

# Playing Rules



Fortunately this game is only a game. For now.

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## Introduction

*Survival* is a game for a group of people designed to increase the players' awareness for the environment. The game was created to have fun while emphasizing environmental problems and the factors necessary for humans to survive on this planet.

The game mechanics for *Survival* are not new; they are based on the very popular party games called "Werewolf" and "Mafia". Like these two models, *Survival* is a social game in which an informed minority plays against an uninformed majority. Unlike "Werewolf" and "Mafia" however, *Survival* is concerned with real threats to all humans and with global awareness. It is played in rounds in which players get eliminated. Every round includes a "Time of Darkness" (during which Evil Forces secretly eliminate other players) followed by a "Global Conference" (during which all players discuss who might be an Evil Force and needs to be eliminated by vote to save humanity).

To play this game you need no equipment besides the playing cards and these rules. The rules are written for players older than 10 years old but work for younger players with some adjustments.



## The Story Line

In a solar system at the fringes of a galaxy far, far away is a planet currently friendly to the sustained existence of life. This planet is inhabited by relatively intelligent bipeds who have developed habits that threaten the survival of the species.

Most of the time those “humans” (as they call themselves) just go about their business without thinking much about the consequences of their actions. However, some of them have begun to take advantage of the other humans’ indifference and damage the environment. These “Evil Forces” have shaped human civilization to a large extent and have become an accepted part of the human community as a result. Just like in real life the Evil Forces are not easily recognized.

They are at work during the “Times of Darkness” and destroy the elements on this planet that make survival for humans possible, one by one.

Fortunately, some concerned humans have recognized this danger and meet occasionally at a “Global Conference” to attempt to identify the Evil Forces and vote to eliminate them. Humanity wins if the Evil Forces can be eliminated before they eliminate what is necessary to survive. If the Evil Forces are able to eradicate everything good on the planet they win.

Obviously in real life it is not that easy, but this is just a game.

# Set-Up and Game Play

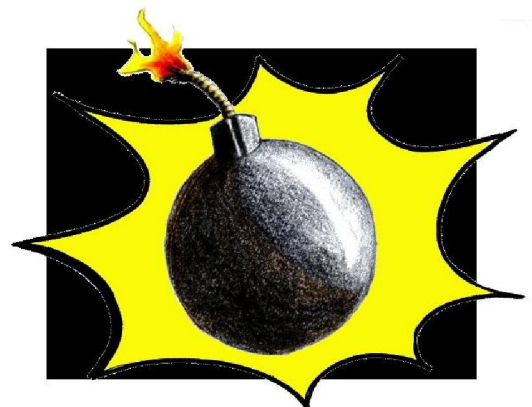
*Survival* is best learned when played a few rounds of the first game with open cards while following the instructions given by the moderator. In all future games the players need to keep their cards secret from each other.

**Note:** Since this is (also) an educational game, you may want to discuss the role of each card in the game and in reality before you begin playing.

1. Assemble a group of players. Around 8 to 30. They should sit in somewhat of a circle that allows a moderator to walk in the middle.
2. Decide who will be the moderator. This should be a person who can give instructions, make decisions, and recreate order when needed.
3. If you want, decide which player will be “in the spotlight” and receives the ! card. This player has two votes during each Global Conference, but only as long as he/she is in the game.
4. The moderator keeps the other “Moderator Cards” (see page 6) nearby.
5. Decide which Evil Forces will be used.
6. Depending on the number of participants, prepare a mix of the other cards to the correct ratio (see page 6) and hand them out, face down, one to each player. The cards tell each player his role and need to be kept secret. As long as a player is not eliminated his card cannot be shown to others.
7. Some players are now secretly Evil Forces. Everyone else is either a Special Force or an Element for Survival.
8. The Moderator tells the players to remember their role, read the brief instructions on their card, and sit on their card or put it out of

sight (but not in a pocket to be carried away by accident).

