

Flotilla Survival

Components

4-part game board with (8x14+8x13=) 216 hexes on the ocean
8 color sets of 21 life preservers
126 life rafts tokens and stickers

Summary

The nation is underwater, and all of the major powers gathered on a ship to discuss how to recreate the government. Unfortunately, the ship wrecked. People grabbed their life preservers and hopped in the water. Now, the first power that escapes the water will rule! It is your job to find manage the rescue for your country and get them to safety.

Each life preserver represents a person that is a “victim” when they are in the water, a “lookout” when they are in a raft, and a “survivor” after they have been rescued.

Setup

1. Create the ocean by placing the 4 boards together.
2. Locate a raft with 6 ropes and place it somewhere in the middle of the ocean.
3. Turn all of the other rafts upside down.
4. Set one life preserver of each color aside to be the initial survivors.
5. Mix all the remaining life preservers (“victims”) together and spread them out randomly across the ocean until all players are satisfied that no color has a special advantage. For a faster game, leave fewer spaces between the victims.
6. Shuffle the helicopter cards and randomly give one to each player.
7. Take the next helicopter card and place it near the board. That color represents the “mines” that are in the water.
8. Each player places their initial survivor on the first raft, and the unused colors are placed near the action mat to be used as action tokens.
9. The oldest player will go first. The first player takes 3 rafts, and each subsequent player takes an additional raft (3, 4, 5, 6, etc.).

Basic turn:

Phase I:

Take one action token (survivors of the unused colors) for each lookout of your color. If there are not enough action tokens available, then you do not receive all of your possible actions.

Phase II:

Take actions until all of your action tokens are depleted by placing action tokens on the action mat. You must use all of your tokens each turn, and your turn is over if you ever have no action tokens after completing an action. The possible actions are:

1. **Rescue:** Take one of your lookouts and place it on your helicopter. They are now a survivor. You may only rescue a

lookout if there is at least one other lookout on the same flotilla.

2. **Search:** Place one of your rafts onto the ocean.
 - a. You can only play on a flotilla if you have a lookout on it.
 - b. Your new raft must have at least one rope connecting it to existing rafts.
 - c. Additionally, a side of your raft with a rope must either connect to another rope or face a hex without a raft.
 - d. Finally, any side facing another raft must either be a rope connecting to a rope or an empty side butting up against an empty side. No raft’s rope side should ever face another raft’s empty side.
 - e. After placing the new raft:
 - i. If you place the raft on a victim of an active color, then simply place the victim (now a lookout) onto the raft.
 - ii. If you place the raft on a mine, then the mine explodes. The mine (or victim) goes to the action token supply pile, and the raft goes back into the draw pile. One of your lookouts from that flotilla goes into that hex as a new victim.
 - iii. If you place the raft on an innocent victim (an inactive color), then move one of your lookouts from elsewhere on the flotilla to the new raft and place the victim in your current turn’s action token pile.
 - iv. Otherwise, move one of your lookouts from elsewhere on the flotilla to the new raft.
3. **Pick Up:** Pick up an accessible raft from the board and place it in your personal supply. An accessible raft is unoccupied and is not tied (rope to rope) to any occupied rafts.
4. **Draw:** Take a raft from the general supply and place it in your personal supply.
5. **Pass:** Do nothing. You can only pass a limited number of action tokens.
6. **Lighten the Load:** You can accomplish more if you lighten your load. You can pass one of your rafts to the left to take an extra action token (if available) from the action token supply pile. This can be repeated any number of times.

Phase III:

1. If you have 15 survivors, then you now rule the world! If not, then the race must continue...
2. If you have more than 10 rafts, you must lighten your load by passing the excess rafts to the player to the left.
3. Any unmanned flotillas are set adrift. The rafts in that flotilla are returned to the draw pile.

Credits

Game Concept: Greg Payne