**Summary**

Jurassic is a team survival game, where each survivor must ensure their safety by building defences, and researching a speciality, to improve their chances of making it through alive. Teamwork is optional, but encouraged.

**Features**

* Expansive and detailed terrain, with realistic formations to fortify, and bonuses depending on map location.
* Over 40 prehistoric predators ranging from raptors, to pterodactyls, to man-eating flesh flies, to woolly rhinos, to the fearsome Tyrannosaurus Rex.
* Custom armour and damage types, but **simple** and **logical**.
* Limited resources. No longer will you sit idle behind defences – You will constantly be preparing to relocate. This implicitly means that, unlike other survival games, **losing your base isn’t a big deal**.
* Teamwork is optional. Dinosaurs spawn in proportion to the number of survivors at a location. More bases mean more resources, more allies mean more firepower, and nearby survivors mean a safe haven to retreat to.
* Innovative buildings, clever items, and balanced technology trees. Prepare to work your survivor to the bone, operating manual artillery, piloting customizable vehicles, and packing up and moving entire bases. Everything you do requires a decision.

**Poacher**

The poacher revolves around both mobile and pre-emptive defences. He is able to create shops for purchasing several different firearms, and a few unique mines.

**Firearms**

The magnum is the weapon of choice for short expeditions to gather, scout, defend, and travel in the early stages of the game. This is the only firearm any survivor can use without training.

The shotgun is a fearsome force, dealing a wave of damage to all dinosaurs in a cone. It fires twice in a row – once long and tight, then again wide and short.

The machine gun is able to be fired continuously, but with low accuracy. Cheap ammunition and a satisfying sound make this the perfect weapon to use against most dinosaurs throughout the game. This weapon is, unlike the other guns, an attack, requiring the user to right-click on dinosaurs to open fire.

The sniper rifle guarantees perfect accuracy, high damage, and a big stun. However, the long reload time and expensive ammunition makes it less than ideal for use against all but the toughest of dinosaurs.

The pistol and machine gun are both susceptible to missing their target, depending on the distance fired from. Upon firing, the chance of the hit is displayed above the target, in green if it hit, or red if it missed.

Ammunition is stacked on the gun itself, meaning that a gun and ammunition don’t take up multiple inventory slots.

Several upgrades can improve guns accuracy, range and reload, as well as allow the user to lessen the chance of life-endangering gun-jams and misfires.

**Mines**

Auto-mines are the bread-and-butter explosive, capable of manual or automatic detonation, as well as the ability to spawn more auto-mines around it. This allows a single mine to continuously replace other mines as they are detonated, or for a chain of mines to crawl all the way to a new base, so defences are ready before the survivors even arrive.

Fire mines are manually detonated mines, perfect for leaving near the front of bases, where they can detonate and scorch dinosaurs as they attempt to breach your defences. They are capable of two detonation modes: “Inferno” and “Napalm”. Inferno detonation mode releases the stored fuel as quickly as possible, utterly incinerating anything that approaches it. Napalm detonation mode slowly leaks the fuel over a wide area, singing the earth, dealing steady damage and slowing enemies that enter for over a minute.

Concussion mines are exactly what they seem like – mines used for stunning, slowing, disorienting and scaring dinosaurs. Dinosaurs hit by this are not only less effective in combat - they are unable to effectively track survivors, and will wander far more erratically in search of their prey, delaying their approach by a few precious minutes.

Mine upgrades improve damage, radius, as well as allow auto-mines to propagate faster. Finally, the spreader upgrade allows them to place the other two types of mines.

**Artillery**

The mortar is a deployable item/building, which enables the survivor to bombard an area at very long range, before packed up again. The survivor must enter the deployed mortar in order for it to fire. The mortar can offer supporting fire to other nearby bases, though the shells will take longer to arrive, and will disperse in the air.

The howitzer is a slow moving ground unit, which delivers highly damaging splash attacks at a colossal range. To move this from one base to another is incredibly difficult without the co-operation of a suitably developed mechanic (who can airlift it), or a very well prepared escort.

