

# Would You Survive?

Would you survive as a settler? The purpose of this game is to collect all of the items you need to survive as you settle into your new life. In order to get what you need, you must barter with others.

## Players

This game is designed for 4-8 players.

## Materials

Lists of basic needs

Basic needs cards

## How to Play

1. All of the cards will be dealt equally to players.
2. Players hold their cards so the other players cannot see them.
3. Players will take turns asking one another to barter with them to get the items they need.
4. The next player's turn begins once the first player's trade is accepted or officially denied.
5. The game continues until one player gets all 10 items on the list of basic needs.
6. The first player to collect all 10 items wins the game.

## How to Barter

In order to survive, you need to barter to get all of the items you need to meet your basic needs.

To barter, you offer someone one item that you don't need in exchange for another item that you do need.

In this game, the bartering process works as follow:

- Player one chooses a player and suggests a trade. For example, player one may offer player two a horse for transportation in exchange for seeds to grow crops.
- If the player who was offered the trade does not have the requested item in his hand, player one's turn ends and the game continues with the next player.
- If the player who was offered the trade has the requested item in his hand, he may accept the trade or offer a counter trade. For example, he may request that player one give him a horse and water in exchange for the seeds.
- Player one can accept the counter trade or present another counter trade. For example, player one may say "I don't have any water, but I will give you a horse and clothing in exchange for water."
- The player who was offered the trade can accept the counter trade or stick to his original offer. If he sticks to his original offer, player one can accept that offer or deny it, and allow play to move on to the next player.
- The next player chooses a player and suggests a trade.
- Bartering/trading continues in the same way until one player has all 10 basic needs in his hand.

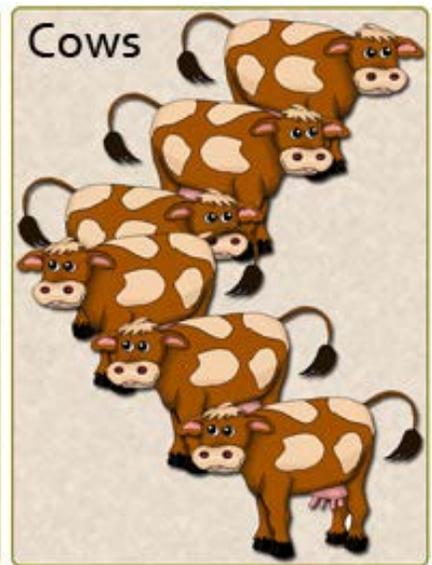
Remember, items that are harder to get may require larger trades. For example, if you have a hard time getting fuel, you may have to offer clothing, horses and a doctor to get what you need. However, you should never offer more than one item until the player you want to trade with gives you a counter offer.

## What if No One Wins?

If it is becoming hard for someone to win the game or no one is willing to make a trade, each player must take two cards from his hand and pass them to the player on his right. This will give the game a fresh start and give players new hands to trade from.

## List of Basic Needs

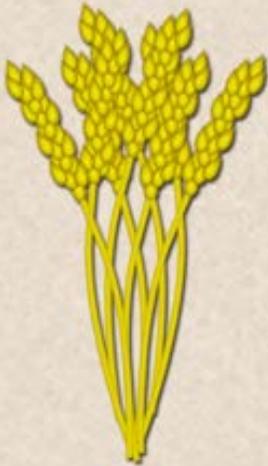
- Clothing to Keep Warm
- Seeds to Grow Crops
- Cows and Chickens to Eat
- Horses for Transportation
- Water
- A Doctor to Help when Sick
- Wood for Building a House
- Fuel for Cooking and Warmth
- Tools for Building a House
- Wheat for Bread



