

BIGFOOT™

4X4X4

A MILTON BRADLEY GAME

FOR 2 TO 4
PLAYERS



OBJECT

To be the first player to “crush” 4 cars with your Bigfoot 4x4x4.

CONTENTS

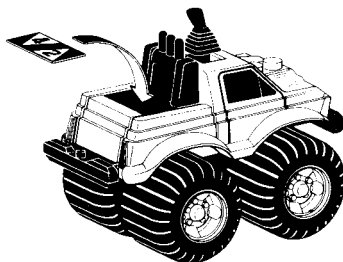
- 1 gameboard
- 4 Bigfoot 4x4x4 trucks
- 16 two-sided car tokens (one side pictures a car; the other side pictures a crushed car)
- 1 label sheet
- 2 dice

SETUP

1. Peel the labels off the label sheet and place one on the back of each truck, as shown in Figure 1.

The Bigfoot 4x4x4 label is a fun, stick-it-on-anything decoration.

Figure 1



2. Place the gameboard on a flat surface within easy reach of all players.
3. Punch the 16 car tokens out of the token board.
4. Separate the car tokens by color (there are 4 tokens of each color).
5. Choose a color, then take the Bigfoot 4x4x4 and the 4 car tokens of that color. Each player does the same.
6. Place your Bigfoot 4x4x4 at the center of the gameboard, on the starting circle matching your color Bigfoot. Move your stick shift forward to place your Bigfoot in 2-wheel drive (see Shifting, on page 6). Each player does the same.

Please Note: it doesn't matter which direction your Bigfoot faces in its starting position, since you can move it in any direction (except diagonally).

7. Place one of your car tokens, “uncrushed” side up, on any square containing a black dot. Each player does the same. These will be your cars' starting squares. **Please Note:** only one car per starting square.

BASIC RULES

Each player tries to “crush” an opponent’s car by moving his or her Bigfoot 4x4x4 onto a square occupied by a car token. Players should also move their car tokens to avoid being “crushed” by an opponent’s Bigfoot.

In a 2-player game, you must “crush” all 4 of your opponent’s cars. In a 3- or 4-player game, you must also “crush” 4 cars, but *no more than 2 of the same color*. For example, after you’ve “crushed” 2 green cars, you can’t “crush” any more green cars.

If all 4 of a player’s cars are “crushed,” he or she can continue to play with his or her Bigfoot until the game is over.

GAME PLAY

1. Each player rolls both dice. Highest roller goes first. Game play then continues to the left in a clockwise direction.
2. On your turn, roll both dice, then make any one of the following moves or move combinations:
 - Move your Bigfoot the total count shown on both dice...
 - OR**
 - Move your car token the total count shown on both dice...
 - OR**
 - Move one of your vehicles the total count shown on one die, then move your other vehicle the total count shown on the other die.
3. Each square counts as one on the die count. This includes the squares with the Bigfoot name on them. **Please Note:** shifting your Bigfoot also counts as one move on the die count. See Shifting, on page 6.
4. If your Bigfoot moves onto a square occupied by an opponent’s car, take the car off the gameboard and place it “crushed”-side-up in front of you. Your move *on that die* is then over. The opponent whose car was “crushed” immediately puts another car token on any unoccupied square containing a black dot. **Please Note:** you cannot “crush” your own car.
5. Continue game play until a player has “crushed” 4 cars of the appropriate colors.

CAR MOVEMENT

Cars can drive on the road only.

You can move your car token either forward or backward on your turn, but you *cannot* do both on the same turn.

Car tokens cannot be moved diagonally.

No more than one car token can occupy a space at one time.

Passing is not allowed. A car can't pass a Bigfoot or another car. If a car is blocking your car's path, move as many spaces as you can before being blocked, then your move on that die is over.