Artillery units are capable of two firing modes, both of which are dependent on their “trace” ability. Trace is an instant cast skill which highlights the area that fired shells will land in and the displays the delay before fired shells hit. After an area is traced, the “fire” and “bombard” abilities become available. Fire launches a single shell at the location, for a small amount of metal. Bombard uses more metal to rapidly launch several shots at the targeted location.

Artillery upgrades include improvements to shot delay, reload speed, accuracy, splash distance, and damage.

**Cooperation**

The poacher will benefit from a mechanic’s assistance, who can place their mines using vehicles and airlift their howitzers.

**Miscellaneous**

The poacher earns extra metal and wood for each kill he secures, so should be forgiven for last-hitting dinosaurs, as maximising resource income is essential, as is sharing the resources around.

**Mechanic**

The mechanic is responsible for the creation of manned and unmanned vehicles for reconnaissance, travel, repair and assault, both by land and air.

**Manned Vehicles**

The jeep is the first available manned vehicle, perfect for early-game transports, boasting great speed, manoeuvrability and fuel economy. It is capable of taking several hits from all but the largest of dinosaurs, and is able to safely transport 4 survivors at a time.

The tank becomes necessary when just outrunning dinosaurs is no longer viable. After all, a slow trickle of dinosaurs running **to** you is much easier to deal with than a pack running **after** you. The tanks explosive main cannon costs a few metal to fire, dealing explosive damage to an area, and its secondary machine-gun is perfect for finishing off weakened dinosaurs.

The transport chopper will be the most relied upon vehicle in the game, and probably the only one to be re-built multiple times, that it might not fail the team in their time of need. It can carry an unmatched eight units – enough for every survivor to fit with room to spare.

A cobra attack helicopter is the most versatile vehicle available, able to perform several tasks to extend a mechanics range of operations. It is granted the ability to travel unhindered at great speeds, and is able to fly without a pilot (at a penalty to fuel consumption), allowing it to be sent out for rescue missions in a pinch.

AH-64 advanced attack helicopter is the pride of any mechanic – A physical manifestation of his resourcefulness in an impossible situation. The AH-64, like other vehicles, may only be piloted by a mechanic, but if a passenger is on board, they are given control of the powerful minigun, vastly increasing the firepower of the helicopter. Otherwise, the pilot is restricted to missiles, suited for taking down heavily armoured targets.

**Unmanned Vehicles**

The remote control car is a miniature, mobile scouting contraption, and is initially not very useful for much, save for that they are invisible while not moving, providing cheap, reliable, mobile long-term vision over an area. There are upgrades available that provide greater vision range, an inventory slot for retrieving items or placing mines, an upgrade for permanent invisibility, and even an upgrade to detonate the RC car to deal damage.

Repair bots are a much relied upon contraption, and are especially loved by engineers. They are capable of only a single action initially – repairing structures and vehicles. Upgrades allow them to heal living units, and increase the distance that they are able to repair at, keeping them out of the fray. Repairs performed by repair bots are completely free, though they slowly deplete energy doing so. Energy is recovered over time.

**Cooperation**

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**Miscellaneous**

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**Engineer**

The engineer specialises in the defence of territory, and

The survivors must do their best to either stay together and cooperate (meaning sharing resources, transport and items), or strike off alone, to

There is a specific focus in Jurassic on regularly changing location. Most often this will be because of depleted resources, but it could also be a response to an approaching threat...

It is unique in that dinosaurs only spawn in the vicinity of survivors, in proportion to the number of survivors. This makes it possible, to a degree, to hold off alone at no disadvantage. That is, if it wasn't for Roaming Dinosaurs.

Roaming dinosaurs are colossal, destructive behemoths, whose ancient cries shake the earth. They spawn at set intervals, and will randomly patrol the map, crushing trees, buildings, survivors, and even other dinosaurs.