

Survival Route Card – the whole run on one page

Goal: survive 100 days & get rich

THE CONFIRMED TIMELINE what actually happens on which days – everything else circulating is invented		
WHEN	WHAT HAPPENS	WHAT TO DO ABOUT IT
Days 1-3	Foundation	Harpoon everything floating. Bonfire to level 3 (unlocks Sawmill: 10 Wood + 2 Metal, 3 planks/cycle – run two). Add a Crab Trap for passive food. Full build order on Sheet 2.
Every night	Threat window	Difficulty scales with the day counter. The Angler Fish hunts anyone off-raft at night or without a lit Bonfire – and it never breaks chase. Flare Gun = the escape rope.
Night 6-7	△ Alien invasion	Scripted assault on your raft. Repellable with melee – and clearing it drops the Transponder that unlocks Alien Island . It's a loot event wearing a horror costume: fight it, don't hide.
Early on	First ghost raid	61% of all players have survived a ghost raid, and the badge sits between the Day 1 and Day 5 badges – your first raid lands in the opening days. Walls + Auto Turret before you need them.
Mid-run	Raids & islands rhythm	Raid nights punish underbuilt bases. Between them, sail: Fisherman Island first (Dinghy + trader), Survivor Islands for crew rescues, Mini Islands for quick chests. Route on Sheet 9.
Bonfire Lv.4	Infrastructure payoff	The Magnet (30 Metal + 10 Wood) comes online – effectively infinite metal. Scarcity stops being the enemy; the nights become the whole game.
Day 100	"Rescued!"	The finish – but not the ceiling: official badges exist for Day 250 ("Stranded", ~80K holders) and Day 500 ("Gone Missing", ~19K). Runs continue past the title.

THE SURVIVAL FUNNEL official Roblox badge stats, July 26 2026 · per player, not per run		
MILESTONE	ALL PLAYERS	OF PREVIOUS STEP
Day 1	70.2%	–
Day 5	46.5%	66%
Day 10	26.5%	57%
Day 20	12.0%	45% △
Day 30	6.9%	58%
Day 40	4.8%	70%
Day 50	3.2%	66%
Day 60	2.4%	74%
Day 70	1.9%	82%
Day 80	1.6%	85%
Day 90	1.5%	89%
Day 100	1.3%	92%

How to read the funnel – two facts nobody tells beginners

- **The filter is front-loaded.** Day 10 → 20 is the deadliest stretch in the game (only 45% clear it). By Day 20 the field is down to 12% of everyone who ever played.
- **Then it gets EASIER.** From Day 50 every ten-day step passes more players than the one before – 66% → 74% → 82% → 85% → 89% → 92%. Your raft, Bonfire and gear compound faster than the nights escalate. Survive the first two weeks and the math flips to your side.

The only two ways a run ends

- **You starve or get killed with nobody to revive you** – knock-down rules on Sheet 4.
- **The threats on Sheet 5 catch a mistake.** There are no mid-run respawns; a lost player is out for the remaining days.