Survivors Recount
Basic Rules

Introduction

The Survivors Recount Game is about storytelling and survival in worlds separated from humanity. Driven by imagination, each player assumes the role of a survivor with no supplies, and must recount how the group dealt with events over the course of the seven days that lead to their rescue.

Number of Players: 4-6

Setup

The setup of the game begins by drawing a Location Card. The Location Card determines which *Environment Board Cover* to place over the game board. Once the appropriate *Environment Board Cover* has been placed, the players must choose a *Party Leader*. After a Party Leader (see Party Leaders for more details) has been chosen each player should take a *My Leader Memories* page. Now the game has been set up and players can begin their adventure.

How to Play

The play of Survivors Recount unfolds to this basic pattern of phases for each day that passes.

1. **The Party Leader decides if the party should explore the map.** The *Party Leader* can choose to explore or not. If the party goes to explore, the *Party Leader* chooses a spot on the game board then places a *Landmark Token* face-up on that spot. The Landmark Token details a specific landmark found within the environment.
2. **The Party Leader decides if the party should search around the landmark.** If the Party Leader chooses to search around the landmark, the player must now draw an *Explore Card*.
3. **The players describe what happened next if they drew an Explore Card.** Sometimes one player can speak for the whole party making a suggestion such as "We climbed up the,". Other times, different players do different things. That way of playing leads to many different ideas for how the story could have gone. But it is ultimately up to the *Party Leader* to propose the initial idea of how to react to the event. This idea is completely up to the Party Leader's imagination from discussion.Then, the player to the left of the *Party Leader* can choose to add on to the idea, or pass on the idea. Lastly, the

next person to the left may choose to completely change the working idea or abstain from doing anything. While all players are allowed to participate in the idea generation of what happened, these 3 players have the final say.

4. **The Party Leader draws an Event Card.** Similar to Phase 3, the players must now describe how they responded to the event. The players must again follow the same steps as before. The *Party Leader* must propose the initial idea of how to react to the event.Then, the player to the left of the *Party Leader* can choose to add on to the idea, or pass on the idea. Lastly, the next person to the left may choose to completely change the working idea or abstain from doing anything.While all players are allowed to participate in the idea generation of what happened, these 3 players have the final say.

5. **End the Day.** Once the party is satisfied with the day's event, the day the players are on ends. The *Party Leader Token* is passed to the left and the next day begins. At this point, the pattern of phases starts over until the end of day 7.

The Party Leader

The *Party Leader* is in charge of instigating the games rules. During the decision making phases, the *Party Leader* must prompt the rest of the group on how the party reacted to whatever is going on at the time. Although not required, the *Party Leader* should lead by feeding in questions to other members of the party such as:

- What happened next?
- Who was involved?
- How did we interact with what we found?
- Why did people make these decisions?
- When did this happen during the day?

There is a Party Leader token in the game. Whomever has the *Party Leader Token* is the *Party Leader*. At the end of a day, the Party Leader must pass the *Party Leader Token* to the left.

The Game Board

When the player draws a *Location Card,* the appropriate *Board Cover* that is associated with the drawn *Location Card* must be placed over the base game board. There are holes in the Board Cover that align with the landmarks on the base game board. These holes also fit the *Landmark Tokens* (See *Landmark Tokens*) snugly.

Although not required, a suggested play type for telling the story is to restrict party member movements to only landmarks that are connected to each other. If the player moves to a Landmark that is connected with a Draw an event Card, the Party Leader must draw an *Event Card* in addition to the *Event Card* drawn at the end of the day.

Tokens

Party Leader Token

The *Party Leader* token is a small game piece used to keep track of the current party leader.

Landmark Token

The *Landmark Token* is a small game piece used to keep track of the landmarks on the game board that have not been discovered. The back of each token details a specific landmark within the environment.

Party Tokens

Party Tokens are optional tokens players can use to keep track of where their party is on the map
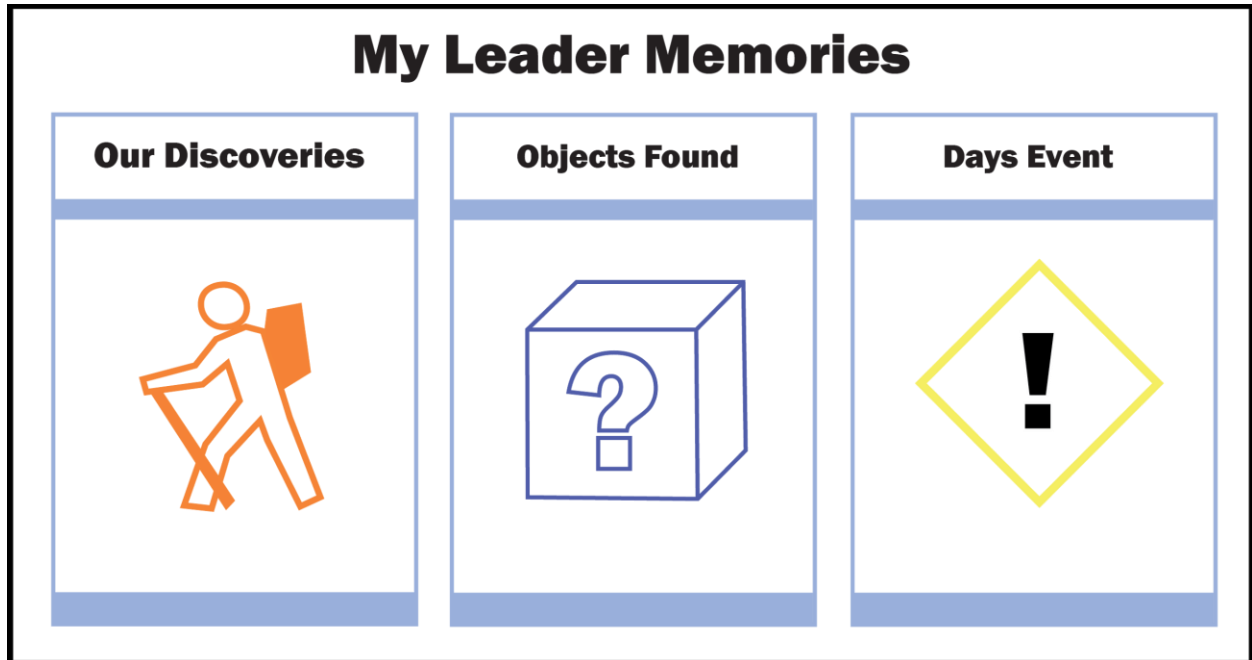
Day Token

