



A game by Alvaro G. Echave

## Apocalypse mode

Players: 2-8

Age: From 6 years

Length: 10 minutes

*Kroom needs the most prepared aliens to face a desolate scenario. Meteorites are falling everywhere, but some dinosaurs can still be saved. Scrape the asteroids and rescue as many as you can!*

**The Apocalypse mode is played in a single round, with the same rules as the Competitive mode but with the following changes:**

1. When rolling the dice when you receive an asteroid, each affected player must roll as many dice per dinosaur as dinosaurs are currently on your platform and on the platforms of the two players next to you, with a maximum of 6 dice.

### Example:



Player 1



Player 2



Player 3

Player 2 must roll 6 dice for the pterodactyl.

If he survives, he will roll 6 dice for the velociraptor.

If he cannot survive, he will roll 5 dice for the velociraptor.

2. Each dinosaur has 5 hits, which are marked using the scoring tokens.



3. **Green Laser Beam:** Causes two hits.



4. **Blue laser beam:** Causes five hits.

5. **Advanced mode:** The **T-Rex** is considered wounded when it has received at least 3 hits and it would recover itself completely, with the action of its skill, causing two wounds on the bitten dinosaur.

Save the dinosaurs before the great Kaboom ends it all!

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