9. The Moderator reads the instructions to the group. Either those for BASIC Play or the first page for ADVANCED Play.
10. The players follow those instructions.
11. When the “Global Conference” begins the players who have not been eliminated discuss who might be an Evil Force and vote whether to eliminate the suspected person or not.
12. Any player can claim or deny being a certain personality but may not show their card until they are eliminated. Players must reveal their personality after they are eliminated but may not communicate with the active players afterwards.
13. During all following rounds repeat (for BASIC play) or read and follow the page with the instructions for “During all Other Times of Darkness” (for ADVANCED play).
14. The winning team is the one that eliminates all members of the other team. See Page 10 to learn more details about winning.



# Playing Cards

**Evil Forces:** Pollution, Waste, Greediness, Ignorance, Overpopulation, Consumerism

## **Special Forces:**

- Scientist
- Forest Ranger
- Green Activist
- Polar Bear
- Genetically Modified Plant (GMO)
- Engineer
- P.P.A. (Planet Protection Agency)
- Mother Nature

## **Elements for Survival:**

Knowledge	Ozone Layer
Clean Energy	Plankton
Clean Water	Insects
Edible Plants	Algae
Clean Air	Bacteria
Fish	Biodiversity
Farm Animals	Good Weather
Farm Land	Intelligence
Antibiotics	Fertile Soil
Fungi	Immune System
Peace	Human Rights

## **Moderator Cards (marked with “M”):**

- Good
- Evil
- Shielded Earth
- Cherry Bomb
- Go to Nairobi
- ! (Spotlight)

# Card Distribution

- Generally speaking, players like to be an Evil Force or a Special Force, so add as many of those as you like but keep the balance of forces even to make the game challenging.
- 8 - 12 players: 2 - 3 Evil Forces
- 12 - 16 players: 3 - 4 Evil Forces
- 16 players or more: 4 or more Evil Forces
- If one group seems to win too often reinforce the other group by increasing or decreasing the number of Evil Forces.
- For BASIC play, beginners, or smaller groups (up to 12 people) use only the scientist, forest ranger, and green activist as Special Forces.
- For ADVANCED play or larger groups add more Special Forces (e.g. Polar Bear, G.M.O., Engineer, P.P.A., Mother Nature) and the Spotlight card.
- To get used to additional roles you can add them one by one rather than all at once.

# Rights and Responsibilities

**All players need to close/open eyes when they are asked to. Wait for your personality to be called before you open your eyes and become active. Close them when you are done.**

**Evil Force:** Quietly decides with the other Evil Forces (e.g. by pointing) during Times of Darkness which player will be eliminated. They need to work together with the goal to eliminate all Special Forces and Elements for Survival during the game. They need to be aware of the Green Activist who will try to discover who the Evil Forces are without getting caught.

**Element for Survival:** Has no special powers. May talk during the Global Conference, tell the truth, tell lies, accuse, insinuate, influence, manipulate, etc. The only powers of the Elements for Survival during the Global Conference are their words and ability to convince others.

**Scientist:** Receives information about a chosen person's identity during each Time of Darkness. After being called, the scientist points quietly at a chosen player and the moderator shows the "Evil" or "Good" card to let the scientist know the true nature of this player.

**Forest Ranger:** Protects one player from the Evil Forces during each Time of Darkness (by soundlessly pointing out the player to the moderator). He/she may protect him/herself, but may not protect the same person two times in a row.

**Green Activist:** Observes carefully and secretly the Evil Force's actions during each Time of Darkness. If discovered by the Evil Forces the Green Activist is eliminated immediately. The Green Activist may not pretend to be an Evil Force.

**Engineer:** Beginning with the second Time of Darkness, the engineer can use the bomb or shield. The engineer may choose, during two separate Times of Darkness, if a player will be eliminated or protected by pointing silently either at the card with the bomb or the shield and the chosen player. Using the bomb does not change actions performed by a person during the same Time of Darkness. The shield protects a person from being eliminated only

during the same Time of Darkness. Each card can only be used once.

**Polar Bear:** Will be eliminated if there is a tie in the vote of the players during the Global Conference. May decide after his/her elimination (for any reason) who will either be the only one voting or not be allowed to vote at all during the following Global Conference.

