SURVIVE

DOLPHINS & SQUIDS & 5-6 PLAYERS... OH MY!

Survive: Dolphins & Squids & 5-6 Players... Oh My! contains 3 mini-expansions for the great game of *Survive: Escape From Atlantis!*, all packaged into this one box: *5-6 Players!*, *Dolphins & Dive Dice!*, *The Giant Squid!*
You can choose to play the base game of *Survive: Escape From Atlantis!* with any or all of these 3 mini-expansions! Customize your game experience any way you would like! You must have the base game *Survive: Escape From Atlantis! – 30th Anniversary Edition* to enjoy any of these mini-expansions.

5-6 PLAYERS MINI-EXPANSION

This mini-expansion enables you to enjoy the great game, Survive: Escape From Atlantis!, *with up to 6 players!*

Contents:

- 20 Plastic People Tokens (10 Orange and 10 White)

NOTE: You must have the base game *Survive: Escape From Atlantis!* to enjoy this expansion.
NOTE: This mini-expansion is compatible with *Survive: Dolphins and Dive Dice* and *Survive: The Giant Squid* mini-expansions.

When playing *Survive: Escape from Atlantis!* with 5 or 6 players, the rules you are reading now take precedence over the rules in the base game. However, there are only a few differences, so for the most part you still use the familiar base game rules.

Setup for a 5 or 6 Player Game

Use the setup rules from the base game with the following exceptions:

. . .with 5 Players:

- Each player receives his 10 People Tokens, but removes one "1" point People Token and one "3" point token. Place them back in the box. These People tokens will not be used in this game.
- Select a starting player and give him 1 Boat Token. Also give 1 Boat Token to the second player. The third, fourth, and fifth players in playing order each receive 2 Boat Tokens.
- Beginning with the start player, begin placing one People Token each in turn order as per normal rules.
- Beginning with the start player, take turns placing one Boat Token each in order until each player has placed all assigned Boat Tokens. Note that the first two players will not be able to place a second Boat, but they maintain the advantage of playing before the other players.

. . .with 6 Players:

- Each player receives his 10 People Tokens, but removes one "1", "2", and "3" point People Token. Place them back in the box. These People tokens will not be used in this game.
- The starting player, second player, third player, and fourth player receive 1 Boat Token each. The fifth player and sixth player receive 2 Boat Tokens each.
- Beginning with the start player, begin placing one People Token each in turn order as per normal rules. Note that the final People Tokens placed by the fifth and sixth player must be placed on a Land Tile that already has a People Token on it. This final placement may be on any Land Tile, except one that contains a People Token of their own color.
- Beginning with the starting player, take turns placing one Boat Token each in order until each player has placed all assigned Boat Tokens. Note that the first four players will not be able to place a second Boat, but they maintain the advantage of playing before the following players.

Playing the Game

All normal game rules are observed, including any other expansions you might be playing with. It is important to keep in mind that although you have less People Tokens that need rescuing, you also have less turns to accomplish that task!

Winning the Game

In a 5 or 6 player game, the winner is determined as normal (including any Challenge Rules from the base game you may be using).
Any ties are broken in favor of the player who rescued MORE People Tokens than any other tied players.
If still tied and using the *All Equal!* Challenge Rule from the base game rules, then the player who rescued the most total point value of People Tokens than any other tied players is the winner.

If still tied, the winner is the player who had the least number of turns from among the tied players. This can be determined easily by noting who the Starting Player was and who turned over the volcano tile. Anyone to the LEFT of the player who revealed the volcano tile and to the RIGHT of the Starting Player had less turns to rescue their People Tokens. Therefore, the winner is any person to the LEFT of the player who revealed the volcano (but to the RIGHT of the Starting Player) who was one of the tied players. If still tied, then the tied players rejoice in their shared victory!

A new Challenge Rule (#5): "Overpopulated!"

This Challenge Rule is for those players looking for the ultimate in crazy fun with lots of destruction. Players have far too many People Tokens to save them all, and so must either crowd near the dangerous shores, or else find safe passage on as many boats as possible.

- This Challenge Rule requires 5 or 6 players.
- Do not remove any People Tokens from the game at start. All players play with all 10 of their People Tokens. Each player also receives 2 Boat Tokens as per the normal rules.
- Players place all their People Tokens as per normal rules, but since Atlantis is overpopulated, once the island is full players may start placing a second People Token on an already-occupied Land Tile, noting that:
  - They may not place a People Token on a Land Tile where there are already two People Tokens.
  - They may not place a People Token on a Land Tile where there is already a People Token of their own color.
- Play proceeds normally, except that in the event that a Land Tile is sunk with a player's People Token standing on it (or perhaps more than one player's People Token), those players each receive, in player turn order, an immediate 1 Movement Point to be used only on the People Token that was on the just-sunk Land Tile.
- Any «Play Immediately» tiles that are revealed must be carried out first however, so if for example a Shark appears, it gets to remove the swimmers from the game and the 1 Movement Point is lost.
- The Movement Point does not have to be used, but it may not be saved.
- This special movement mini-round occurs before the current player rolls the Creature Die.
- In the event that a *Play Immediately* tile calls for the placement of a Boat Token, but none are available from the supply (in a 6 player game, the *supply* will be from boats that have been destroyed, for example), the player drawing the tile must select an unoccupied boat from anywhere on the board and place it into the designated space. Any People Tokens on the space are placed into the boat as per normal rules.