TRUCK MOVEMENT

Bigfoot trucks can drive on or off the road. They can move forward or backward, to the left or to the right, as long as they are in the right gear (see Shifting, on page 6.) Bigfoot trucks *cannot* move diagonally. See Figures 2 and 3 for legal and illegal Bigfoot moves.

Figure 2 LEGAL MOVES

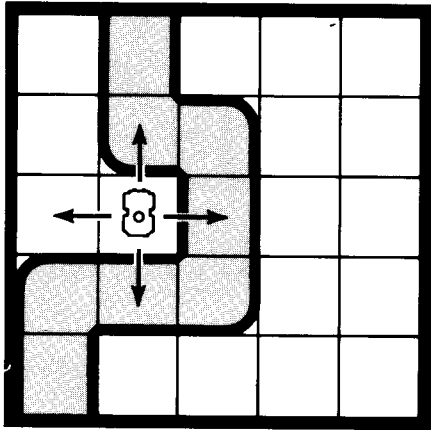
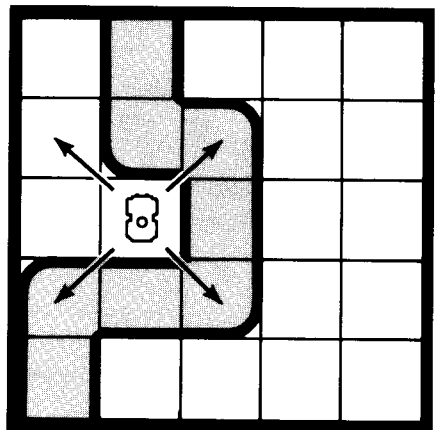
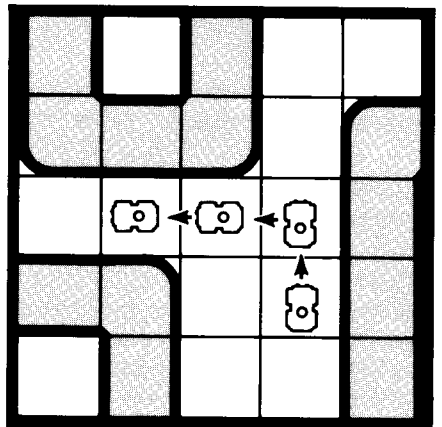


Figure 3 ILLEGAL MOVES



A change in the direction of a Bigfoot within a square does not affect the die count—changing direction from square to square does affect the die count! You can begin a move in any direction, and you can change direction by turning at right angles as often as you want during your move. See Figure 4 for an example of turning your Bigfoot.

Figure 4



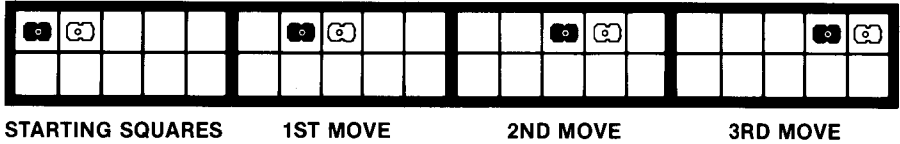
Once your Bigfoot lands on a car and “crushes” it, your move *on that die* is over, but you must still move your car token the number of squares shown on the other die, if you haven't already.

BEING BLOCKED: if your own car, or a car you can't “crush” because you've “crushed” 2 cars of that color already, is in your path, you must

go around it to get past it. But if an opponent's Bigfoot is in your path, you can push it out of the way.

