



SURVIVE: ESCAPE FROM ATLANTIS GAME PLAY ONE-SHEET

SUMMARY :

Game ends when the Volcano tile is revealed, then the points of all the Explorer's that made it safely to land are totaled. The player with the highest total wins. Set up : Tiles are placed at random to form the island, Sea Serpents on marked spaces. Then each player places his Explorers one at a time, with 2 boats placed last.

GAME PLAY : Each player performs the following in order:

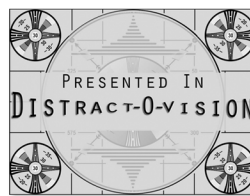
- 1) Play Terrain Tile from your hand
- 2) Move your Explorer and/or Ship Tokens
- 3) Remove a terrain tile
- 4) Roll a die and move a creature

Play Terrain Tile From Your Hand – player may play one of the red tiles they have collected during play, if they have any. Red Tiles:

- a. *Dolphin* – move one of your Swimmers 1-3 spaces
- b. *Boat* – move a Boat under your control 1-3 spaces
- c. *Sea Serpent* – move a Sea Serpent to any vacant sea space
- d. *Shark* – move a Shark on the board to any vacant sea space
- e. *Whale* – move a Whale on the board to any vacant sea space
- f. *X Shark* – remove a Shark from the board when it's moved into the same space as one of your Explorers (only on another player's turn)
- g. *X Whale* – remove a Whale from the board when it is moved into the same space as one of your Explorers (only on another player's turn)

Move Your Explorer(s) and/or Ship Tokens – each player gets 3 movement points to spend among any combination of Explorers and/or Ships :

- a. Explorers can move from land to land, land to boat, or from a boat to safety, freely
- b. Explorers in water or moving to water (from boat or land) are Swimmers, and can only move once per turn. Swimmers must be in the same space as a boat to get in, costing a move. They cannot climb back onto a land tile, only to safety.
- c. Ships can be moved if they are empty, or you have control of them (# of your explorers aboard are the majority or tie)



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Remove a Terrain Tile – player removes one tile from Atlantis. If it's Green, it gets played immediately. If it's Red, player takes it into their hand and can play it on their next turn.

- a. Players must pick tiles from the lowest land first and adjacent to water, when ever possible.
Beach tiles, then Forest, then Mountains removing, those adjacent to water first whenever possible – until the Volcano is revealed.
- b. Explorers on the tile fall into the water to become Swimmers
- c. Green Tile Revealed: Play immediately
Shark – a Shark is placed on the board where the tile was removed
Whale – a Whale is placed on the board where the tile was removed
Ship – a Ship is placed on the board where the tile was removed
Whirlpool – all Explorers, Sharks, Whales and Ships in the sea space where the tile was removed and in the adjacent sea spaces are removed from the board
Volcano – only found under Mountain Tiles, ends the game.

Roll the Red Die and Move a Creature - Results :

- a. *Shark* – move a Shark on the board 1-2 spaces. Sharks remove any Swimmers in the same space with them.
- b. *Whale* – move a Whale on the board 1-3 spaces. Whales remove any occupied boats in the same space as them. Explorers onboard become Swimmers, if there are Sharks on the same sea space Swimmers are removed.
- c. *Sea Serpent* – move a Sea Serpent 1 space. Sea Serpents remove occupied Ships and Swimmers.

NOTES:

- a. Explorers have different point values on the bottom. Once placed you cannot peek at the values.
- b. Sharks and Whales end their movement when entering an occupied space.
- c. Ships can only hold 3 explorers.
- d. Occupied Ships are controlled by who has a majority on board. Ties have shared control. Anyone can move an empty Ship on their turn.
- e. Explorers disembark boats and Swimmers reach safety via the 2 sea hexes in front of each Safe Isle in the corners of the board.