" side and an "Unbuilt" side. **To build a Room, you must spend 3 Materials of your choice.** You may then flip the room to its Built side and immediately populate it with Survivors from your Airlock in order to activate its special ability.

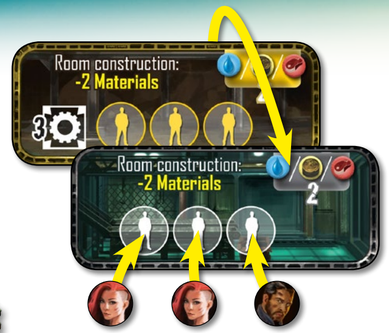


Room (Unbuilt side) **Room (Built side)**

A Room's special ability is only activated if every available space is occupied by a Survivor. Losing a Survivor in a given room will immediately nullify a Room's special ability. Conversely, the moment all of a Room's spaces become occupied with Survivors, its special ability becomes immediately available for use. Some abilities provide bonuses on the Main Board while others will aid in managing your Shelter.

NB: During this step, you may move Survivors, build Rooms, and activate a room's ability in any order you wish as long as the rules are respected.

Example: Daryl chooses to spend 3 Materials and build the "Room construction: -2 Materials" Room and flips the tile to its "Built" side. He then takes 3 Survivors from his Airlock and populates his newly built Room to capacity. Daryl may now use the Room's special ability, which he uses to build a second Room by spending only 1 Material.



Daryl may now send 3 other Survivors from his Airlock to his second room and immediately activate its ability if he chooses to.

A Room's special ability may only ever be used once per turn.

Once a Survivor has been assigned to a Room in your Shelter, he remains there for the rest of the game. Only Survivors in the Airlock may ever be moved.

6/ REPAIR EQUIPMENT

Whenever players adds an Equipment tile to their Shelter, it is always in a broken state. Players need to spend Resources (and possibly Room Bonuses) to repair Equipment and transform what they've salvaged into something usable.

• **Broken Equipment** is placed **to the left of your Shelter.**

• **To Repair a piece of Equipment,** simply pay the Resources indicated in the top-right corner of the Equipment tile.



A piece of Equipment may only be used once per turn. Rotate the tile to its side to indicate that it has been used. Return the tile to its original position at the beginning of the next turn to indicate that its special ability is once again available.

• 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.

Example: Carl may repair his Pickaxe by paying 2 Wood and 1 Metal. If he chooses to do so, he moves the Pickaxe to the right of his Shelter. He may now use its special ability. He will also earn one Survival Point at the end of the game.

EQUIPMENT

» **A Hero may use a piece of Equipment to enhance his Actions.**

» **A piece of Equipment's bonus is always related to a Location or an Action. If the bonus is a Resource preceded by a "+" (like the Pickaxe), this would allow a Hero to take 1 or 2 extra Resources so long as there are sufficient quantities at the specified Location and he collects at least one Resource by spending an Action Point.**

» **If the bonus Resource isn't preceded by a "+", this means that the Resource isn't usually available at the Location. Take the bonus Resource from the general reserve.**



• Each Equipment tile also has half of a colored symbol on either the left or right side. Forming matching pairs of Repaired Equipment will earn a player 1 additional Survival Point per completed pair.

It is impossible for a player to have two identical pieces of Equipment (either broken or Repaired). If a player draws an Equipment tile that he already has, discard it and draw another.

7/ SHELTER UPKEEP

Perishable supplies rot very quickly in the post-apocalyptic world. Some of them won't last a full day!

• **Discard all of your Meat tokens ( ).** Keep all of your Canned Goods since these are non-perishable items.

• **Discard all but 2 of your Water tokens ( ).**

• **Turn any used Equipment tiles right-side up, ready for the next turn.**

This is the final step of the Night Phase. The turn is now complete. Start the following turn with Phase 1: Dawn.

If this is the 6th turn, Convoy has arrived. The game is over. Time to count Survival Points!

END OF THE GAME

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 Convoy board.

