

Setting the Scene

We go back to the time where the landmass of the earth was one. This landmass, called Pangaea is where our story begins.

At the same time, in the far far distance of the Galaxy an earth disaster is heading our way. The famous asteroid that hit the earth 65 million years ago. When this asteroid hits the earth, the game will end and we will see if the ancestors to mankind were able to survive allowing us humans to rule the planet as we do today.

During the game play, Pangaea will change, continents will rise and fall, opportunities to survive will come and go, are you lucky enough? Are you strategic enough?

Dinosaurs will make your changes to survive more difficult and volcano eruptions can happen any time, covering everything in lava.

Earthquakes and Tsunamis are mother nature's forces that will challenge you. Are you able to outsmart your fellow players? It's survival of mankind but it better be your offspring to rule the world, or perhaps nobody shall survive!?

Goal of the Game

Your goal is to have mankind ancestors survive the Impact.

The winner of the game can only be announced if mankind ancestors indeed survived the famous blast of the past, the asteroid impacting the earth 65 million years ago.

During the play you will need to earn victory points, more than your fellow players so your offspring can rule the world one day. Points can be gained by harvesting or by building shelters.

The winner is

The winner (after the Asteroid hits the earth and the End game is played) will be the one that has the most points, but only if there is at least 1 surviving shelter on the board regardless of which player. If the number of points is the same, the winner is the one with the most shelters on the board, if that is equal then the player with highest level of Evolution card wins or when that is equal also, the one with the most Evolution cards wins.

Loosing the Game

If mankind is not surviving, meaning after the end game is played there are no remaining shelters left on the board, all of you have lost the game...

You choose if you want to play for the survival of mankind or just the opposite. Remember, you can change your strategy at any time during the game, for some the destruction of mankind might feel like a victory!

Basic game setup

The game consist of several Boards, the main Game Board (left) and an Asteroid board (right). Next to the main Game Board there shall be space to place 2 decks, 1 for the STAR cards with space for a discard pile and 1 for the Direction cards, also with space for its discard pile. Evolution cards can also be placed next to board, grouped per level or card type, so you know how many of a specific Evolution card are still left to be bought

Note: The tiles on the Game Board marked with a star are the starting tiles.



Game board



Asteroid board

On the Asteroid Board, an asteroid token is placed on the tile connected to the lightning bolt (A). On each Question mark, a random symbol card is placed, as well as 1 random symbol card on the middle tile. Read chapter 'Asteroid Board, Symbol Cards'.

The gem stone moves over the hex-tiles in clockwise direction, as indicated by the small arrows. Depending on which symbol is connected to the tokens' new position some play restriction might apply or several actions shall be taken (when reaching again tile A).

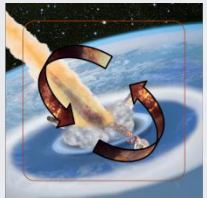
Duration of the game

Place an asteroid token on your preferred place on the asteroid count-down line surrounding the Game Board. Place it on 30 (standard) for a short game, on 45 a normal length game and on 60 for a long game. Each of these spots are indicated on the countdown line by a green colored asteroid with a flaming tale! Note: This count down line is also used as score chart.

STAR cards



The STAR card deck (all cards marked with a STAR, it's the pile underneath the game board) shall be shuffled a few times and each player will get 4 cards, to be placed on the Player board of their color, face up, e.g. visible to all players. See chapter 'STAR Cards explained'.



The re-shuffle card (with 2 circular arrows) shall not be given to the players, but will be kept in the pile of cards.

The reshuffle card, when drawn, will trigger the full pile of cards, including the discard pile and the reshuffle card itself to be reshuffled. STAR cards owned by players are NOT reshuffled.

Direction cards



The Direction card deck (all cards with a Map, placed above the Game Board) is also shuffled a few times. This deck of Direction cards also has it's own discard pile next to it. If the pile of Direction cards is down to 1, the full deck of Direction cards is shuffled and placed back to its pile, face down. See chapter 'Moving the Event Locator'

Starting positions on the Game Board

All players choose a Starting position on the board to put their Explorer (Meeple of their color) on.

All tiles marked with a white star are valid Starting positions, however on each starting tile there can be only 1 Explorer when starting the game. After the game started, this tile also allows up to 3 Explorers on it.

The Event Locator (the white lightning bolt piece) starts on the Mountain tile in the center of the board.

Kick-off the game

Select a player to start, for example the oldest player will start (talking about Dinosaurs) or another more random approach to select your start player.



For novice players or for a quicker turn: In step 4 (and 5) of the players turn (see next pages) only select and play the first 2 cards. The range will always be the new tile (so just 1 tile) on which the Event locator is placed. Or, for more impact you can also choose the 3 horizontal tiles for the range (the tile of the new event-locator position and the tiles to its left and right.) Choose NOW and place the corresponding range card on spot marked with "Range".



For Advanced players: Play the Player steps as described. Flip or Remove the 2 Range cards used for novice players.

Players Turn and steps

1

If the token on the Asteroid board is on the tile connected to the lightning bolt, then move the token on the Asteroid board tile 1 place ahead (clockwise direction!)