**Genetically Modified Organism (GMO):** The GMO eliminates another player when he/she gets eliminated for any reason. The decision to eliminate has to be made immediately.

**P.P.A. (Planet Protection Agency):** May summon one player to Nairobi, Kenya for questioning before a Global Conference begins. That player may not be eliminated, participate in the discussion, or vote. The P.P.A. may not summon a person twice.

**Mother Nature:** Decides during the first Time of Darkness which two players are "buddies" and are connected (= in symbiosis). No further special powers.

**Buddies:** Need to defend each other since if one player is eliminated the other player is eliminated as well. Any two players can be buddies. If both buddies are the only surviving players they win the game.

**Moderator:** Keeps the game flowing. Reads the instructions and makes sure rules are followed. Keeps track of activities during Times of Darkness. Encourages discussion during Global Conference. Decides when it is a good time to vote.

**The Spotlight:** Given to a player before the game begins. It is decided by vote which player is in the "Spotlight". He or she enjoys special attention and has two votes during a Global Conference. An Evil Force can be in the Spotlight. If a player who is in the spotlight gets eliminated, he/she decides whose turn it is to be in the spotlight now and hands over the card.

**Memory:** A player who has been eliminated. He or she may keep his/her eyes open at all times and enjoy knowing everything that is going on. Memories may not communicate with active players since they know everything.

# BASIC (or small group) Play:

## Hand out ONLY the following cards:

- **Evil Forces** (as many as needed; see Notes)
- **Scientist**
- **Forest Ranger**
- **Green Activist**
- **Elements for Survival** (all other players)

## The Moderator reads these instructions (more exactly at first and less later) to the group and makes sure the steps are followed:

- 1) “Indifference falls upon you, all players are minding their own business with their eyes closed and without making any noise to draw attention and arouse suspicion.”
- 2) “The **Evil Forces** become active and quietly make eye contact to recognize each other’s role. They soundlessly decide (by pointing or so) which player will be eliminated during this Time of Darkness. At this time, the **Green Activist** may secretly peek to learn what is going on” *(The moderator confirms by pointing at the chosen victim and waits for silent confirmation by the Evil Forces.)*
- 3) “The Evil Forces close their eyes again.”
- 4) “The **Forest Ranger** quietly makes eye contact with the moderator to be identified and point out a player who he/she would like to protect during this Time of Darkness.”
- 5) “The Forest Ranger closes his/her eyes again.”
- 6) “The **Scientist** becomes active and quietly makes eye contact with the Moderator to be identified and point out a player whose true personality the Scientist wants to know. *(The Moderator communicates quietly with the Scientist by pointing to the “Good” or “Evil” card to tell the Scientist the correct personality.)*
- 7) “The Scientist closes his/her eyes again.”
- 8) “It is time for a Global Conference! All players arrive at the conference ready for action. However .... (name/s of victim) will not participate because he/she fell victim to the Evil Forces during this Time of Darkness.” **Or:** “No one was eliminated during this Time of Darkness.”
- 9) “If you have been eliminated you can keep your eyes open now at all times, but you may not communicate with still active players. You are nothing but a **Memory** now!”
- 10) “Accusations fly. Suspicions arise. All players discuss who is suspicious and should be voted of the planet”.
- 11) *(The players decide by vote which player among them is an Evil Force and will be eliminated during the Global Conference.)*
- 12) *Next round*  
*(= Another “Time of Darkness”; start over with 1)*

## BASIC Play

### Abbreviated Order of Actions:

- 1) **All** players have eyes closed
- 2) **Evil Forces** eliminate one player
- 3) **Forest Ranger** protects one player
- 4) **Scientist** learns truth about one player
- 5) **All Players** open eyes
- 6) Announce lost player(s).
- 7) Discussion at Global Conference
- 8) Vote
- 9) Eliminate convicted player
- 10) Start over with 1)



# ADVANCED Play (1)

## For first Time of Darkness only:

**The Moderator reads these instructions** (more exactly at first and less later) **to the group and makes sure the steps are followed:**