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

» **The SP value for each Event that the player Overcame.**



» **A number of SPs depending on the number of Built Rooms in a player's Shelter fully populated with Survivors. The Airlock is not considered for scoring purposes.**

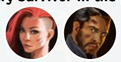


Fully Populated Rooms	1	2	3	4	5	6	7
Survival Points	0	1	2	4	7	11	17

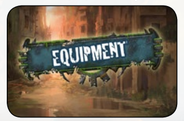
» **+/- SPs depending on the level of Radioactivity affecting a player's Shelter.**



» **1 SP for every Survivor in the player's Shelter.**

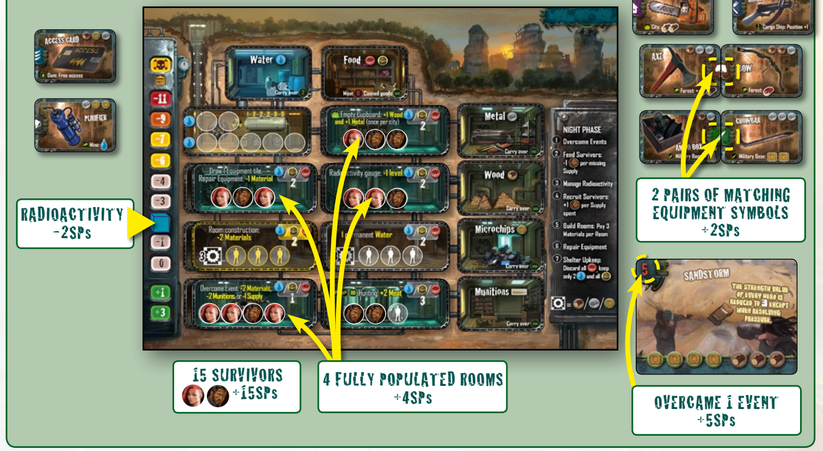


» **1 SP for each Repaired piece of Equipment (to the right of the Shelter).**





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 (6 SPs) + 2 pairs of matching symbols (2 SPs) = 8 SPs*
- *4 fully populated, Built Rooms = 4 SPs*
- *A Radioactivity level of -2 = -2 SPs*



» **1 additional SP for every matching pair of Equipment symbols.**



DETERMINE THE WINNER

The player with the most Survival Points is the winner! His Tribe alone has won the right to join Convoy and enjoy the wonders and the safety of their subaquatic colonies.

If there's a tie, the tied player with the most Supply tokens is the winner. If the game is still tied, compare the number of remaining Resources that each tied player has (Materials and Munitions). The player with the most wins the game.

The other Tribes must remain in their radioactive Shelters, trying to survive...

SURVIVAL POINTS SUMMARY

» **Add the SPs of every Event that you Overcame.**

» **Add a number of SPs depending on how many fully populated Rooms there are in your Shelter. Do not count the Airlock. SPs are scored as follows:**

Fully Populated Rooms	1	2	3	4	5	6	7
Survival Points	0	1	2	4	7	11	17

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

» **1 SP for every Survivor in your Shelter.**

» **1 SP for every Repaired Equipment (on the right side of your Shelter).**

» **An additional SP for every pair of matching symbols on the Repaired Equipment tiles.**

APPENDIX

EVENTS

WILDFIRE



Decreases the Forest's Wood reserve:

Number of players	2	3	4
Wood to remove	-2	-3	-4

Return the Wood tokens to the general reserve.

CAVE-IN



Decreases the Mine's Metal reserve:

Number of players	2	3	4
Metal to remove	-2	-3	-4

Return the Metal tokens to the general reserve.

THIEVES



Decreases the Fairground's reserve of Microchips:

Number of players	2	3	4
Microships to remove	-2	-3	-4

Return the Microchip tokens to the general reserve.

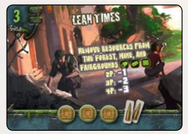
SANDSTORM



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).

LEAN TIMES



Decreases Wood, Metal and Microchip reserves at the Forest, Mine and Fairgrounds respectively:

Number of players	2	3	4
Resources to remove	-1	-2	-3

Return the Resources to the general reserve.

RADIOACTIVE CLOUD



Each Shelter increases its level of Radioactivity by 2 squares.