The *Day Token* is a small game piece used to to keep track of the current day using the layout on the game board.

My Leader Memories

This special page can be used to help players keep track of what took place during their time as a *Party Leader*.

Cards

There are a total of 5 card types within this game: Location Cards, Landmark Cards, Explore Cards, Object Cards, and Event Cards. When a card is drawn, it stays out for the rest of the game unless a player chooses to remove its contents due to their story creation.

Each card has a front and a back.

The front of the cards display an art icon and text indicating the cards identification. The back of each card shows story introductory text, text of what happened or was found, and text describing what the party sees and a picture that corresponds with it.

Location Cards

Location Cards have a unique environment associated with it. The environment on the *Location Card* determines the *Environment Board Cover*, type of landmarks discovered, and the events that occur at the end of the day.

Example:

Front

Loaction Card

Back

Loaction Card

Island
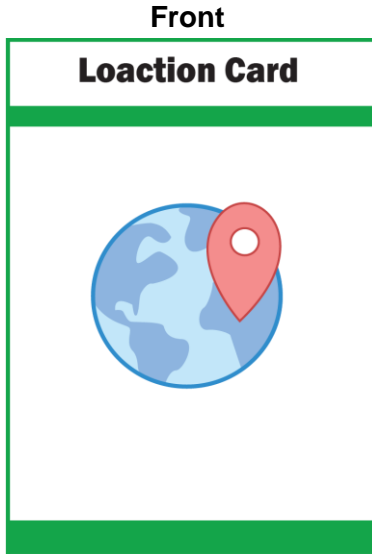
Explore Cards

An *Explore Card* will detail what the players found when they explored a landmark. This can range from running into a dangerous creature, to falling and getting hurt, to something good happening.

Some *Explore Cards* will indicate to the party that they should draw an *Object Card*.
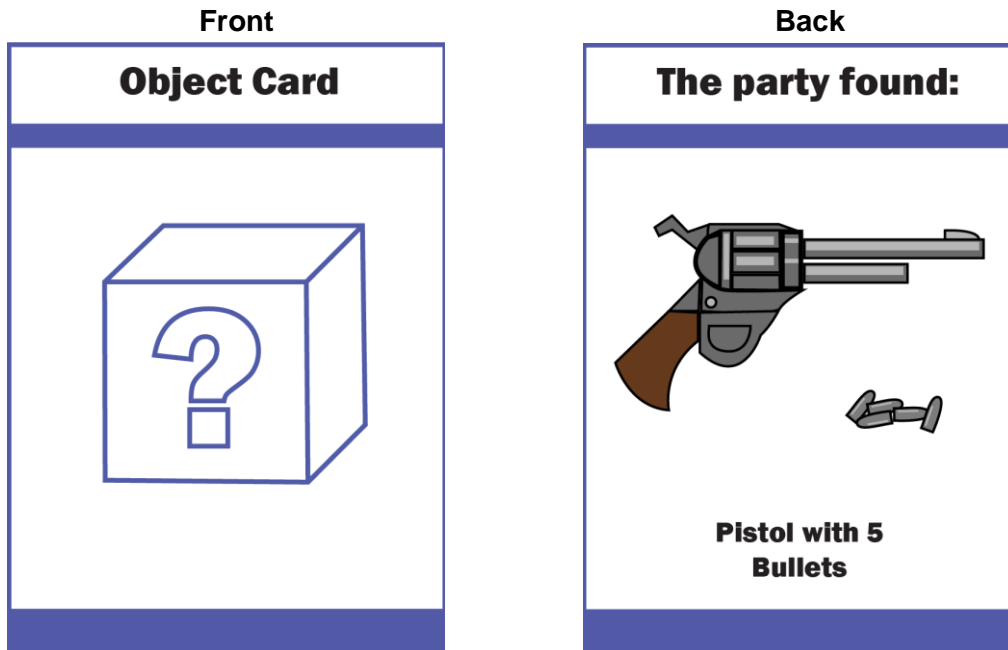
Example:

Front

Explore Card

Back

The party discovered:

?

?

?

A group of docile animals

Object Cards

These cards indicate which objects the survivors have found that they can use when creating their story.

Example:

Front	Back
Object Card	**The party found:**
	Pistol with 5 Bullets

Event Cards

Event cards detail a specific outside event that occurred while stranded in their environment.

Example:

Front	Back
Event Card	**Event Card**
!	
Island	**The Party can see a ship in the distance**