

For Adults  
4-8 Players

## Contents:

- 1 Island Tray, representing the island of Pulau Tiga
- 1 Game Board
- 3 Category Card Covers
- 168 Game Cards—3 categories: 56 double-sided cards per deck,  
including 2 Reference/Scoring Cards
- 1 Immunity Idol
- 8 Erasable Voting Cards
- 2 Team Play Movers—outer circle
- 8 Individual Movers—inner circle
- 10 Clear Mover Stands
- 35 Survival Items
- 1 Special Die
- 1 Erasable Pen
- 1 Instruction Sheet

*Please remove all components from package and compare them to the components list. If any items are missing, please call 1-800-524-TOYS.*

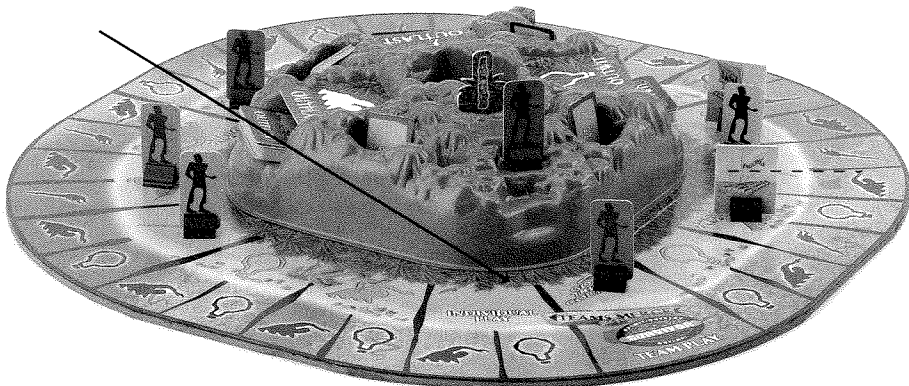
This game is not just about winning, but about surviving one another. You may have a question that is not answered in these Rules, so it's up to *you* to decide how to play—build alliances, vote your conscience, but remember, your votes and actions will be remembered at the Tribal Council.

## Object:

Be the sole Survivor in the game by meeting challenges and being spared by the voting Tribal Council.

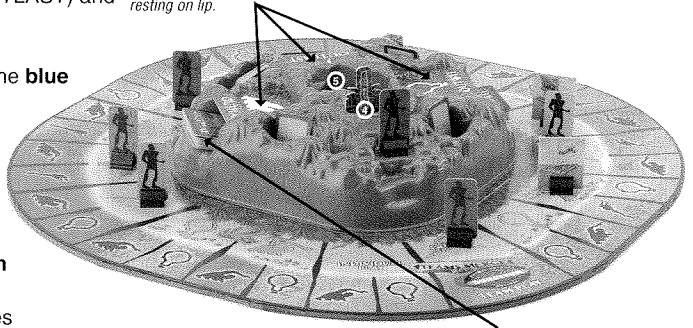
## Set Up:

1. Each player needs scrap paper and pencils (not included).
2. Place the Island Tray in the center of the playing area and the Game Board around the Tray so that the steps line up with the "Go to Tribal Council" board space.



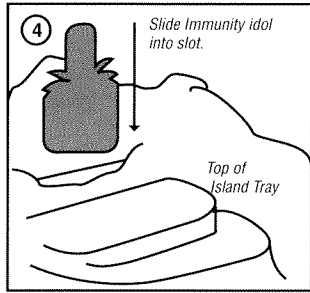
3. Divide the Category Card Covers (OUTWIT, OUTPLAY and OUTLAST) and put into the three wide slots.

*The 3 cover cards fit snugly on top of the top of 3 card deck holders resting on lip.*



*The 3 decks are separated by category and placed in the 3 deck holders.*

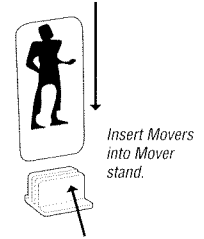
• The cards are double sided. The **blue** side is for Team Play (the outer circle); the **beige** side is for Individual Play (the inner circle). **Since you start as a team, begin play by reading the blue sides of the cards and follow directions for Team Play.** When you move to the inner circle, read the **beige** sides of the cards and follow the directions for Individual Play.



4. Place the Immunity Idol in its slot at the top of the Tribal Council platform steps.

5. Place Voting Cards in the widest slot on the Island Tray.

6. Divide into 2 teams. The yellow team is called Pagong; the orange team is called Tagi. Choose a Team Mover raft and place in its Mover stand and on the Survivor Team Play space on the board.



7. Each player also chooses a colored Mover for Individual Play. Set these Movers aside for later; you'll use them when the Tribes Merge...