1. “Before I hand out the cards, we need to vote who will be in the **Spotlight** and has two votes. Anyone interested in suggesting someone? Does anyone want to be that person?” *(After it is decided, give this person the ! card)*
2. *(Hand out the other cards, one to each player)*
3. “Indifference falls upon you, all players are minding their own business with their eyes closed and without making any noise to draw attention and arouse suspicion.”
4. “**Mother Nature** opens her eyes and quietly points out which two people are buddies and connected through an invisible bond.”
5. “**Mother Nature** closes his/her eyes again.”
6. *(The Moderator will quietly tap the two chosen players on the head to signal that they have been chosen)*
7. “The two **Buddies** (the two I just tapped on the head) quietly make eye contact to recognize their destiny. If one is eliminated the other is eliminated as well.”
8. “The **Buddies** close their eyes again.”
9. “The **Evil Forces** become active and quietly make eye contact to recognize each other’s role. They soundlessly decide (by pointing or so) which player will be eliminated during this Time of Darkness. The **Green Activist** may now secretly peek to learn what is going on” *(The moderator confirms the choice by pointing at the chosen victim and waits for silent confirmation by the Evil Forces.)*
10. “The **Evil Forces** close their eyes again.”
11. “The **Forest Ranger** quietly makes eye contact with the moderator to be identified and point out a player who he/she would like to protect during this Time of Darkness.”
12. “The **Forest Ranger** closes his/her eyes again.”
13. “The **Scientist** becomes active and quietly makes eye contact with the Moderator to be identified and point out a player whose true personality the Scientist wants to know. *(The Moderator communicates quietly with the Scientist by pointing to the “Good” or “Evil” card to tell the Scientist the correct personality.)*
14. “The **Scientist** closes his/her eyes again.”
15. “Raise your hand only: **Engineer - Polar Bear – Genetically Modified Organism - Green Activist.**”
16. “The **P.P.A.** opens its eyes and quietly point out one player to come to Nairobi, Kenya. for investigation. This player cannot vote or be eliminated this day.”
17. “It is time for a Global Conference! (Name of player) is sent for a hearing to Nairobi by the P.P.A. *(give him/her the Nairobi card)*. All others arrive at the conference ready for action. However .... (name/s of victim) will not participate because he/she fell victim to the Evil Forces during this Time of Darkness.”. **Or:** “No one was eliminated during this Time of Darkness.”
18. “If you have been eliminated you can keep your eyes open now at all times, but you may not communicate with still active players. You are nothing but a **Memory** now!”
19. “Accusations fly. Suspicions arise. All players discuss who is suspicious and should be voted of the planet”.
20. *The players decide by vote which player among them is an Evil Force and will be eliminated during the Global Conference.*
21. *Next round - go to ADVANCED PLAY (2)*

# ADVANCED Play (2)

During all following Times of Darkness:

1. "The Global Conference is over. Indifference falls upon you, all players are minding their own business with their eyes closed and without making any noise to draw attention and arouse suspicion."
2. "The **Evil Forces** open their eyes and soundlessly decide which player will be eliminated during this Time of Darkness."
3. "The Evil Forces close their eyes again."
4. "The **Forest Ranger** opens his/her eyes and quietly points out a player who he/she would like to protect during this Time of Darkness."
5. "The Forest Ranger closes his/her eyes again."
6. "The **Engineer** opens his/her eyes and soundlessly chooses (by pointing at the card with the bomb or the card with the shield) to throw a bomb or a shield at a player or do nothing during this Time of Darkness."
7. "The **Engineer** closes his/her eyes again."
8. "The **Scientist** opens his/her eyes and quietly points out a player whose true personality the Scientist wants to know."
9. "The **Scientist** closes his/her eyes again."
10. "The **P.P.A.** opens its eyes and may quietly point out one player to come to Nairobi, Kenya for investigation. This player cannot vote or be eliminated this day."
11. "It is time for another Global Conference! (Name of player) is sent to a hearing to Nairobi by the P.P.A. (*give him/her the Nairobi card*). All others arrive at the conference ready for action. However ... (name/s of victim/s) will not participate because he/she fell victim to the Evil Forces during this Time of Darkness and/or the bomb used by the Engineer during this Time of Darkness."  
**Or:** "No one died during this Time of Darkness."
12. "If you have been eliminated you can keep your eyes open now at all times, but you may not communicate with still active players. You are nothing but a **Memory** now!"
13. "Accusations fly. Suspicions arise. All players discuss who is suspicious and should be voted of the planet".
14. *The players decide by vote which player among them is an Evil Force and will be eliminated during the Global Conference.*
15. *Next round (= Another "Time of Darkness)*

