

OFFICIAL RULES

How to Win

Score the most points by the end of the season to claim the title "Tribe Winner".

Scoring Points

Players earn points when their drafted Survivor's do various things during the show, and can also earn points by picking the winner of Survivor before the Season begins.

Tie-breaker

If there is a tie, the tie breaker is as follows. The player with more Bonus points(as outlined under the bonus points section). If the game is still tied, we will have a family tribal council and vote which player is more deserving of the title of "Sole Fantasy Survivor."

New Season Rules

If the *TV Show Survivor* adds or changes the game show in any way, Fantasy Survivor Game may add or change its rules. These should go into effect the same episode the additional or changed rules go into effect on the show. I will notify you should this be the case.

SCORING SURVIVOR POINTS

Tribe Reward (1):

Each Survivor who wins a tribe reward challenge receives 1 point. If a player has more than 1 survivor on the winning tribe, they receive 1 point for each Survivor.

Tribe Immunity (2):

Each Survivor who wins a tribe immunity challenge receives 2 points. If a player has more than one survivor on the winning tribe, they receive 2 points for each Survivor.

More than 3 Confessionals is an episode(3 points min / 5 points max):

Each Survivor who has a minimum of 5 confessionals in an episode will receive 4 points for that episode.

Tree Mail (1 points):

A Survivor that reads any part of a tree mail message receives 1 point.

Immunity Idol (1):

A Survivor who holds a hidden immunity idol, at any time during an episode, will earn 1 point. Holding means they own it and could if needed play it to discount all votes cast against them during tribal council. They will get a point for every episode they have it in their possession.

Advantage (1):

A Survivor who holds an Advantage, at any time during an episode, will earn 1 point. An Advantage, for example, is an extra vote that can be used during tribal council. It is not an immunity idol, but something else like an extra vote.

Individual Reward (1-2):

A Survivor who wins an individual reward challenge receives 1 points. If the winning Survivor brings 1 or more other Survivors on the reward, those Survivors receive a half a point.

Individual Immunity (2):

A Survivor who wins an individual immunity challenge receives 2 point.

SCORING BONUS POINTS

Pick Winner of Survivor (25):

Before the 1st episode starts each player may choose the Survivor they think will win. Correctly guessing awards a player 25 points when the winner is revealed during the final episode.

The Fishy (3):

Each week, survivors alumni and podcasters, Rob Cesternino and Stephen Fishbach award the player with the smartest overall gameplay, an award called, “The Fishy.” This is an unbiased way of choosing the player of the week. This player will receive 3 points

Survivor Out of Game (*):

When a Survivor is Out of the Game, by any way including being voted out or being removed by medical the player with that Survivor scores a number of points equal to the placing of the Survivor. If a player quits willingly, that player get -4 deducted off their final place score.

For Example, if there were 20 Survivors in a season and your Survivor was voted out 14th, you would score 14 points