**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.

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.