See also chapters: 'Asteroid Board, Sign Tiles' and 'Asteroid Board, Lightning bolt Tile'

2

In case you have a Wild card, it can be used now to either remove a Dino from the board or to remove 1 of your own shelters from the board.

In case an Evolution card can be activated, you can do so now (see chapter '*Evolution Cards*'). Only 1 Evolution card can be activated in a players turn!

3

Optional: If your Explorer was removed from the board previously, it can be re-entered to the game now, see chapter '*Re-enter the Game*'.

4

You select the STAR cards from the STAR cards on the Player board matching your color.

Keep in mind if any specific sign shall be played first! See chapter 'Asteroid Board, Sign Tiles'

- 1 card for moving the Event locator (or a Wild card), see chapter 'Moving Event locator' or 'Playing a Wild card'

- 1 card for the action to perform (or a Wild card), See chapter 'Action' or 'Playing a Wild card'

- (Optional) 1 card to determine the range (NO Wild card allowed), See chapter 'Range Explanation'

Note 1: The player identifies which card is used for what and will play them in the above order in step 5.

Note 2: If the restriction does not allow you to choose and play a STAR card, you can choose to discard 1 STAR card and take a new STAR card from the pile. But step 4 and 5 are skipped this turn.

5

Normally you are free to choose the direction in which the Event locator will move. At the beginning of Step 5, in the moment you want to play the chosen cards, another player could choose to interrupt and play a wildcard to force you to draw a Direction card . You now shall move the Event locator in the direction indicated on this Direction card, using the already chosen STAR cards in the same order as intended. Only 1 such interrupt during a players turn is allowed.

Play the cards in order: First the Number of Tiles to Move, next the Action and finally the range that is affected (optional). Move the Event locator to its new location and execute the action on its new location with the given range.

Note: When due to the action all shelters of one or more players have been removed from the board, the affected players shall return the extra STAR card “on hand” to the discard pile (they can freely choose which card will be discarded)

6 Perform a Move or Build action, select either option 1, 2 or 3:

1) Move your Explorer, 1 or max. 2 tiles

→ Moved 1 tile only? You can now harvest but only if your explorer is on a level 1 tile (+1 Victory point)

2) Build a Shelter on the tile your Explorer is on, but only on a level 2 or otherwise supported by an Evolution card. (+1 Victory Point)

3) Move a Dino

With an Extra Move Evolution card, Step 6 can be repeated with all options to choose from!

Step 6 shall be done always, unless the only possible move you can do would destroy your Explorer.

7 Optional, Buy 1 or more Evolution cards. Cost is 1 Victory point per card plus additional conditions: see page ‘Evolution Cards’.

8 Place the used STAR cards on the discard pile, for each card that you discard with a symbol identical to the symbol on the center tile of the Asteroid Board, the token on the Asteroid Board moves 1 tile ahead, but shall never pass the lightning bolt tile. In that case it stops at the lightning bolt tile and any remaining moves are discarded.

See also chapters ‘Asteroid Board, Sign Tiles’ & ‘Asteroid Board, Lightning bolt tile’

9 Take new cards of the deck of STAR cards and put them on your Player board(face up), up to a total of 4 cards +1 extra if you have at least 1 shelter (of your color) on the board.

Note: If the reshuffle card appears, shuffle all the STAR cards (excluding the ones “on hand” but including the re-shuffle card itself) and put them on a pile next to the board, face down. This also moves the token on the Asteroid Board 1 tile ahead unless it was already on the tile connected to the lightning bolt symbol.

10 If the token on the Asteroid Board is on tile connected to the lightning bolt tile, play the Lightning Bolt steps first. See chapter ‘Asteroid Board, Lightning bolt tile’.

Now the next player starts their turn at Step 1

Alliances

This Rule only applies when playing with 3 or more players:

If 2 or even 3 players build a shelter on the same tile, they automatically form an alliance. When they are in this alliance, they can not perform any action that will bring harm to any of the shelters or Explorers that are part of their alliance.

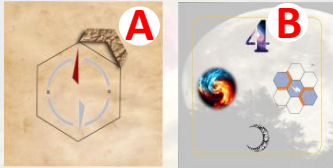
For example, any up or down action can not destroy any Explorer or Shelter from their allies. Also a Dino can not be placed if it would destroy a shelter of Explorer of any of your allies. If a player is not able to avoid hurting his ally, for example his cards allow no other option, then that action is forfeit (the cards are still discarded on the use cards pile). This only applies to the player turn steps, it does not apply in case the rules of the Lightning turn are played.

In order to lift the alliance, a player can use a Wild card to destroy 1 of its own shelters in order to break the alliance. Assuming there are no other tiles left on the board on which they both have a Shelter build. In that case more shelters will need to be destroyed in order to break the alliance.

For 2 player game, shelters of both players can be build on a same tile, but no alliance is formed!

Moving the Event locator

A player is either free to choose 1 of the 6 possible directions in which the Event locator can move, or it's direction is predetermined by drawing a Direction card. Always make sure the compass on the Direction card (in the center) is aligned with the compass on the game board (see also Page 4, 'Kick off the Game').



The Event Locator always moves in a straight line following the direction of the player's own choice or as indicated by the arrow (A) on the Direction card and it moves for the number of Tiles indicated by the number on the STAR card (B).