8. Give 1 Reference/Scoring Card to each team. They contain scoring information for each of the 3 categories. The rules change from Team to Individual Play, so keep them for reference!

9. Shuffle all 35 Survival Item Cards. Deal out 3 to each team.

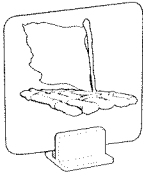
Don't let the other team see them! Randomly place the remaining unused Survival Items, with picture of item side facing in, into any of the 3 slots around the Island Tray.

## Survival Items

- What you'll need to survive the game. In Team Play, meet challenges to collect Survival Items. Once tribes merge and you're on your own, you'll use the Items to survive and to move ahead towards the Immunity Idol. Items are: Map to Water Well, Rice, Matches, First Aid Kit, Swimming Gear, Tools and Treasure Chest\*
- \*Treasure Chest: This is a Wild Card, and can be used in place of any other Survival Item.
- If gameplay calls for you to pick Survival Items and there are none left on the Island Tray, you can pick from any other player's stash.



Individual Mover



Team Mover

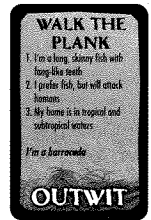
## Let's Play:

### TEAM PLAY (OUTER CIRCLE-COLLECT SURVIVAL ITEMS)

1. A player from each team rolls the die; highest roll goes first.
2. Roll the die, moving clockwise the number of spaces indicated on the die. The Board Space tells you from which Card Pile to draw. The Turn Player draws a card from the pile and reads from the Team Play side (**blue**) following directions. Team members take turns reading and playing.
3. There are 3 main categories—OUTWIT, OUTPLAY and OUTLAST. OUTWIT has 2 subcategories: Riddle and Walk the Plank. OUTPLAY has 2 subcategories: S.O.S. and Know Thy Neighbor.

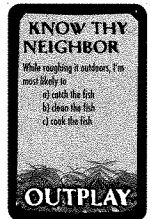
#### OUTWIT:

1. **Riddle**—Can the other team be outwitted?  
Read the riddle to the other team. If they guess the answer, they pick 3 Survival Items. If they're wrong and have been outwitted, you pick 3 Survival Items!
2. **Walk the Plank**—Hint by hint, can the other team guess the right answer? Each hint has its rewards, but if they're outwitted, your team wins!  
Read hints to the other team, one by one. With each hint, they can guess the answer.  
If they're correct after hint #1, they pick 3 Survival Items  
If they're correct after hint #2, they pick 2 Survival Items  
If they're correct after hint #3, they pick 1 Survival Item  
If they don't guess correctly after 3 hints, they have lost Walk the Plank and your team picks 3 Items!



#### OUTPLAY:

1. **Know Thy Neighbor**—See how well your team knows you.  
Read card aloud, then secretly write down your answer: a, b or c. Your team must agree on how they think you'll answer. Reveal. If they match your answer, you get 3 Survival Items. If not, you get no reward.
2. **S.O.S.**—See how well your team communicates. It's not always about words...  
Secretly look at card, then roll the die. Both teams will sketch the numbered SOS item indicated by the number on die. Show the item to one person on the other team. Ready, set, sketch! Both teams try to guess the SOS; whoever guesses first wins for their team and picks 3 Survival Items.  
(NOTE: Use your scrap paper and pencil here. The erasable pen should ONLY be used for Voting.)



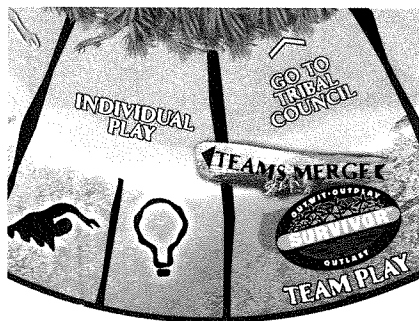
#### OUTLAST:

Read the card to your team and follow directions. If you must use one of your Survival Items, return that Item to the back of one of the 3 slots in the Island Tray, before you pick a new Item.



## Winning Team Play:

1. The first team to get to the Teams Merge space (you don't have to land on it exactly) wins Team Play! Each winning player can pick, at random, one Survival Item for themselves from the other team's pile of Items.
2. Then, each team shuffles their Survival Items and deals them out to their individual players. If there is an odd number of Survival Items, put it back into one of the 3 slots on the Island Tray.



