

# DINO PROOF

## The Crate Escape

One thing every Slayer will have noticed in their time in the Dino Zones is the amount of crates that get left over at the end of a mission. Plenty of supplies get dropped in but Slayers are often too busy fighting for their lives to take the time to grab some swag. That's why, in their free time, Slayers will often venture out into the Dino Zones without official sanction to loot any leftover crates for more supplies, especially if their saving their hard earned cash for bigger and better equipment. But of course, there's not always supplies in those crates, so you'll need to watch out for traps.

### Set Up

If all players agree, this scenario can be played, rather than the scenarios found in the rule book. Set up the board as described on page 31 of the DinoProof rulebook. You cannot place the usual crates you would get from your **Int Modifier** nor can you buy additional traps. No one knows you're out scavenging, so supplies haven't been sent out. The rest of the board should be set up as normal.

### Special Rules

At the start of the game, each player gets D8+2 number of crates. For each crate, roll on the Crate Type table below to see if you should place a Trap or Supply Crate. If you roll a Trap, see what type it is by rolling on the Trap Type table. Use a token to represent each crate as normal ( if you don't have your own, you can print off some crate and trap tokens from our website [www.goodgamedesigns.co.uk](http://www.goodgamedesigns.co.uk) ). All players then put their crates tokens into a pool and should randomize them by mixing them all up. Then players should take turns to place each crate until they are all on the board.

Crate Type	D8 Roll
Trap	1-2
Supply Crate	3-8

Trap Type	D4 Roll
Klaxon Siren	1
Nerdatone Bomb	2
Nail Bomb	3
Pit Fall Trap	4



### Victory Condition

After 8 turns or when all crates have been opened the game ends. The Slayer who opened the most amount of supply crates is declared the winner. Any Slayers that have been removed can never be declared the winner, no matter how many crates they have opened.