Remember that the left and right side of the board are connected. In case the Event locator moves off the board to the left (or right) it will continue on the other side, still following the same straight line.



See the Example image to the left. The cards indicate a movement to the upper right (A) for 4 tiles (B). When reaching the right side of the board at move 1, the movement continues on the left side, in this case 1 row higher than where it left off on the right side (see white arrows). It finally ends up after the 4th move on row 2. A similar approach accounts when the movement would go off on the left side, i.e. movement will continue on the right side. If the movement is downwards and it moves off the board, it continues on the other side 1 row below!

Moving the Event locator - part 2

When the Event locator reaches the top or bottom, it bounces back.



In case the event locator shall move in the upper right direction, when it reaches the top row and has not completed its total moves, it bounces on the top row and continuous in a lower right direction. This is shown in the example image to the left.

When the movement is in the upper left direction, it bounces at the top row and continuous in a lower left direction. The same for when moving in a lower left direction, it bounces on the bottom row and continuous in a upper left direction. When moving in a lower right direction, it bounces on the bottom row and continuous in a upper right direction.

Note: This game is created with the idea of a round (or spherical) earth. For Game ease, the round shape has been flattened into a series of rows of hex tiles. The top represents the north pole and the bottom the south pole. Therefore the left and right side of the board are connected, but the top and bottom are not! Of course if you would try to recreate the spherical shape of the earth with this game board, most of the tiles would be distorted e.g. stretched or squeezed or just deformed!

Actions



Creates an Earthquake when the Event locator is on a non-ocean/land tile. See chapter *'Earthquake'*.

Creates a Tsunami when the Event locator is on an ocean tile. See chapter *'Tsunami'*.



The terrain moves up 1 level. The range determines which tiles are affected. See chapter *'Rules of Change'*.



The terrain moves down 1 level. The range determines which tiles are affected. See chapter *'Rules of Change'*.

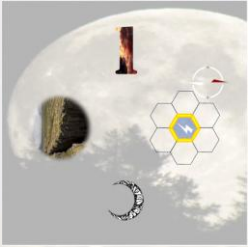


The terrain undergoes a climate shift. The range determines which tiles are affected. See chapter *'Rules of Change'*.



A Dinosaur appears on 1 of the tiles of the range. The current player chooses which kind of Dinosaur and on which tile within the specified range. See chapter *'Dinosaurs'*.

STAR card explained



STAR cards have 4 elements. A number, used for the number of tiles the Event Locator shall be moved, an Action thumbnail that will take place on the location of the Event locator, a Range (in case the option is chosen to play the range on the card) and a Symbol (Moon, Sun, Volcano or Planet) used when playing the first card restriction is applicable.

A player selects 2 or 3 cards, depending on the Range choice, during his turn. Turn the cards you want to play so that the item to use is on top and put them in the order you want to play them. Like from left to right, first the “Number of tiles” then the “Action” and the third card is the “Range” (optional).



Cards selected to play in order from left to right:

- 1) Event Locator = Moves 4 Tiles,
- 2) Action = Level Up,
- 3) Range = 3 diagonal tiles (In case the Range would be determined by a STAR card)

Playing the Wild Card



The Wild Card (see Image) is a powerful card and can be used in different ways.

You can choose to play a Wild card in step 2 of your turn (See page 5, 'Step 2') to either remove a Dino or Shelter from the board.

Or you can choose to play a Wild card at the start of step 5 during another players turn, if you have at least 4 cards "on hand". This will force the active player to draw a Direction card and instead of being free to choose the direction in which the Event locator will move, the player now shall follow the direction as indicated by this Direction card (this turn only!). The active player still has to use his STAR cards chosen to play in the order the player intended to play.

Otherwise, you can choose to play a Wild card during Step 4 of your turn, when selecting your cards. The Wild Card can be used even if the restriction of a specific Sign of cards is affective.

Use the Wild Card for:

- 1) Number of tiles: When you choose to use it for the number of tiles to move, you now have the advantage to move up to 10 tiles. Or you could even choose the option to keep the Event locator at its current tile (e.g. move 0 tiles).
- 2) Action: When you choose to use it for an Action, you are free to choose 1 out of the 5 available actions.

A Wild Card can NEVER be used to select your Range!