DOLPHINS AND DIVE DICE MINI-EXPANSION

In the **Survive: Dolphins and Dive Dice** *mini-expansion, your enemies become more powerful... but so do your allies!*

All Sea Creatures in the game will have the powerful ability of *diving* to unoccupied sea spaces, as well as having the potential to move up to three spaces, whenever they move! Their movement is now controlled by the blue Dive Dice contained this mini-expansion, making them more deadly to your People than ever! However, there are friendly Dolphins now in the game, which will protect your Swimmers from the attacks of other Sea Creatures!

Contents:

- 4 Dolphin Tokens
- 2 blue Dive Dice (engraved)
- 1 red Creature Die (engraved)

NOTE: The red Creature Die is not used with this mini-expansion, but rather is a small gift to those who preferred the engraved red Die from the original blue box edition. Enjoy!

NOTE: This mini-expansion is compatible with *Survive: 5-6 player* and *Survive: The Giant Squid* mini-expansions.

Challenge #6: Dolphins and Diving Creatures!

- When playing with this mini-expansion (the *Challenge #6*), do not use the red Creature Die. Instead, use the two blue Dive Dice, and of course, the four Dolphin tokens. Place the red Creature Die in the box.
- During step 3 of each player's turn (*Remove a Terrain Tile* step), when the Terrain tile selected to be removed from the island has this image on it:

... instead of using the standard rule for this Terrain tile from the base game of Survive: Escape From Atlantis!, do the following:

- Immediately reveal the tile to all players. [In other words, consider this tile a green outlined *Play Immediately* tile.]
- Take a Dolphin token from off the board and place it on the sea space that had been occupied by the Terrain tile.
- Remove the Terrain tile from the game. (Do NOT keep it in your *hand* of tiles).

- During step 4 of each player's turn (*Roll the die and move a creature*), **roll both blue Dive Dice** (instead of the red Creature Die).All Sea Creatures, including the Dolphins, will be moved using the blue Dive Dice. The blue Dive Dice can be interpreted as follows:
  - The first of the Dive Dice has symbols that indicate whether you may move a Sea Serpent, Shark, Whale, Dolphin, or an unoccupied Boat. The Starfish symbol is *wild*, which indicates that you may move your choice of one Sea Serpent, Shark, Whale, Dolphin, or unoccupied Boat.
  - The second of the Dive Dice has numbers and one letter (1, 1, 2, 2, 3, and "D"). This die controls the maximum distance that Sea Creature or unoccupied Boat that you rolled with the first of the Dive Dice can now move.
- After rolling the two blue Dive Dice, select and move one of the indicated Sea Creatures or unoccupied Boats (or your choice if *Starfish* was rolled) in this manner:
  - If a number was rolled on the second of the Dive Dice, move the chosen Sea Creature or unoccupied Boat on the first of the Dive Dice up to the number of sea spaces you rolled, OR
  - If a "D" was rolled on the second of the Dive Dice, then move the chosen Sea Creature or unoccupied Boat to any unoccupied sea space on the game board. In this case, the Sea Creature has dived to this space or the unoccupied Boat has drifted to this space due to the wind and turbulent waters surrounding Atlantis!

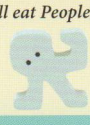
NOTE: You may never move an occupied Boat using the Dive Dice, even if you control the Boat. If a Sea Serpent, Shark, or Whale (or Giant Squid, if using that mini-expansion as well) enters a sea space occupied by something it could attack (as per the *Roll the die and move a creature / Using a Die Result* section of the base game rules), the Sea Creature's move ends, and the attack commences as per the usual rules.

- The Dolphins are the good guys! Here is how they are used:
  - When a Swimmer moves into a sea space occupied by a Dolphin that is not protecting another Swimmer already, that Swimmer is safe from attack by all Sea Creatures.Place Swimmer against the Dolphin token as an indication.
  - When a Dolphin moves into a sea space occupied by one or more Swimmers, one of the Swimmers is safe from attack by all Sea Creatures.
  - A Dolphin can only protect one Swimmer at a time. Normally the first Swimmer to join the Dolphin is the protected one. If you move a Dolphin into a sea space with multiple Swimmers, you choose the protected one, placing the Swimmer against the Dolphin token as an indication.
  - Several Dolphins could be in the same sea space, each protecting a different Swimmer.
  - Beware! If the Dolphin is moved away from your protected Swimmer by another player and a Sea Creature that attacks Swimmers is in the same sea space as this now unprotected Swimmer, the Swimmer is removed from the game.
  - A Dolphin may share a sea space with other Creatures and with Boats.
  - When you move a protected Swimmer during step 2 (*Move your Explorer and/or Ship tokens*), you may move the Dolphin along with it (but only one sea space per turn as per the rules on moving Swimmers). Dolphins cannot end movement in Boats or on Land.
  - When you select to move a Dolphin with the Dive Dice, and that Dolphin is in a sea space with multiple Swimmers, you can use that move to switch the protection of that Dolphin to another Swimmer in that sea space, instead of moving the Dolphin to another space.