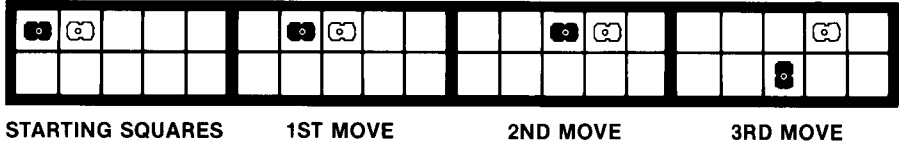
PUSHING A BIGFOOT: two Bigfoot trucks can't occupy the same square—so if an opponent's Bigfoot is in your path, you can push it *forward* in a straight line to one square in front of where your Bigfoot will land—or, you can push it until it is out of your path, then turn to the right or the left, leaving your opponent's Bigfoot one square in front of the square on which you turned. **Please Note:** you can only push a Bigfoot onto an unoccupied square. Although it doesn't matter which direction your opponent's Bigfoot is facing when you push it, you can only push it if it is in front of you during your move. If you make a turn while you're pushing a Bigfoot, you *cannot* take it with you. See Figures 5 and 6 for illustrations of pushing a Bigfoot.

Figure 5



On a dice roll of 3, a Bigfoot pushes an opponent's Bigfoot ahead 3 spaces.

Figure 6



On a dice roll of 3, a Bigfoot pushes an opponent's Bigfoot ahead 2 spaces, then turns off to the right.

You *can* push an opponent's Bigfoot off the board. If your Bigfoot pushes an opponent's Bigfoot off the board, you can continue your move if there are any counts left on the die.

RE-ENTERING YOUR BIGFOOT ONTO THE GAMEBOARD: if your Bigfoot is pushed off the gameboard by an opponent's Bigfoot, you lose your next turn. To get your Bigfoot back on the board, you must re-enter on the last square you occupied before you were pushed off. If an opponent's Bigfoot occupies the square when you re-enter, you can push it (unless its path is blocked by a car token or another Bigfoot—in that case, you must move your car token only). If an opponent's car occupies the square, your Bigfoot can "crush" it. If your *own* car (or a car you cannot "crush") occupies the square, it must be moved out of the way before you can place your Bigfoot back on the board.



SHIFTING

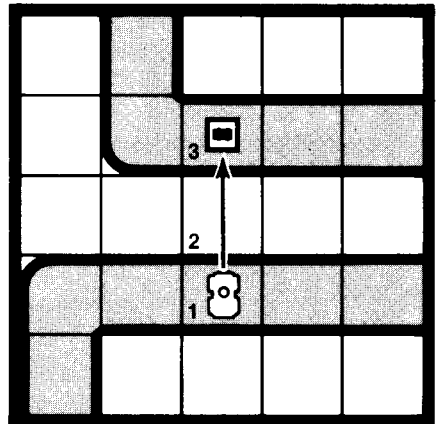
Each Bigfoot truck has 2 gears: 2-wheel drive and 4-wheel drive. The stick shift is moved forward for 2-wheel drive, and backward for 4-wheel drive. Rules for shifting gears are as follows:

- Each change of shift counts as one movement on your die count. For example, if you are leaving the road, you must shift from 2-wheel drive to 4-wheel drive *before* you leave the road, and that will count as one movement on the die count. And if you are moving onto the road from off the road, you must shift from 4-wheel drive to 2-wheel drive. **Exception:** to “crush” a car your Bigfoot must be in 4-wheel drive; so if you are entering the road to “crush” a car, you can remain in 4-wheel drive (see Figure 7).
- At the beginning of the game, each Bigfoot must be in 2-wheel drive. Move the stick shift forward before the game begins.
- While on the road, each Bigfoot must be in 2-wheel drive.
- While off the road, each Bigfoot must be in 4-wheel drive.
- Each Bigfoot must be in 4-wheel drive to “crush” a car.

EXAMPLE OF SHIFTING AND MOVING: you roll a 1 and a 2. You decide to combine the dice counts and move your Bigfoot 2 squares to “crush” an opponent’s car. As shown in Figure 7, you must shift and move as follows:

ACTION	MOVE ON DIE COUNT
1. Shift to 4-wheel drive.	1 move
2. Move to square 2.	1 move
3. Remain in 4-wheel drive to “crush” opponent’s car, then move to square 3.	1 move

Figure 7



WINNING THE GAME

The first player to “crush” 4 cars of the appropriate colors wins the game.