Rules of Change

- Dino allowed
- Explorer allowed
- Shelter allowed

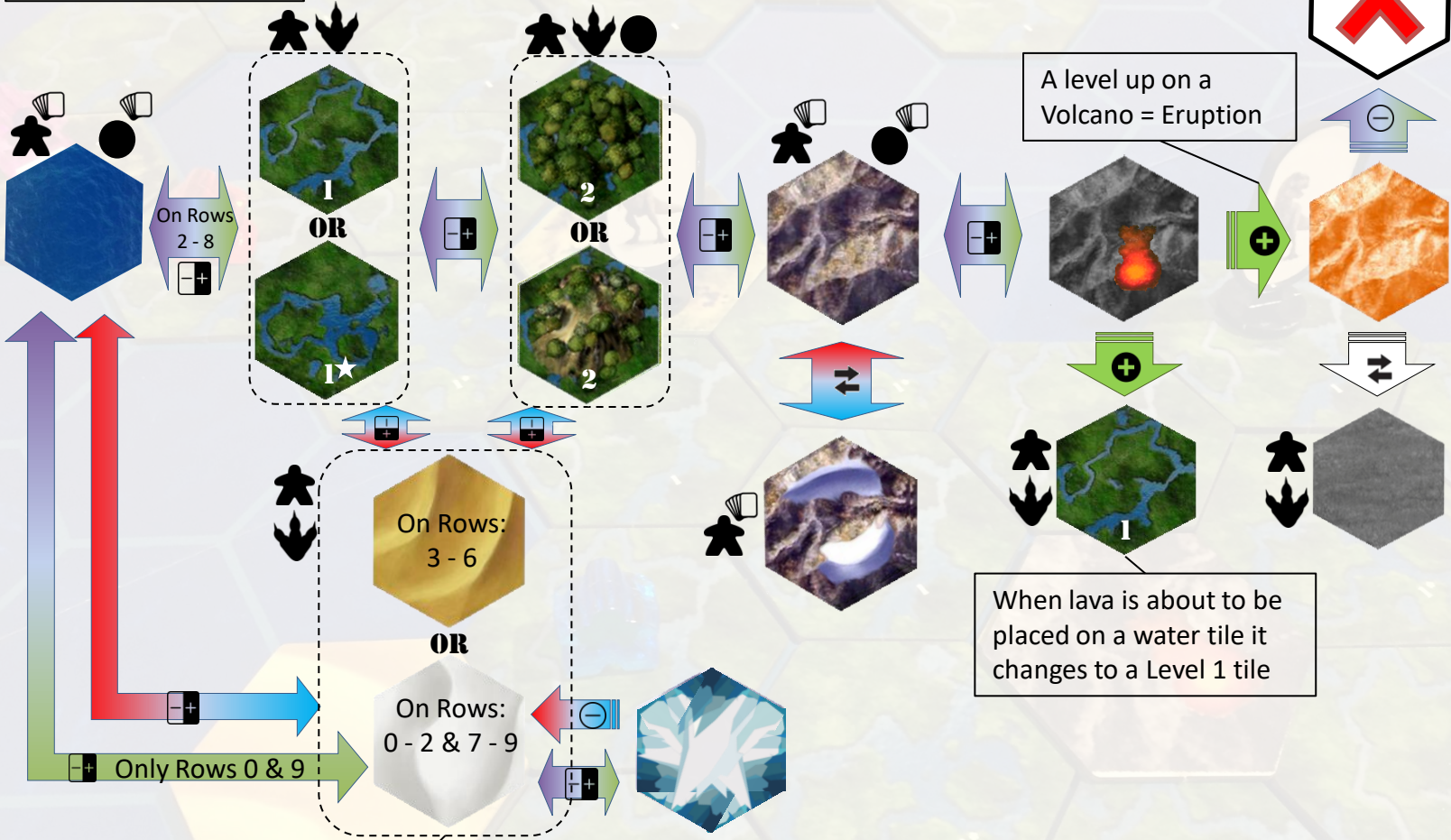
Only allowed with correct Evolution card

An up/down on a lava tile = remove lava tile



A level up on a Volcano = Eruption

When lava is about to be placed on a water tile it changes to a Level 1 tile



- Add Tile
- Replace Tile
- Remove Tile

A climate shift on these tiles results in removing these

Add Tile (level up) or remove Tile (level down)

- Can be bought
- Up or Down

- Climate shift only in 1 direction
- Level up only

Tile is to be removed

- Level Up or down
- Climate shift in 2 directions

Rules of Change

The previous image shows the basic change of levels and tiles. If a type of tile is not available anymore on the pile of tiles, then if that same tile type is on the board and this tile is not part of the current range, the player can take the tile away and place it on the new location on the board. If that tile was occupied by any game piece then of course it could not be taken either.

Some examples

Let's assume the Event locator is at a water tile on row 2. The action is a climate shift on the tile itself. Following the rule it will change to a snow tile which will be placed on top of the water tile. If during a later turn on this same spot another climate shift takes place, the tile is removed again.

Let's assume the Event locator is at a level 2 tile on row 6. A climate shift takes place at this tile only. This tile is now changing to a Sand tile, this sand tile is placed on top of the Level 2 tile. Any shelter on this tile will now also be removed! During a next turn, on this same tile a Level up action is performed, since this tile is still a sand tile, nothing changes!

Let's assume the Event locator is at a lava tile on row 7. The action is a level up on the tile itself. Following the rule, the lava tile will be removed first and the level up action will be performed on the tile underneath this removed lava tile. In case this was a level 2 tile, then a Mountain tile will be placed on top of this level 2 tile.

Normally when land is going up, the next level is put on top of the current level.
Also when land is moved down, the tile on top is just removed.

Earthquake

An earthquake applies when the Event Locator is NOT at a sea (or ocean) tile (see chapter *'Tsunami'* for that).

Choose, based on the Range determined by the orange/yellow markers, a maximum of 3 adjacent earthquake crack locations (see next page). To place a crack, both tiles on each side of the crack must be of non-sea/non-ocean level. Only if non of the locations fulfill the criteria, then no earthquake takes place and no sticks are placed on the board.