Move the Radioactivity Tracer on each player's Shelter 2 squares upwards towards the skull.

If, when moving the Radioactivity Tracer, it exceeds -11 and lands on the skull, immediately lose 1 Survivor from your Shelter and return the Tracer to the -11 square. If it exceeds the -11 level again, lose another Survivor, and so on.

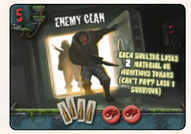
RAT INFESTATION



Each Shelter loses one Supply token (Can't pay? Lose 1 Survivor).

If you have nothing left to lose (no Supply tokens and no Survivors), nothing happens.

ENEMY CLAN



Each Shelter loses 2 Material or Munition tokens (Can't pay? Lose 1 Survivor).

If you have only 1 token of either type, lose 1 Survivor and keep that token.

If you have nothing to lose (no Materials, no Munition, and no Survivors), nothing happens.

COLD SNAP



Each Shelter loses 1 Survivor.

All players lose a Survivor from either the Airlock or from one of their Rooms (their choice). If you have no Survivors to lose, nothing happens.



NOMADS

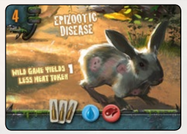


Decreases the Search tiles available in each City:

Number of players	2	3	4
Tiles to remove	-2	-3	-4

The removed tiles are placed face up next to the City they're from.

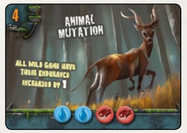
EPIZOOTIC DISEASE



Wild Game yields 1 less Meat token.

When Hunting, Wild Game will yield 1 less Meat token than their usual value. If it was supposed to yield 1 Meat, the Hero gets nothing. However, he keeps the captured Wild Game tile next to his Shelter as usual.

ANIMAL MUTATION



All Wild Game have their Endurance increased by 1.

When Hunting, all Wild Game tokens will have their Endurance increased by 1. For example, Wild Game with an Endurance of 3 now becomes a 4.

This does not affect the amount of Meat Tokens that the Wild Game will yield. All standard rules apply.

ROOMS



Activation: Night, Step 5

Room construction: -2 Materials

Allows the construction of a Room for only 1 Material token instead of 3. This Room's special ability may only be activated once per turn.



Activation: Night, Step 6

Draw 1 Equipment tile.
Repair Equipment: -1 Material

Immediately draw an Equipment tile and add it to your collection of broken Equipment. If you already have this Equipment tile (either broken or repaired), discard it and draw another.

You may now repair any Equipment tile using only 2 Material tokens instead of the usual 3. This Room's special ability may only be activated once per turn.



Activation: Night, Step 1

Overcome Event: -2 Materials or -1 Supply

The cost to Overcome an Event is reduced by either 2 Material tokens (Wood, Metal, or Microchips), 2 Munition tokens, or 1 Supply token (Meat, Canned Goods, or Water).

This Room's special ability may only be activated once per turn.



Activation: Day

Hunting: +2 Meat

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



Activation: Day

Cargo Ship: +1 Canned Goods

Gain an extra Canned Goods token when you visit the Cargo Ship. This Room's special ability may only be activated once per turn.



Activation: Day

Cargo Ship: +2 Canned Goods. Space is always available.

Gain 2 extra Canned Goods tokens when you visit the Cargo Ship. You may place your Hero on a space that is already occupied (if you do, take the Canned Goods and the Survivor tokens from the general stock). This Room's special ability may only be activated once per turn.



Activation: Night, Step 5

4 Munitions

Immediately take 4 Munitions from the general reserve. This Room's special ability may only be activated once per turn.



Activation: Permanent

1 permanent Water

Your Shelter produces 1 Water per turn. You always have 1 permanent Water in your Shelter. This is a passive bonus, you do not receive the physical Water token. If you do not spend your permanent Water during a turn, it is lost for that turn.

This Room's special ability may only be activated once per turn.



Activation: Permanent

Immunity to all Events affecting your Tribe

You are immune to any Event that directly affects your Tribe. This immunity does not apply to Cave-In, Wildfire, Nomads, Lean Times, and Thieves.



