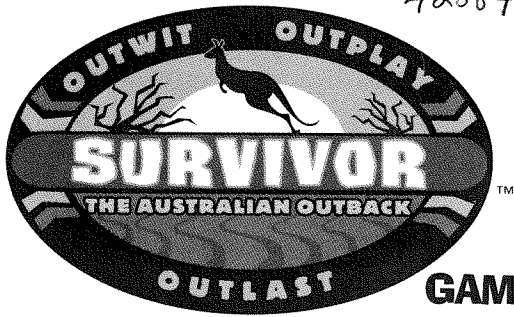


42884

For Adults
4-8 Players



GAME

Contents:

- 1 Center Tray, representing the Australian Outback
- 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

Please remove all contents from package and compare them to the list. If any items are missing, please call 1-800-524-8697.

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:

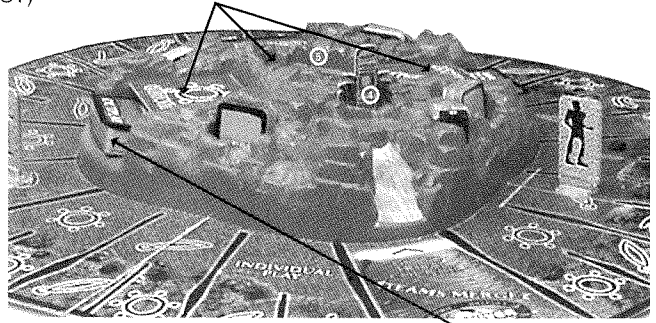
1. Each player needs scrap paper and a pencil (not included).
2. Place the Center Tray in the center of the playing area. Place the Game Board around the Tray so that the **"waterfall"** lines up with the **"Go to Tribal Council"** board space.



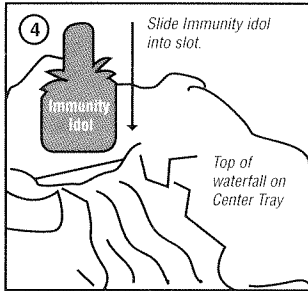
3. Divide the Category Card Covers (OUTWIT, OUTPLAY and OUTLAST) and put into the three wide slots.

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

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



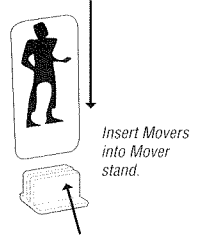
The 3 decks are separated by category and placed in the 3 deck holders.



4. Place the Immunity Idol in its slot at the top of the waterfall.

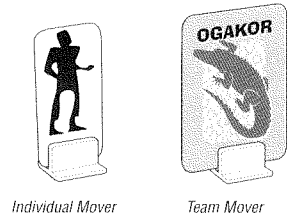
5. Place Voting Cards in the recessed middle of the Center Tray.

6. Divide Players into 2 teams. The green team is called Ogakor; the blue team is called Kucha (Australia's indigenous people, the Aborigines, can be thanked for these names!). Choose a Team Mover and place it 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, teams look at them, then place them face down in front of your 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 slots around the Center 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: Tarp and rope, Rice, Matches, First Aid Kit, Fishing Gear, Tools and Backpack.*

*Backpack: In addition to being used as a normal Survival Item, you can use the Backpack as a wild card, and play it for *any* other Survival Item!

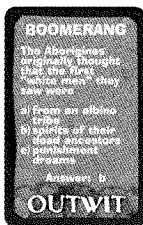
• If gameplay calls for you to pick Survival Items and there are none left in the Center Tray, you can pick from any other player's stash.

Let's Play:

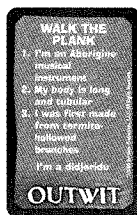
TEAM PLAY (OUTER CIRCLE-COLLECT SURVIVAL ITEMS AND MOVE TOWARDS INDIVIDUAL PLAY)

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 (**green**) following directions. Team members take turns reading and playing.
3. There are 3 main categories—OUTWIT, OUTPLAY and OUTLAST. OUTWIT and OUTPLAY each have 2 subcategories.

OUTWIT:



- **Boomerang**—Can the other team be outwitted or will it return for you to score? One player only looks at and reads the card aloud to the other team. (NOTE: Don't let your own team see the answer!) If the other team guesses correctly on the *first* try, they score by picking 3 Survival Items *or* advancing 3 spaces. If they *don't* guess the answer, **YOUR** team can now guess. If your team guesses correctly, you score and can pick or advance 3. If your team is incorrect, the **OTHER** team scores by picking *or* advancing 2.



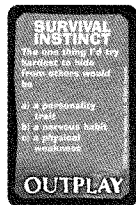
- **Walk the Plank**—One hint at a time, can you outwit your opponents? Read hints one at a time to other team. With each hint, they guess the answer.

If they guess correctly by hint #1, they pick 3 Items *or* advance 3 spaces

If they guess correctly by hint #2, they pick or advance 2

If they guess correctly by hint #3, they pick or advance 1

If they *don't* guess correctly, *you* pick or advance 3

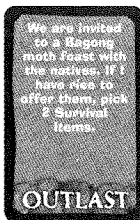
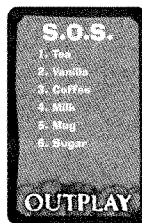


OUTPLAY:

- **Survival Instinct**—How well does your team know you? Read card aloud, then secretly write down your answer: a, b or c. Your team must agree on how they think you will answer. Reveal. If they match your answer, pick 3 Survival Items or advance 3 spaces. If you don't match, your team does not score.