If more possible locations fulfill the criteria, the player is free to choose which set of max. 3 cracks it will be, as long as they are connected. An earthquake crack (orange stick) is placed and this blocks the passage for all Explorers and Dinosaurs. As soon as 1 (or both) of the adjacent tiles turns into sea level, the earthquake piece will be removed. All cracks must be connected when placed.

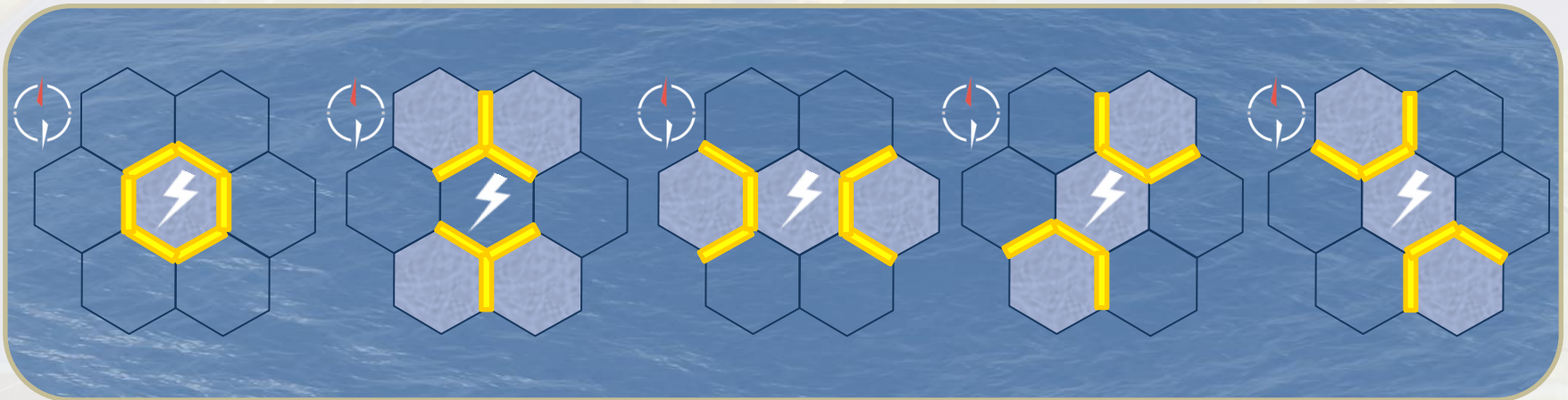
If there are no more Orange sticks available from stock, you can re-use other sticks that are on the board. The player is free to choose which ones.

Important: If 1 (or both) of the adjacent tiles is (are) a volcano, this/these volcano(s) will erupt! See chapter *'Volcano Eruption'*.

Earthquake – part 2

At the beginning of the game the choice was made to use 1 central tile or 3 horizontal tiles for the range or the range as specified on the STAR card. Ranges on the card give a total of 5 different Range options.

The orange/yellow markers represent the locations of where you can put earthquake cracks on the board (which is done by placing the orange sticks on the board). When possible you place up to a maximum of 3 adjacent sticks on the board, if allowed by the rules of placement.<<<<



Tsunami

A Tsunami will occur when the Event Locator is at a sea level or ocean tile and the Earthquake action is played.

There will be an under sea earthquake which is causing a Tsunami. Based on the northern or southern hemisphere, the Tsunami moves to the left (for rows 0,1,2,3,4) or to the right (for rows 5,6,7,8,9).

From the Event Locator tile, the Tsunami will roll in the defined direction until it hits a land tile (or rather a non sea/ocean tile). This tile will now go down a level. This finishes the Tsunami action. Remove any Desert or Snow/Ice tile first before leveling down.

Note: Remember the earth (in this game) is round, so if the Tsunami rolls “off” the board it continuous on the other side of the board. If no (land) tile is hit when the Tsunami reaches again the Event Locator tile, the Tsunami dies out.



The Tsunami moves to the left (for rows 0,1,2,3,4). It hits a land tile, in this case a Mountain tile. This Mountain tile will be removed changing it to a level 2 terrain tile.



The Tsunami moves to the right (for rows 5,6,7,8,9) rolls “off” the board and continuous from the other side. It hits a land tile of level 1, this tile will now be removed.

Volcano Eruption

When a volcano erupts, this is the only terrain changing event that is performed. Any other terrain changes like an “Up” or “Down” on any of the adjacent tiles is ignored.



When a volcano erupts, the tiles surrounding the volcano will turn into lava. Any Explorer, Dino and Shelter on the tiles now covered by lava are destroyed and removed from the board.



When a volcano erupts, it's neighbor volcano(s) will also erupt. The tiles surrounding the volcanoes will turn into lava. Any Explorer, Dino and Shelter on the tiles now covered by lava are destroyed and removed from the board. Any sea/ocean tile is turned into a level 1 tile.

Re-enter the game

On a T-rex attack, mountain push off, drowning, lava etc.: All Explorer(s) on the affected tile(s) are removed from the board (back to the player). Unless they use a protective Evolution card.

Explorers can be re-entered on the board during the Lightning Bolt Action (See chapter '*Asteroid Board, Lightning Bolt Tile*') or during the Players own turn in Step 3.

→When returning the Explorer on the board, the Explorer is re-entered at the same tile as the Event locator. Keep in mind that a maximum of 3 Explorers is allowed per Tile, and of course all other rules are followed.