Seeds



Tools

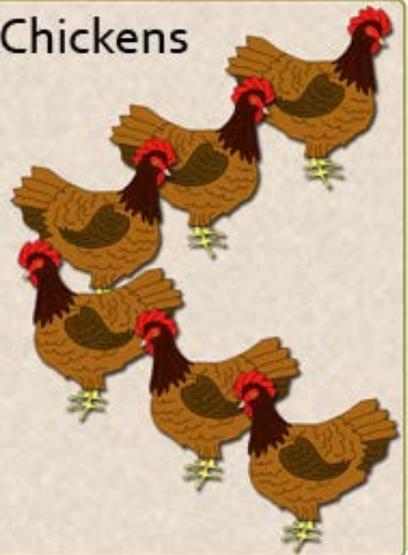


Wheat

Wood



Chickens



Clothing

Cows



Doctor



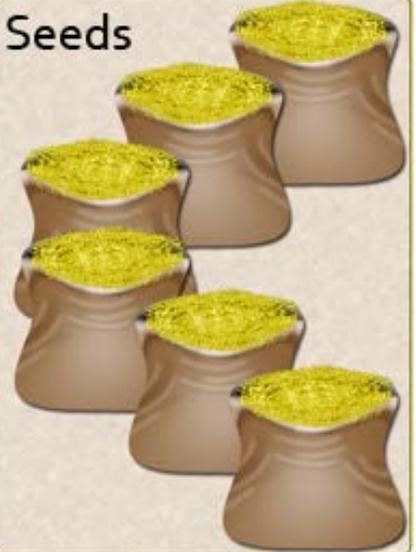
Fuel



Horses



Seeds



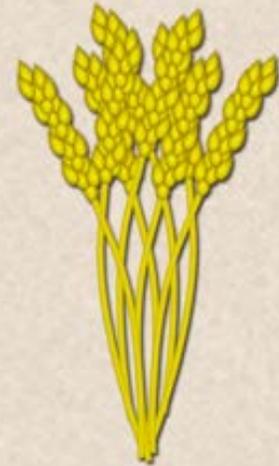
Tools



Water



Wheat



Wood



Chickens



Clothing



Cows



Doctor



Fuel



Horses



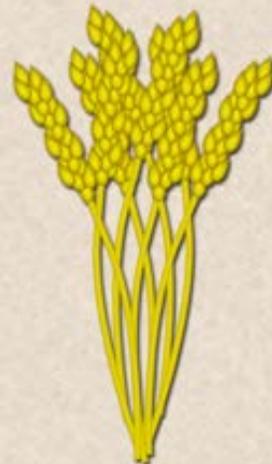
Seeds



Tools



Water



Wheat

Wood



Chickens



Clothing

Cows



Doctor



Fuel



Horses



Seeds

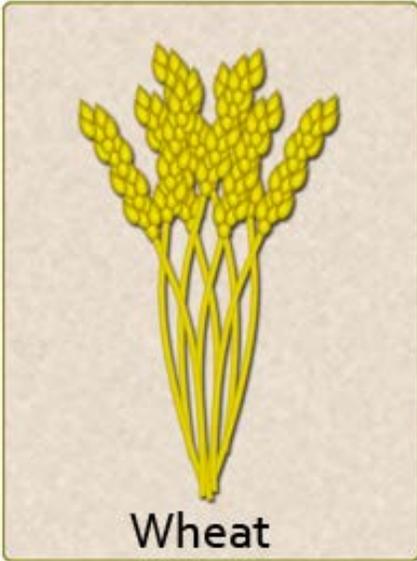


Tools



Water

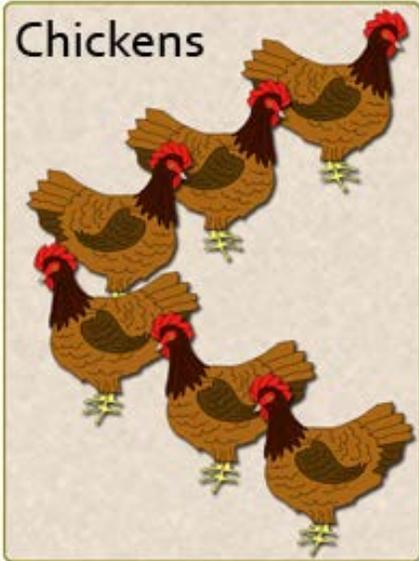




Wheat



Wood



Chickens



Clothing



Cows



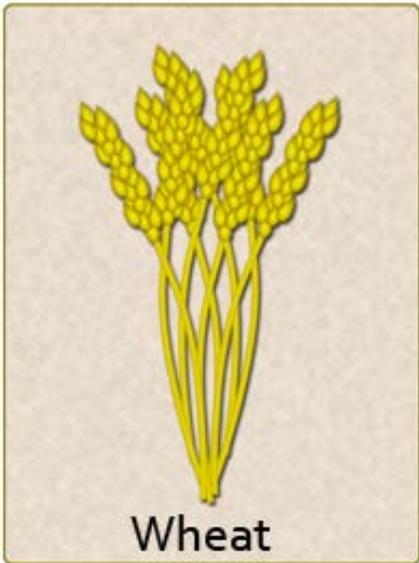
Horses



Seeds



Tools



Wheat

Wood



Clothing

Seeds



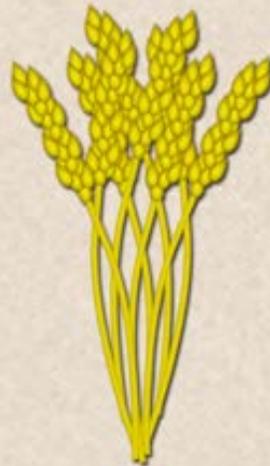
Chickens



Cows



Wood



Wheat