- **S.O.S.**—Communication: a picture is worth a thousand words... Team vs. team. Roll the die, and one member from each team looks and sketches numbered item indicated by the die. Both teams sketch and guess in this race! Ready, set,

sketch! Both teams try to guess the SOS; whoever guesses first wins for their team and picks 3 Survival Items *or* advances 3 spaces.



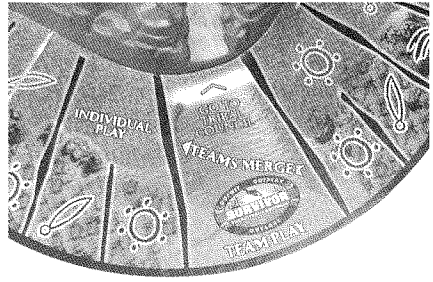
(NOTE: Use your scrap paper and pencil here. The erasable pen should **ONLY** be used for Voting.)

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 slots in the Center Tray, before you pick a new Item.

Winning Team Play:

1. The first team to get to the Teams Merge space wins Team Play! (NOTE: You don't have to land on the space exactly.) Each winning player can pick, at random, 1 Survival Item for himself from the other team's pile of Items.
2. Then, each team shuffles their Survival Items and deals them out evenly to their individual players. Put any *extra* Survival Items back into one of the slots in the Center Tray.



Teams Merge space—indicates time to go to Individual Play with your own Movers.

INDIVIDUAL PLAY (INNER CIRCLE—MOVE TOWARDS IMMUNITY)

1. Once Oqakor or Kucha wins Team Play, *both* teams merge and become individuals. Put aside the Team Play Movers, and grab your Individual Movers. Every player starts on Individual Play space. Now, with the help of your Survival Items, it's a race to Immunity and the Tribal Council for the vote!
2. Each winning team member rolls to see who goes first. Highest roller starts. Play continues clockwise for all players.
3. Roll the die for your turn. 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 (**rust**). Play continues clockwise.
4. 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.
5. If any player who is not the Turn Player scores on a card and moves forward on the Board, he should not play that space; but rather wait for his next turn.

OUTWIT:

- **Boomerang**—Can you outwit one of the other players? Read the card aloud to a player of your choice. If he guesses correctly on his *first* try, he advances his Mover 3 spaces. If he's correct on his *second* try, he advances 2 spaces. If he doesn't guess correctly by second guess, *you* advance 3 spaces.
- **Walk the Plank**—Can you outwit another player with each hint? Read hints one at a time to a player of your choice. With each hint, that player guesses the answer. If he guesses correctly by hint #1, he advances 3 spaces
If he guesses correctly by hint #2, he advances 2 spaces
If he guesses correctly by hint #3, he advances 1 space
If he does not guess correctly after 3 hints, you have successfully outwitted him, so *you* advance 3 spaces!

OUTPLAY:

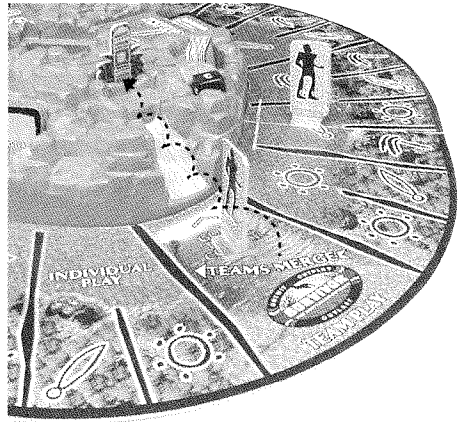
- **Survival Instinct**—Who knows you the best?
Read card aloud and secretly write down your answer. All other players guess one at a time how you'll answer. (Note: Do not reveal your answer until all players have guessed.) Players who match you advance 1 space; *you* advance 1 space for each match.
- **S.O.S.**—Who can guess what you're trying to sketch first?
Secretly look at card, roll the die and sketch the item indicated by the number on the die. You sketch for all players to guess. Both the first player 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 follow directions for this card. This is where your Survival Items may 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 to the top of the waterfall to the Immunity Idol and acts as the Tribal Council Chief. At this point, everyone forms the Tribal Council to vote someone out of the outback...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. The 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 Survivor contestants, and these Voting Cards represent life in the game! Your goal: keep your torch lit! (NOTE: So that the ink from the Erasable Pen on the Voting Cards does not smear, please handle them carefully!)
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 Center 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 outback 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 person who has 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 again for each vote.



Path to Tribal Council—first player here wins Immunity!

Down to 2 Players

- When the game winds down to just two players, all players are back in the game for the final vote. Using the Voting Cards, write down the name of the player you want to *win* (not vote out). That last surviving player with the most votes is the winner!
- If there is a tie, shuffle the Voting Cards, then flip the top one. Whose name is written on it? That person is the game winner.

Winning!

The last player is the sole Survivor and wins the game!

Short Game

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

Erasable Pen:

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

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