→If the Event Location does not allow an Explorer to re-enter, it shall re-entered on 1 of the surrounding (max.) 6 tiles which can support Explorers. Starting at top right tile going around clockwise (see image below), The first Tile available according the rules is the new Explorer position. If more than 3 Explorers want to re-enter, the first 3 to the left of the current active player are placed on the first available Tile. Others are placed on the next available Tile (if any).

→Evolution cards can be supportive to an easy re-enter of your Explorer also. For example, with the level 1 Evolution card to float on water.

→If none of the previous options allow a re-enter for an Explorer the player can try again at their own turn or during the next Lightning tile actions.



The tile the Event Locator is at, does not support an Explorer to return (unless the player has the correct Evolution card). This means we are looking in a clock-wise rotation for a next suitable re-entry spot, starting at the tile to the top-right of the Event locator (number 1). In this case the 4-th tile is suitable to re-enter and will be the new location of the returning Explorer(s).

Note: If not successful to re-enter this time, the player(s) can re-try at the next available moment.

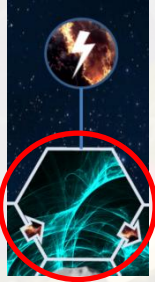
Asteroid board, Symbol Cards

In case the token on the Asteroid Board is connected to 1 of the symbols (moon, sun, planet or volcano), the first card to be played by a player must show that sign (or you can play a Wild card). If the player doesn't have this kind, the steps 4 and 5 are skipped this turn. Instead the player can choose to discard 1 STAR card and take 1 new from the pile. The player continues with step 6.

During set-up, the symbol tokens (with the question mark on the back) shall be (randomly) placed on the question mark spaces on the Asteroid Board. Flip them to see the symbol they hold, however the first token flipped that has only 1 of the 4 symbols is moved to the center tile of the Asteroid board. Take a new token from the pile to put on the empty question mark, flip it and continue to place/flip on the remaining question marks. The center tile shall always show 1 of the 4 symbols, on the other question marks you can have tokens that show all 4 symbols, meaning when the **asteroid token** is on a tile connected to this symbol the player has no restrictions for the first STAR card to play.



Asteroid board, Lightning Bolt Tile



In case the token on the Asteroid Board is on the tile connected to the Lightning bolt symbol at the end of the Players turn, the following Lightning actions are performed:

When the token lands on the Lightning Bolt tile, it will stay on this tile until the below steps are completed, regardless if any new wildcard or re-shuffle cards are drawn.

- 1 Everyone receives 1 Victory Point for each Shelter they currently have on the board. See also chapter 'Scoring Chart'.
 - 2 The Event locator position is used to count the number of non ocean tiles on that row (of the Event locator). This number is used to move the Asteroid token on the count down line. It's current value minus the counted tiles is the new position for the Asteroid token on the countdown-line. The asteroid is slowly approaching earth! See also chapter 'Asteroid recalculation'.
- In case the Asteroid token reaches 0 or below, go to chapter 'The End game'.
- In case the new position of the asteroid token is already occupied by a score cube of a player, the token continuous to count down to the next unoccupied number on the count down line.
- 3 1 Direction card and 1 STAR card are drawn from the pile and placed face up on their discard locations. Move the Event locator according the 2 drawn cards, the number on the STAR card specifies the amount of tiles to move and the Direction card specifies in which direction.
 - 4 The drawn STAR card also specifies the Action. This Action is now performed with the Range according the chosen Range of this game (either 1 tile, 3 horizontal tiles or the Range as specified on the STAR card).

Players that wanted their Explorer to return to the board can do so now. See also chapter 'Re-enter the Game'.

End of Lightning bolt steps!

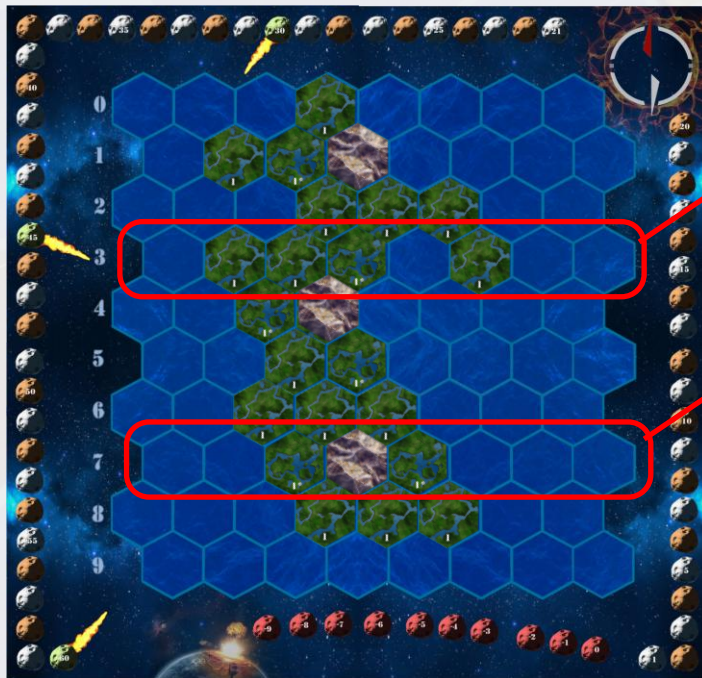
Asteroid recalculation

The row of the current position of the Event locator is taken and on that row the number of non-sea tiles are counted. This number is now subtracted from the current value indicated by the Asteroid token on the Count-down line.