THE GIANT SQUID MINI-EXPANSION

The Giant Squid in this mini-expansion and the Whale in the base game are adversaries of each other! They may be used to attack each other... but each also has its own targets that they can attack! The Whale will continue to attack occupied Boats. And now The Giant Squid will eat People, both in Boats and on Land!

Contents:



- 5 Giant Squid Tokens

NOTE: This mini-expansion is compatible with *Survive: 5-6 player* and *Survive: Dolphins and Dive Dice* and mini-expansions.

Rules for using The Giant Squid

- Whenever a Whale is brought into play by a Land tile, also bring a Giant Squid into play. The Giant Squid is placed in any vacant sea space that is adjacent to a Land tile.

- When bringing the Giant Squid into play, if it is placed in a sea space that is adjacent to a Land tile with one or more People tokens, the player **must** remove one People Token on a single adjacent Land tile from the game.
- Whenever a Whale may be moved either by the revealing of a Land tile (i.e. the tile to *Move any one Whale to any unoccupied sea space*) or by the roll of the red Creature Die (or the blue Dive Dice from the *Dolphins and Dive Dice* mini-expansion), the Giant Squid **may** be moved instead of the Whale.
- The Giant Squid is moved as follows:
  - If the movement occurs via a Land tile, you **may** move the Giant Squid to any unoccupied sea space.
  - If the movement occurs via the red Creature Die, you **may** move the Giant Squid up to three sea spaces.
  - If the movement occurs via the blue Dive Dice, you **may** move the Giant Squid per the movement indicated on the Dive dice.
  - If the Giant Squid enters any sea space that contains either an occupied Boat or a Whale or is adjacent to a Land tile with one or more People tokens, the Giant Squid's movement ends.
  - The Giant Squid could instead not move and remain in the same sea space. This is considered *movement*, and you would still proceed to execute the following *After any movement of a Giant Squid…* step.
- After any movement of a Giant Squid, the player that moved the Giant Squid must do the following:
  - If the Giant Squid is in a sea space containing a Whale, remove the Whale from play.
  - If the Giant Squid is in a sea space containing an occupied Boat OR is adjacent to a Land tile with one or more People tokens, do **either** (not both) of the following:
    - remove one People token on a single adjacent Land tile from the game, **OR**
    - remove one People token in the occupied Boat from the game that is in the sea space with the Giant Squid.

NOTE: Only one People token may be removed during this step, either from one adjacent Land tile or from the occupied Boat in the same space as the Giant Squid, but not both.

- If a Whale enters a sea space that contains a Giant Squid, the Whale's movement ends and the player that moved the Whale **must** do the following:
  - Remove the Giant Squid from play.
  - As per the standard rules, if the Whale is in a sea space with an occupied Boat as well, remove the Boat from the game and the People aboard become Swimmers.
- An occupied Boat may not be moved into a space with a Giant Squid. [This prevents the controller of the Boat from having the People tokens of other players removed from the game when moving the Boat.]
- Whirlpools affect the Giant Squid in the same manner as they affect all other game pieces (i.e. remove the Giant Squid from the game).
- Giant Squids, Sea Serpents, Sharks, and Dolphins do not affect each other. They can occupy the same sea space.

Variant #1

The Giant Squid tokens replace the Whale tokens in the game. Remove the Whale tokens from the game. The Giant Squid tokens are used per the above Mini-expansion Rules, with the exception of course that neither Giant Squid nor Whales will attack each other, since there will be no Whales in the game.

Variant #2

When bringing the Giant Squid into play, if it is placed in a sea space that is adjacent to a Land tile with one or more People tokens, **the player does NOT remove one People Token** on that adjacent Land tile from the game. [Essentially, ignore *Rule 2* above.]

Some players find that the original The Giant Squid mini-expansion rule, shown as rule 2 above, makes the Giant Squid too powerful. By removing *rule 2*, The Giant Squid is less destructive.

Credits

5-6 player, Dolphins and Dive Dice, The Giant Squid mini-expansions development by Stephen M. Buonocore and Kevin Nesbitt
People and Sea Creature tokens designed by Andrew White
Survive: Escape From Atlantis! game designed by Julian Courtland-Smith
30th Anniversary Edition Art: Jean-Brice Dugait and Stéphane Gantiez
5-6 players, Dolphins and Dive Dice, The Giant Squid mini-expansion Layout: Asmodee
Project Manager: Stephen M. Buonocore

And **a big thank** you to Julian Courtland-Smith for his spectacular game design!