

**OMG** mode activates the monster die when the game starts. It's a faster game but it sucks to be human.

**CRA-CRA** allows players to activate & turn down monster die with their 7s in addition to normal turn down on matching doubles.

**Dial the difficulty** - Set monster die to 5, 4, or lower!

#### Endgame Scoring

4 POINTS - *Humanity's Hope*  
FoS closed with all 5 in OR  
4 in with 1 of your meeps sacrificed on the monster die.

3 POINTS - *Survivor*  
FoS closed with 4 of yours in.  
This is the *easiest, fastest win*.

2 POINTS - *Selfless Hero*  
Rather than simply lose, help opponent win & *save humanity* by jumping on monster die.

1 POINT - You lose & made no sacrifices. Monster eats you but your opponent wins.  
At least *humanity lives on*.

0 POINTS - The FoS never gets closed & the monster eats all! You both lose -**Bah!**

### Manhole Expansion

#### Game Setup

Place the manhole cover behind monster with SEWER side facing up.

#### Game Play

Manhole cover can be used once to knock monster down OR open the closed FoS.

On a 7 you can:

Claim the manhole cover by standing 1 meep on it

Push opponent off of the manhole cover to claim cover (place them standing up)

Throw your claimed manhole cover to knock down monster

Throw your claimed manhole cover to pry open the closed FoS lid & continue the game

Claiming manhole cover **activates the monster** if not yet activated.

Manhole cover can **only be thrown once**.

If monster is knocked down, a double of the monster die stands monster but doesn't turn monster die down.

Another monster die double continues countdown.

Monster keeps rolling down as in normal play.

No banking of 7s - you can't roll and hold a 7.

Both keep rolling if the FoS is reopened.

Once FoS lid is reclosed, it's only a matter of time before monster eats outsiders, so . . . **Game Over!**

Check [subQuark.com](http://subQuark.com) for epic soundtracks, variants, & more.

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