Note: If there are only ocean tiles on the row, then the number of 10 is taken to subtract.

In case we have the Asteroid icon at 32 and we counted 4 non sea level tiles on the row of the Event locator, the Asteroid icon will move to 28 (because $32-4=28$).

In case the Asteroid icon reaches 0 or below, the end game will be played immediately, see chapter “End game when the Asteroid hits the Earth”.



Counting 4 Non sea level tiles on row 3

Counting 3 Non sea level tiles on row 7

2 Examples on how to count non sea/ocean tiles on a specific row

Note: If there are only ocean tiles on the row, then the number of 10 is taken to subtract, like in row 9 of the example to the left.

Dinosaurs

There are 2 types of Dinosaurs in this game, the Tyrannosaurus Rex (or T-Rex) and the Brontosaurus. Each type has 2 pawns that can be entered on the board.

When a Dino Action is played, the player is free to choose from the available Dinosaurs not yet placed on the board. If there is only 1 Dino “in stock”, then the player shall play this Dinosaur.

If all Dinosaurs are on the board, the player can choose any Dinosaur from the board and use it in its own Range. However if there is already a Dinosaur in it’s range he can only relocate this Dinosaur within the given Range!

A Dinosaur can be Moved during the Move action of a player, however, each Round (ending/starting at the Lightning tile on the Asteroid Board) a Dino can only be moved once!

A Dinosaur can only move on Level 1 and Level 2 tiles, as well as sand, snow and stone tiles



The T-Rex will destroy all Explorers on the tile (protection with an Active Evolution card). Each Explorer is returned to their player and can be re-entered to the board, see chapter ‘Re-enter the game’.



The Brontosaurus will destroy all Shelters on the tile (protection with an Active Evolution card). Each Shelter is returned to their player.

Score Chart

When starting the game, each player places their score cube of their color on the 0 position on the score chart/count-down line. Their score cube goes up the score chart for every victory point scored, or goes down in case they use points to purchase Evolution cards. The lowest score a player can have is 0. If a score cube reaches a number on which the Asteroid token is, the token moves down to the next free number. A token and score cube can never be on the same number during normal game play! In case the token reaches 0 (or below) the End game is played immediately.



The End Game - When the Asteroid Hits the Earth

The Asteroid reaches zero (or below). Ensure to calculate the end value, even if it is less than 0! Place the Asteroid token on its final number.

For example the value of the Asteroid was 3 and you counted 6 non sea tiles on the row of the Event Locator. This results in a final value of -3 ($3-6=-3$) and you place the Asteroid stone on the red Asteroid icon with number -3.

The person with the lowest victory points will play the End game. If there is more than 1 player with an equal low amount, it will be the first of those players to the left of the current player.

First we calculate a new random tile for the Event locator, according the below rules:

The new row number for the Event locator (vertical location):

In case the End game player has an even number of STAR cards: The row number for the Event locator is 5+ the number of Evolution cards of the End game player.

In case it's uneven: The row number for the Event locator is calculated as 5- the number of Evolution cards of the End game player.

The number of horizontal tiles:

Draw 2 STAR cards, ignore Wild cards and re-shuffle card, and add the 2 numbers. This sum is the number of tiles to count/move from the left.

Now with both numbers (row number and number of tiles to move from the left) we have the new location of the Event Locator. Remember right & left side of the board are connected!

Place the Event Locator at this new location.

Anyone with an active level 4 Evolution card (Shelter move!) shall play these now!

The End Game - Impact of the Asteroid

Based on the final impact value of the Asteroid, the next result are played:

0, -1 or -2: The player with the lowest Score, will draw a Direction card and STAR card, based on these 2 cards the Event Locator is moved (starting from the center tile of where the Asteroid hit the earth). On this new location a Lava tile is placed, destroying everything on it. If more players have an equal low score, they will each do the same as described here fore. These extra Lava tiles represent the Asteroids' debris falling to earth.

-3,-4 or -5: The ring just surrounding the Asteroid tiles turned out to be toxic and destroyed all Shelters (and Dinosaurs and Explorers) in that outer ring. Remove them from the board, next also play the action as specified for Impact values 0,-1 or -2 (see above).

-6, -7,-8 or -9: The same rule applies as for an Impact value of -3,-4 or -5. However instead of only the players with the lowest Score to place a Lava tile, now each player performs this action. Start at the left of the End game player.

Each player will now receive 2 victory points for each remaining shelter of their color still on the board!

The End Game - Impact of the Asteroid (part 2)

Example of the Asteroid hit and the (possible) toxic ring surrounding the impact!

Depending on the final Impact value also 1 or more Lava tiles appear.



The Winner of the game

Now that the End game is played the winner(s) can be announced!

At least if there is still 1 shelter left on the board!

>> See PAGE 1 <<

If not, you all loose... although for some this will feel like victory!

Evolution Cards

During the last steps of your turn, you can decide to buy an Evolution Card. Evolution cards have 4 specific evolution levels, starting with level 1 up till level 4.