*Teams Merge space—indicates time to go to Individual Play with new Mover.*

## INDIVIDUAL PLAY (INNER CIRCLE-MOVE TOWARDS IMMUNITY)

1. Once Pagong or Tagi wins Team Play, *both* teams merge to become individuals. Put aside the Team Play Movers, and grab your Individual Movers. *Every player* starts on Individual Play space. Now it's a race to Immunity and the Tribal Council with the Survival Items you have!
2. Highest roller goes first. Move clockwise the number of spaces indicated on the die; the Board Space tells you from which Card Pile to draw. The Turn Player draws a card and reads from the Individual Play side of the card (**beige**). Play continues clockwise.
3. The Turn Player always moves first on a turn, so even if two players advance on a turn, the Turn Player moves first. Your turn is over once you've followed the directions for that card.
4. If any player who is not the Turn Player wins a round and moves forward on the Board, they do NOT pick a card and play that space.

## OUTWIT:

1. **Riddle**—Can you outwit all others with this mind twist?  
Read the riddle to all players. Whoever guesses first advances his Mover 3 spaces. Each person gets only one guess. If no one guesses it, you've outwitted the other players, so you move 3 spaces.
2. **Walk the Plank**—Can you outwit all others with each hint?  
Read the hints one by one to *all* players; they may make one guess each per hint:  
If they're correct after hint #1, they move 3 spaces  
If they're correct after hint #2, they move 2 spaces  
If they're correct after hint #3, they move 1 space  
If they don't guess correctly after 3 hints, you have successfully outwitted the other players so you move 3 spaces.

## OUTPLAY:

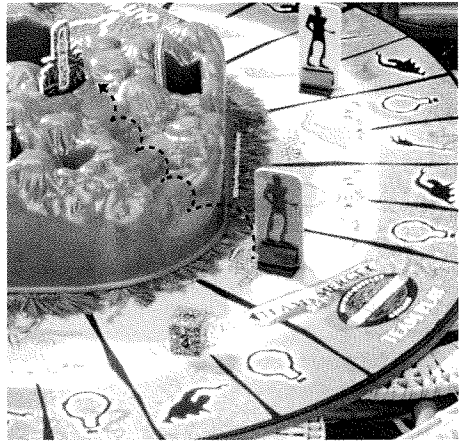
1. **Know Thy Neighbor**—Who knows you the best?  
Read card aloud, then secretly write down your answer. All other players secretly write down how they think you'll answer. Player who match you move 1 space; you move 1 space for each match.
2. **S.O.S.**—Who can guess what you're trying to draw first?  
Secretly look at card, roll the die and draw the numbered item as indicated by the die. You draw for all players to guess. Both the first person to guess the S.O.S. *and* you move 3 spaces.

## OUTLAST:

Read the card and follow the directions. You are the only player to act on this card. This is where your Survival Items come into play. Do you have what it takes to survive and get to the Immunity Idol first?

## VOTING:

1. The first person who reaches the Tribal Council at the Voting platform (does not have to be reached by exact count) climbs up the steps to the Immunity Idol and acts as the Tribal Council Chief. At this point, everyone forms the Tribal Council to vote someone off the island...and out of the game. The Tribal Council Chief automatically wins Immunity, and cannot be voted out of this round. However, the Chief still votes.
2. Tribal Council Chief deals out 1 Erasable Voting Card to each Player. Players use this Card to write the name of the player they'd like to vote out of the game. Fire means life to the islanders, and these Voting Cards represent life in the game! Your goal: keep your torch lit!
3. Each Player votes one Player out of the game. You cannot vote for the Tribal Council Chief who has won Immunity. You also cannot vote for yourself. Using the Erasable Pen, take turns secretly writing the person's name on your Erasable Voting Cards. Discretely place your Voting Card name face down in the top center space of the Island Tray.
4. Once all players have voted, the Tribal Council Chief reads each vote **aloud**. The Player with the most votes is expelled from the island and out of the game.
5. If there's a tie, the Tribal Council Chief casts one more deciding vote **aloud**.
6. After each vote, the remaining players resume play again on the Inner Circle with all their Movers beginning at "Individual Play". The player to the left of the player who's been Tribal Council Chief rolls and moves first.
7. After each vote at Tribal Council, use a tissue to erase the written name on the Voting Card; you'll use these cards each vote.



*Steps to Tribal Council—first player here wins Immunity!*

## Winning!

When there are only 2 players left to reach the Tribal Council, all the other players who've been voted out of the game come back, discuss and agree who should remain. That player who's chosen by the Tribal Council is the sole survivor and the winner!

## Short Game

Complete one outer and one inner circle round, then vote for the Survivor, who is the winner!

Marker may stain fabrics and other surface. Avoid contact with carpet, clothing, walls and furniture. Only use erasable markers that were supplied with the game. Replace cap on marker after use. Marker was safety tested.

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