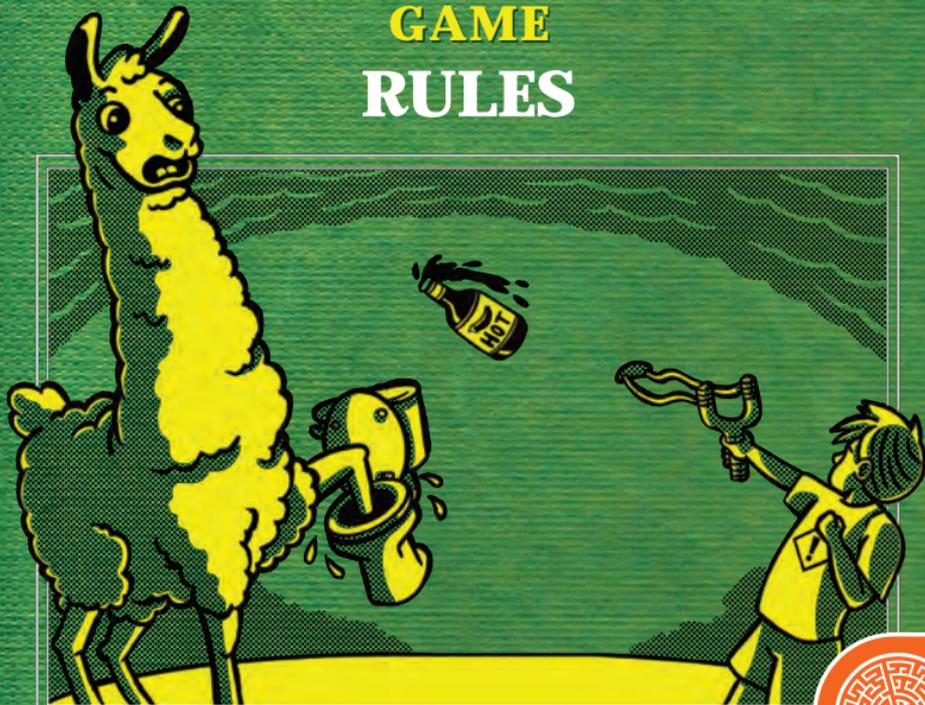


THE HOW I SURVIVED™ GAME RULES



AGES 8+ - 15 MINUTES - 4 OR MORE PERS



MindWare®

COMPONENTS

- 55 double-sided Object chips
- 80 Survival Scenario cards
- 75 scoring Rations
- 30 second timer

OBJECT

In each round, players use three Objects to create a survival plan that will gain them the most Rations possible. The player with the most Rations at the end of the game is the winner.

SETUP

Place the Object chips in the center of the table. Shuffle the Survival Scenarios cards and place them to the side.

STARTING THE GAME

The person who's gone the longest without showering is the first judge. Play proceeds clockwise around the table.

PLAY

The judge picks a Survival Scenario card from the top of the deck and reads it out loud. The judge then flips over the 30 second timer and players race to gather three Object chips that will help them survive the Survival Scenario. Grab your objects as fast as you can! Players who do not choose 3 objects before time runs out, must create their plan with only the object or objects they did pick.

After all players have their three Object chips, or time has run out players take turns describing their survival plan to the judge. Plans should be outlandish, creative, or convincing; whatever will sway the judge to give you as many life-sustaining Rations as possible.

TIP: Consider how objects can be interpreted in different ways. For instance, a bucket of worms might be used for fishing for food, to distract the piranhas in your swimming pool or as makeshift spaghetti upon your unexpected arrival on the moon.

SCORING

The judge finishes the round by awarding Rations to each player. Players can earn up to three Rations total on each turn: one for each Object chip that the judge finds worthy. Players can then flip their Rations over to hide their total score.

STARTING THE NEXT ROUND

After scoring, players flip over their Object chips and return them to the pile.

Discard the Survival Scenario.

Play continues clockwise. The new judge draws a Survival Scenario card and play continues.

ENDING THE GAME

Once each player has been the judge twice, the game ends. The player with the most Rations survives and wins the game.

TIE BREAKER

If more than one player ends up with the same number of Rations, it's time for a tie-breaker. Have a non-survivor pick a scenario from the top of the deck and read it to the surviving players. Survivors take three Object chips out of the box, one at a time, and pitch their survival plans to the remaining players. Note: Survivors only pull Object chips on their turn, so they don't get additional time to come up with a plan. The non-survivors decide which player has the best plan to determine the winner.

REALLY? ALL PLAYERS HAVE TIED?

Congratulations! You have unlocked the cooperative version of The How I Survived Game! Everybody survives, and everybody wins!

SCENARIO:

You're being chased by a 20-foot tall llama.

OBJECTS ►



TOILET



HOT SAUCE



SLING SHOT

PLAYER

"I would grab the toilet and toss it toward the llama hoping he would get his leg stuck and it will slow him down."

"Then I would grab a sling shot and the hot sauce."

"I would use the sling shot to shoot the hot sauce at the llama's face. That way he will get a bad taste in his mouth and leave me alone."

JUDGE

"You get two points for the sling shot and the hot sauce. It is clever trying to put a bad taste in his mouth. However the toilet is a stretch. The llama would have to step perfectly into the toilet and that would have to be one silly llama."



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