The cost of an Evolution card is always 1 victory point. Hence, your color cube on the Scoring chart will go down with 1.

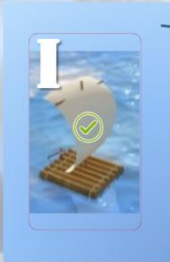
Everybody can buy a level 1 Evolution Card if still available. The level 1 Cards are immediately active and can be used without additional cost. See also the next pages for more details.

To purchase a level 2 (or higher level) Evolution card you also need to discard an Evolution card of 1 level lower than the level you want to purchase. Of course you are allowed to have as many Evolution cards of different levels as you want to, up to a maximum of 3 Evolution cards in total.

Be aware that level 2 and higher level cards are bought Inactive. For 1 victory point you can activate your Evolution card (only during step 2 of your turn). When used, this card becomes Inactive again, so you would need to reactive it if you want to use it again.

Note: When you discard an Evolution card (to buy a higher level Evolution card), you will loose it's power unless you still have another identical Evolution Card in your possession as the one you just discarded. Discarded Evolution cards are returned to their pile and can be bought again by an other (or even the same) player.

LEVEL 1



Allows your Explorer to use sea/ocean tiles!
Can be used without extra cost, always active!



Allows your Explorer to use (snowy) mountain tiles!
Can be used without extra cost, always active!

LEVEL 2



Can be used to Protect your Explorer against a T-rex attack!
Need to be activated (for 1 Scoring point) Can be used whenever your Explorer is attacked, the T-Rex will be removed from the board. This card will become inactive until activated again.
Note: Only protects YOUR Explorer!

ACTIVE

INACTIVE



LEVEL 2



Can be used to Protect your Shelter against a Brontosaurus attack!
Need to be activated (for 1 Scoring point) Can be used whenever 1 of your Shelters is attacked, the Dino will be removed from the board. This card will become inactive until activated again.
Note: This only protects YOUR Shelter!

ACTIVE

INACTIVE



LEVEL 3



Can be used to build a Shelter on other Tile types.
Need to be activated (for 1 Scoring point)
Can be used when you want to build a Shelter. It allows you to build a shelter on Level 1 tiles, (snowy)Mountain tiles and also on sea tiles. Of course your Explorer needs to be able to access the Tile type!
After use, this card will become inactive until activated again.
Note: Only for 1 Shelter for each activation. The Shelter keeps this ability until removed from the board.

Can be used for an Extra Move action.

Need to be activated (for 1 Scoring point)
Can be used after you performed a Move action (Step 6). It allows you to repeat the Move action. Remember, a Dinosaur can only be moved ONCE during a round.
This card will become inactive until activated again.





LEVEL 4



Can be used to Move 1 of your Shelters!

Need to be activated (for 1 Scoring point)

Can be used whenever 1 of your Shelters is about to be destroyed. Also in case the location of the Asteroid is known! You are allowed to move 1 of your Shelters to another location within 2 tiles from it's current location. The new place shall obey the game rules.

This card will become inactive until activated again.

Note: Becomes Inactive after moving 1 of YOUR Shelters!



Can be used to BLOCK a Tile change!

Need to be activated (for 1 Scoring point)

Can be used whenever you choose. Whatever triggered a Tile change, even Lava, with this card, you block that change for 1 Tile! Note: Only 1 Tile, can NOT block the Asteroid it self, nor any toxic ring. Lava created by the Asteroid CAN be blocked!

Note: Becomes Inactive again after use on 1 Tile.



Some General Basic Rules

- ✓ A maximum of 3 different shelters can be build on 1 tile (normally a level 2 tile only)
- ✓ No more than 1 shelter per player can be build on the same tile.
- ✓ Only 1 Dino per tile, regardless of the type of Dino.
- ✓ A “Down” or “Up” action on sand has NO effect.
- ✓ Each Dino can move only once per round! Every time the Lightning tile is reached on the Asteroid Board, a new Round starts.
- ✓ Left and right site of the board are connected! E.g. in this game the earth is round.
- ✓ When a tile is removed leaving an earthquake crack (orange stick) with water on 1 side, this earthquake crack is now removed from the board.
- ✓ During the play, Explorers can be on the same tile, up to a maximum of 3. Tiles supporting Explorers are all Level 1 and Level 2, as well as sand, ice/snow and stone.
Evolution cards can provide additional abilities to your Explorer!
- ✓ If an Explorer moves to a Tile, or the Tile it is on changes to a different type of Tile that does not support Explorers, the Explorer is removed from the board. See also chapter 'Re-enter the game'. Evolution cards can provide additional abilities to your Explorer!
- ✓ Lava CAN level up or down: When leveling up or down on Lava, the Lava tile is simply removed from the board. No other tiles are placed or removed on that spot.
- ✓ Stone CAN level up or down: When placing a Stone (for 1 victory point), the lava tile is removed and the stone tile is placed
- ✓ When leveling up or down on stone, the stone tile is simply removed. No other tiles are placed or removed on that spot.
- ✓ Lava and Stone are not affected by a Climate Shift.



Many thanks to my family and friends that supported me during the intensive times of creating my very first Board Game.

To you as a Board Gamer I hope you will enjoy this game and that it will bring you as much as joy as I had when designing it!