Activation: Night, Step 5

Destroy 1 of your Equipment and retrieve its Materials.

Discard 1 broken or repaired Equipment tile. Immediately gain the Material tokens listed on the discarded Equipment tile.

This Room's special ability may only be activated once per turn.



Activation: Night, Step 5

Radioactivity Gauge: -1 level

Lower the level of Radioactivity affecting your Shelter by 1 level. If it's already at the lowest possible level, nothing happens.

This Room's special ability may only be activated once per turn.



Activation: Night, Step 3

Airlock: absorb +1 Radiation point

Allows your Airlock to absorb an extra point of Radiation, exactly as if you had a Survivor permanently there, even if your Airlock is unoccupied. This Room's special ability may only be activated once per turn.



Activation: Night, Step 5

Add 1 Survivor to this Room (max 8)

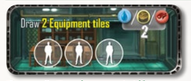
Each turn, you may add 1 Survivor from the general reserve to this Room. This Survivor cannot be moved from this Room. This is the only Room that can house more Survivors than the spaces available, up to a maximum of 8. This Room's special ability may only be activated once per turn.



Activation: Day

City: +2 Search tiles

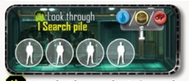
When drawing tiles from a City's Search pile, you can draw 2 more Search tiles for free. You must perform at least one search to activate this bonus. Equipment tiles are not Search tiles. This Room's special ability may only be activated once per City.



Activation: Night, Step 5

Draw 2 Equipment tiles

Draw 2 Equipment tiles and place them to the left of your Shelter (broken). If you draw an Equipment tile that you already have (broken or repaired), discard it and draw a new one. This Room's special ability may only be activated once per turn.



Activation: Day

Look through 1 Search pile

Any time during the Day Phase, take a pile of Search tiles from either City and look through it. Make sure to keep the tiles hidden from the other players. When you're done, replace the tiles without changing their order. This Room's special ability may only be activated once per turn.



Activation: Permanent

1 Hero [Strength 3] is immune to Pressure

One of your Strength 3 Heroes is immune to one Pressuring action from another player. You choose when to activate the bonus. This Room's special ability may only be activated once per turn.



Activation: Night, Step 6

Repair 1 Equipment for free

Repair 1 Equipment tile without paying the 3 required Material tokens. This Room's special ability may only be activated once per turn.



Activation: Day

Hunting: +1 Meat

Gain 1 extra Meat token if you successfully hunt Wild Game. This Room's special ability may only be activated once per turn.



Activation: Permanent

Pressure: Choice of tribute

After successfully having applied Pressure to a weaker Hero, it is you, not the defender, who chooses what you take (except Munitions). This Room's special ability may be activated more than once per turn.



Activation: Day

Empty cupboard: +1 Wood and +1 Metal (once per city).

If you find an Empty Cupboard when searching a City, you gain 1 Wood and 1 Metal. This Room's special ability may only be activated once per city.



Activation: Night, Step 6

Repair Equipment: -2 Materials

Repair a piece of Equipment by spending only one Material instead of the usual 3. This Room's special ability may only be activated once per turn.

EQUIPMENT

AXE

Forest: +2 Wood

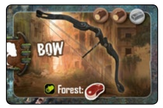


When scavenging Wood from the Forest, take 2 more from the Forest's reserve.

Note that you have to scavenge at least 1 Wood to activate this bonus. Use only once per turn.

BOW

Forest: 1 Meat



Take 1 Meat from the general reserve when visiting the Forest. Use only once per turn.

JERRYCAN

Dam: +1 Water

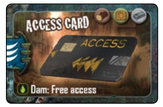


When scavenging Water from The Dam, take 1 more from The Dam's reserve.

Note that you have to scavenge at least 1 Water to activate this bonus. Use only once per turn.

ACCESS CARD

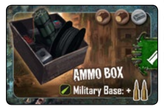
Dam: Free access



You may scavenge Water from The Dam without paying the 1 Microchip access cost. Use only once per turn.

