

SURVIVAL Board Game

Welcome to SURVIVAL! This is a fun game where you play as an animal starting from birth and trying to be the first to reproduce.

Each animal has a card that describes their specific immunity to a challenge in the game, and a fun fact about their winter survival adaptations.

Animal	Immunity	Fun Fact
Brown Bear	Apex Predator: Brown bears are immune to <u>predation</u> .	Brown bears hibernate during the winter in dens, lowering their body temperatures, heart rate, and activity level.
Wood Frog	Tick Feeders: Wood frogs are immune to <u>ticks</u> - they eat them!	Wood frogs hibernate during the winter by freezing their bodies and burrowing under leaves. Cryoprotectants protect them.
Ground Squirrel	Food Cache: Ground squirrels are immune to <u>food scarcity</u> - they stash food!	Ground squirrels hibernate during the winter by lowering their body functions and energy use. This is regularly interrupted by arousal from regular body temp levels.
Moose	Winter Adaptations: Moose are immune to <u>sudden winters</u> .	Moose don't hibernate during the winter! They have adaptations, like hooved feet, hollow fur, and gut modifications, that allow them to survive without hibernating.

Players will progress through the game using dice rolls.

- Land on a red tile: draw from challenge deck
- Land on a blue tile: draw from survival deck
- Land on a green tile: draw from disease deck

Each type of card has a different positive or negative effect on the animal.

- Side note: Cards that cause the animal to move forward or back any spaces do not require the player to pull a card from the tile deck they may land on.

Challenge Cards - Red Tiles

Name	Info	Effect
Food Scarcity	You've encountered a region where food is scarce.	Go back 1 space.
Bad Weather	The weather in this area makes it difficult to continue forward.	Go back 3 spaces.
Sudden Winter	You've reached a region where there is a lot of snow and temperatures are low.	Skip 1 turn to hibernate.
Ticks	You've come across a group of rare ticks. You will suffer from anemia for 2 turns.	-1 from each dice roll that isn't 1 for 2 turns.
Territorial	You come across another animal of the same species and get into a fight. You win, but are injured.	Skip 1 turn to heal OR -1 from each dice roll that isn't 1 for 2 turns.
Predation	You come across another animal that is a natural predator and are injured.	Skip 1 turn to heal OR -1 from each dice roll that isn't 1 for 2 turns.

Survival Cards - Blue Tiles

Name	Info & Effect
Shelter	This card provides shelter during <u>bad weather</u> . It allows you to skip 1 turn instead of going back 3 spaces.

	Only valid for one use at a time.
Food Abundance	You've come across an area with lots of food. You feel stronger. Go forward 2 spaces.
Evasion	This card allows you to avoid a territorial fight or avoid a predator. Only valid for one use at a time.
Disease Immunity	This card gives you immunity to your animal-specific disease. Only valid for one use at a time.

Animal-Specific Disease Cards - Green Tiles

Animal & Disease	Info	Effect
Brown Bear Canine Adenovirus 1	Brown bears that get this card will be afflicted by vomiting, diarrhea, and abdominal pain for the rest of the game.	-1 from each dice roll that isn't 1 for the rest of the game.
Wood Frog Ranavirus	Wood frogs that get this card will be afflicted by lethargy, appendage swelling, and buoyancy issues for the rest of the game.	-1 from each dice roll that isn't 1 for the rest of the game.
Ground Squirrels Rocky Mountain Spotted Fever	Ground squirrels that get this card will be afflicted by fever, diarrhea, vomiting, and muscle pain for the rest of the game.	-1 from each dice roll that isn't 1 for the rest of the game.
Moose Chronic Wasting Disease	Moose that get this card will be afflicted by increased thirst, frequent urination, emaciation, and listlessness for the rest of the game.	-1 from each dice roll that isn't 1 for the rest of the game.

Progress across the board and be the first to reproduce!