

The BIGFOOT Game

For 2-4 Players
Ages 4 +

Bigfoot, the legendary, larger-than-life creature is on the loose! You have three men in pursuit of Bigfoot who is standing on top of his mountain domain. You're curious to learn more about Bigfoot and hope to befriend him, but he is threatened by your presence. Will you escape as he kicks the boulder in your path or will you have to start again? Only one player will succeed in getting three men on the mountain to become Bigfoot's friend for life.

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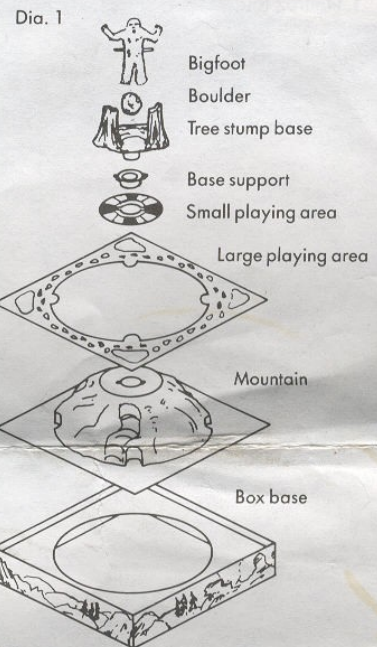
1 Bigfoot	12 Running Men (3 red, 3 blue, 3 green and 3 yellow)
1 Tree Stump Base	1 Mountain
1 Base Support	1 Cutout Sheet (includes 1 large and 1 small playing area)
1 Boulder	2 Dice
	Rule Sheet

OBJECT OF THE GAME:

To be the first player to get your three running men from your home base around the track and onto the mountain.

PREPARATION FOR PLAY: (Diagram 1)

1. Remove all the components from the box except for the plain cardboard piece with the hole in the middle.
2. Press out the two playing areas from the cut out sheet.
3. Place the small playing area in position on top of the mountain, trapping the small playing area in place (Diagram 2). The base support should be left in this position. There is no need to remove this after play.
4. Place the mountain back in the box, the correct way up, on top of the plain cardboard piece.
5. Place the large playing area over the mountain so that it locates in the four gaps around the mountain base.
6. Place the tree stump on the base support, place Bigfoot in position and place the boulder on the tree stump base in front of Bigfoot.



THE PLAYING AREA:

At the base of the mountain, the running men move clockwise around a track, before reaching their mountain track. On the mountain top, Bigfoot rotates clockwise around a track of twelve spaces. Each of these two tracks is divided into twelve equal zones. The four black corner zones are **safe zones** (including black on coloured footprints, the mountain track and the start spaces). Bigfoot cannot kick the boulder at any running men in a safe zone.

Dia. 2

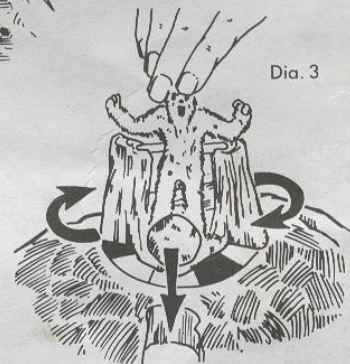


THE GAME PLAY:

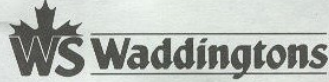
1. Choose a starting player. Play follows in a clockwise direction.
2. Each player chooses a set of three running men and places them on their correct coloured home base i.e. red running men on the red home base.
3. Bigfoot is positioned so that he starts the game facing the opposite corner to the starting player.
4. The starting player throws both the dice and uses one of the dice rolls to move one of their running men and the other dice roll to move Bigfoot. Running men move from their home base onto the first footprint (shown by the coloured arrow) and around the track following the footprints. This track is divided into twelve zones and each footprint counts as one space. Bigfoot rotates clockwise around the mountain top, each of the twelve zones act as one space.
5. If, after a players turn, Bigfoot is on the same zone as any running men, (but not in a safe zone) the player swings Bigfoot and kicks the boulder down the mountain (Diagram 3). Players can try to aim the boulder – as long as the small indicator on the tree stump base is inside the correct zone. Players do not have to swing Bigfoot if they think they will endanger any of their own running men.
6. If any running men, **in the same zone as Bigfoot**, are knocked over, or off the footprint they were occupying, they are sent **back** to the nearest home base. The boulder is then returned to the top of the mountain.
7. The player who kicked the boulder then takes one bonus move. This consists of throwing both dice and moving **one** running man the same number of footprints as that indicated on the highest dice thrown.
8. Play then passes to the next player.
9. If, on their turn players have **one or more** of their running men in a safe zone (on a start space or on a footprint) they **must** attempt to move one of them – even if the move does not take a running man out of the safe zone. (This rule does



Dia. 3



6. If any running men, **in the same zone as Bigfoot**, are knocked over, or off the footprint they were occupying, they are sent **back** to the nearest home base. The boulder is then returned to the top of the mountain.
7. The player who kicked the boulder then takes one bonus move. This consists of throwing both dice and moving **one** running man the same number of footprints as that indicated on the highest dice thrown.
8. Play then passes to the next player.
9. If, on their turn players have **one or more** of their running men in a safe zone (on a start space or on a footprint) they **must** attempt to move one of them – even if the move does not take a running man out of the safe zone. (This rule does not apply on a bonus move).
10. Running men can pass over other running men. Only one running man can occupy one footprint at a time. If a running man lands on a footprint already occupied it moves **forward** to the next available footprint.
11. Having travelled around the track once, running men follow their coloured arrow onto the coloured footprint that leads onto the mountain track.
12. The winner of the game is the first player to get three running men up the mountain (one on each step). Exact throws are not needed.



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