AMMO BOX

Military Base: +2 Munitions

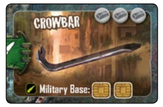


When scavenging Munitions from the Military Base, take 2 more from the Military Base's reserve. Note that you have to scavenge at least 1 Munitions token to activate this bonus. Use only once per turn.



CROWBAR

Military Base: 2 Microchips



Take 2 Microchips from the general reserve when visiting the Military Base. Use only once per turn.

CHAINSAW

City: 2 Wood



Take 2 Wood tokens from the general reserve when visiting either City. Use only once per turn.

FLASHLIGHT

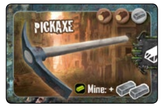
City: 1 Survivor



Take 1 Survivor token from the general reserve when visiting either City. Place the Survivor in your Airlock or in one of your built Rooms. Use only once per turn.

PICKAXE

Mine: +2 Metal



When scavenging Metal from the Mine, take 2 more from the Mine's reserve.

Note that you have to scavenge at least 1 Metal token to activate this bonus. Use only once per turn.

PURIFIER

Mine: 1 Water



Take 1 Water from the general reserve when visiting the Mine. Use only once per turn.

GRAPPLING-HOOK

Cargo Ship: Position +1



You may add 1 to the Strength of a Hero in order to reach a higher position on the Cargo Ship. The Grappling Hook is also the only way to access the n°6 spot. Does not affect a Hero's Pressure. Use only once per turn.

HACKSAW

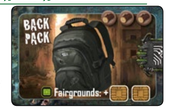
Cargo Ship: 2 Metal



Take 2 Metal from the general reserve when visiting the Cargo Ship. Use only once per turn.

BACKPACK

Fairgrounds: +2 Microchips



When scavenging Microchips from the Fairgrounds, take 2 more from the Fairgounds' reserve.

Note that you have to scavenge at least 1 Microchip token to activate this bonus. Use only once per turn.

METAL DETECTOR

Fairgrounds: 1 Canned Goods



Take 1 Canned Goods from the general reserve when visiting the Fairgrounds. Use only once per turn.

SHOTGUN

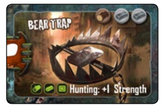
Hunting: +1 Strength



Add 1 to your Hero's Strength when hunting. Use only once per turn.

BEAR TRAP

Hunting: +1 Strength



Add 1 to your Hero's Strength when hunting. Use only once per turn.

BASEBALL BAT

Pressure applied: +1



Add 1 to your Pressure points when applying Pressure to an opponent's Hero. Use only once per turn.

BATTLE GEAR

Pressure suffered: -2

Decrease by 2 the Pressure applied by an opponent. Use only once per turn.

EXOSKELETON

Unlimited movement

You may move one of your Heroes as far as you wish. All other movement rules still apply. Use only once per turn.

THERMAL SENSOR

Choose your Prey

When Hunting, you may look through the Wild Game tokens at your Location and choose your prey. Do not change the order of the Wild Game tiles and do not show them to the other players. Use only once per turn.

LEADER

MARY KOOLPEPPER

This leader's starting Resources are drawn from Search Tiles.

During the Setup, this Leader draws a total of 4 Search tiles from the 2 Cities, with the risk of obtaining empty cupboards. The player must then discard 1 tile and take the Resources indicated on the 3 remaining Search tiles from the general stock.

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.

THE 5 MOVEMENT RULES

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

• When a Hero arrives on a new Location, he is always placed standing up (Activated).

ANYONE AROUND?

If there are any Activated (not Idle) Heroes sharing the Location with you:

» **Your Hero must apply Pressure on other Activated Heroes of inferior Strength. Although this action is free, it is mandatory.**

» **Defending Heroes may spend Munition tokens to decrease applied Pressure.**

After that's resolved, it's time to move on to...

HUNTING AND SCAVENGING

» **A Hero can perform as many actions as he has Strength.**

» **Scavenging 1 Resource, 1 Search tile or 1 Equipment tile costs 1 action.**

» **Hunting costs as many actions as the Wild Game has Endurance.**

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 one 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 (1/2/2/2/3/3) (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.

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 perisheable.

• 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*).

CREDITS

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