

OUTLIVE

IMPORTANT PRINCIPLES

- KEYWORDS
 - Survivor Point = Victory Point
 - Airlock = Special room at the top left of your shelter. Your top row must be filled before using bottom row. Survivors recruited anywhere other than cargo ship must go to airlock before being assigned to a room.
 - Commodities = Meat, Canned Food, Water
 - Materials = Wood, Metal, Microchips
 - Resources = Commodities & Materials (But not ammunition)
 - Heroes = Player meeples
 - A hero lying down = inactive
 - Standing up = active
 - A hero's number is its strength. That dictates its action points. Also used to calculate pressure.
 - When at a location, players can spend the hero's action points in any order/combination split among the actions available at that location.

- The rules/components use the word, "turn" whereas I think it's better described as a, "round". I use the word, "round" in this document.
- Resources available at locations are limited round to round.
- Pressure: When a hero moves to a new location it applies pressure to other active heroes there. E.g. a 5 value hero applies 2 pressure to a 3 value hero. Pressured players must either return an ammunition to supply, or give 1 resource of their choice to the player applying pressure, per point of pressure. If pressured player has no resources, nothing happens. Only heroes who move to a location apply pressure. In the event the hero is lower strength than active hero already there., nothing happens with that hero.
- When a survivor is placed in a room, it cannot be moved for the rest of the game.
- Equipment
 - Must be repaired before it can be used.
 - May only be used once per round, unless otherwise stated.
 - A "+" symbol indicates bonus resource(s) are taken from location. Absence of "+" means they come from supply.
 - You cannot own multiple copies of the same piece of equipment. If you draw a duplicate, discard and redraw.
- Prey tiles are never restocked.

INITIAL SETUP

- Use small main board for regular game.
- Use wooden meeples, they're far more functional than deluxe plastic meeples
- Place cube at 0 on radioactivity gauge on player board.
- Place airlock tile at top left of player board.
- Place starting 3 rooms (yellow room tiles) unbuilt (gear side up) on left side of player board.
- Randomly take 6 room tiles, choose 4 to place in shelter, unbuilt.
- Randomly take 2 leader cards. Choose 1. Take printed resources. Place heroes on their sides, at printed locations in any order you choose.
- Player with oldest leader is 1st player.

- Shuffle equipment tiles, create facedown stack. Place 3 faceup at the side of the main board next to each City location.
- Seed locations with resources according to player count.

PLAYERS	2	3	4
Wood/Microchips/Metal/Ammo	6	8	10
Water	7	9	11
City Search Tiles	6	8	10

- Shuffle city search tiles and place stack facedown at respective city.
- Shuffle prey tiles and form 3 equal stacks, place at designated locations on main board.
- Place seaweed token faceup at Military Base location.
- Shuffle event cards, place 6 facedown on round track board. Return remaining to box.

GAMEPLAY BY PHASE

PHASE 1 = DAWN

- Restock main board with resources based on player count, using table above. Shuffling city search tiles.
- Lay all heroes down on sides.

PHASE 2 = DAY

- 1) Flip that round's event card, apply effect of all faceup event cards on event board.
- 2) Starting with first player, players move their heroes, one at a time.
 - a) Movement Rules
 - i) Move 1 or 2 spaces, following path.
 - ii) May pass through spaces with other heroes, including your own.
 - iii) Must end where there isn't another meeple of your color.
 - iv) May not end where hero started.
 - v) If a hero cannot make a legal move, it stays in location and does nothing.
 - b) At ending location
 - i) Step 1: Apply pressure (free action) to other heroes as instructed in Important Principles>Pressure above.
 - ii) Step 2: Take actions based on hero's strength.
 - (1) Take 1 resource per hero point spent.
 - (2) If location has prey tiles, player may apply hero points to hunting. You must equal or exceed the red number on the prey tile with some combination of hero points, ammunition, and/or hunting bonuses. Must spend at least 1 hero point to get a prey tile. I.e. you may not claim a prey tile using only hunting bonuses/ammunition. Put tile on player board, take meat according to the printed value of the number of that type of prey tiles you've collected. I.e. you'll collect more meat for collecting additional tiles of the same type. Tiles must be identical to be of the same type.
 - (3) At Military Base players may spend 1 hero point to claim seaweed, moving their radioactivity gauge down 1. Only available once per round, flip token to show it's exhausted.

- (4) At Cities players may spend 1 hero point to take one faceup equipment tile from that city, putting it on the left of their player board, indicating it needs to be fixed before using. Players may take multiple equipment tiles, if available, spending 1 action point per. Do not refill equipment when taken.
- (5) Also at Cities players may take 1 search tile from top per action point used, if available.
- (6) At Dam, players must spend 1 microchip to then take 1 water per action point. Players may apply pressure at Dam without having a microchip available.
- (7) At Cargo Ship, heroes go to slot based on their strength. Only 1 hero per slot. Collect canned goods according to printed number and 1 survivor. Note: Survivors collected in this way may be placed in airlock or a built room. First player to go to this location will be 1st player in next round. If no one goes there, 1st player remains the same.

PHASE 3 = NIGHT

- Step 1: Solve event
 - Starting with first player, players have the option to solve any faceup event card by paying printed cost. Player collects card, it's worth printed victory points at game's end. Players may only solve 1 event card at a time, but can solve additional event cards in a round if available when it gets back to them.
- Step 2: Feed Survivors
 - Airlock: Pay 1 water for each row with at least 1 survivor in it..
 - Other Rooms: If the room has at least 1 survivor, pay printed cost with any combination of commodities. Pay per room, not per survivor. You lose 1 survivor per commodity you're unable to pay.
- Step 3: Adjust Radioactivity
 - Adjust your shelter's radioactivity based on that round's radioactivity level. Prevent 1 boost per survivor in your airlock. Note, prevent only, surplus survivors do not decrease. If a player must go beyond -11, they lose 1 survivor per occurrence.
- Step 4: Recruit Survivors
 - You may discard commodities to recruit new survivors 1 for 1. Note, new survivors must go to your airlock. If there isn't space, you cannot take them.
- Step 5: Build/Activate Rooms
 - You may build rooms (flip tiles) by spending any combination of 3 materials. You may activate a room only if it's built and fully stocked with survivors.
 - Rooms may only be activated once per round.
 - During this phase, you may move survivors from your airlock to rooms.
 - Rooms must be built to be occupied.
 - You may build a room, move survivors, and activate a room in any order, observing rules.
- Step 6: Fix Equipment
 - You may pay the printed cost to move broken equipment from the left side of your board to the right side to indicate it's now available for use.
- Step 7: Clean Shelter
 - Discard any remaining meat.
 - You may keep a maximum of 2 water.

Continue to next round, starting with Phase 1.

ENDGAME & FINAL SCORING

The game ends after the completion of the 6th round, tracked by event card board.

➤ Final Scoring

- VPs from solved event cards.
- VPs based on built rooms that are full, using table below. Airlock isn't considered a room.

Completed/Stocked Rooms	1	2	3	4	5	6	7
VPs	0	1	2	4	7	11	17

- VPs from radioactivity gauge.
- 1 VP per survivor in shelter.
- 1 VP per fixed equipment tile.
- 1 VP per pair of equipment tiles that form a matching icon.
- Tiebreakers: 1) Number of Commodities 2) Number of Materials & Ammunition