## ADVANCED Play

### Abbreviated Order of Actions:

- 1) **All players** have eyes closed
- 2) **Evil Forces** eliminate one player
- 3) **Forest Ranger** protects one player
- 4) **Engineer** may use shield or bomb.
- 5) **Scientist** learns truth about one player
- 6) **P.P.A.** decides which player will be investigated
- 7) **All Players** open eyes
- 8) Discussion at Global Conference
- 9) Vote
- 10) Eliminate convicted player
- 11) Start over with 1)

# Winning the Game

**The game is won by the Special Forces and Elements of Survival when:**

- ..all Evil Forces are eliminated.

**The game is won by the Evil Forces when:**

- ..there are more Evil Forces remaining than Special Forces and Elements of Survival combined.
- ..a situation develops that makes the elimination of a player during a Global Conference impossible.

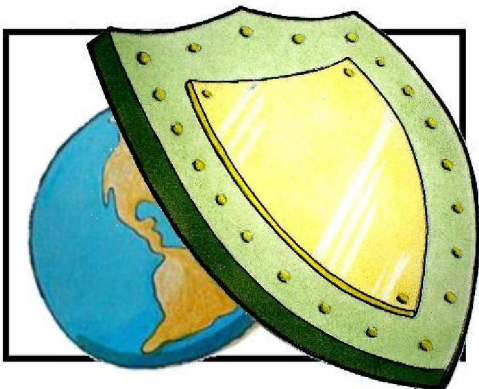
**The game is won by the two Buddies when:**

- ..the two Buddies are the only remaining players.

## Tiebreakers

If there is a tie during a vote the Polar Bear is eliminated (see **Rights and Responsibilities**).

If there is another tie after the Polar Bear has been eliminated, ask for a revote, or e.g. toss a coin.



## Tips and Tricks

- To avoid the early elimination of less popular players remind the players who are about to vote that it is essential to eliminate the players that are potentially dangerous for their team.
- Use an easel, chalk board, or white board to keep track of who is still in the game. It shows nicely what is left on the planet and what is gone.
- When the moderator talks to the scientist or engineer, it is sometimes entertaining to actually talk out loud and say (without mentioning names or gender) that a person is evil or what will be happening. It makes it more interesting to the players who have their eyes closed.
- To involve those that have been eliminated the moderator can ask those who are eliminated (= Memories) to help keep track of who got eliminated or protected during the previous Time of Darkness.
- To reduce confusion regarding who is still playing or prevent those who have been eliminated from helping their team you may want them to sit away from the group.

# Overview

**Type of Game:** Educational role-playing game

**Number of Players:** 8 - 30

**Age of players:** 10 years and older

**Required Materials:** Playing Cards, Rules

**Educational Objective:** Learn about the natural elements and ecological connections that make human life on Earth possible as well as the dangerous forces that can damage them.

**Strategic Objective:** Eliminate the opposing team members.

**Game Play:** Two teams play against each other in rounds. In each round the teams eliminate members of the opposing team by vote. This is made dramatically more difficult by telling only one team who is part of their group. The other team, while much larger in numbers, is left in the dark and has to guess who is part of the opposing team.

**Original Game Play:** Dimitry Davidoff, 1986;  
Andrew Plotkin, 1997

**Survival Concept, Rules & Art Work:** Karsten H. Weiss

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