Rules

Setup:

The two decks of cards(weapons and main deck) should be placed at the center of the table. When cards are played or encounter cards are resolved(see card functions), they should be placed in a discard pile next to the main deck. At the start of each game, each player will receive a glock, a flare gun, and two health tokens.

Turn Structure:

Players may choose who has the first turn. From there turns continue to the next player counterclockwise around the table at the end of each turn.

During a turn, the player has two possible moves: play a card or draw a card. If a player chooses to draw a card, they will take the card from the top of the main deck and add the card to their hand. After a player draws a card, they can not play a card. If a player chooses to play a card, they will discard the card they chose to play and complete the action that the card allows them to do(see card functions). If a player wants to draw a card but the main deck has been exhausted, all cards from the discard pile are shuffled to create a new main pile. The player then draws.

Once an encounter(see encounters) has started, each player will take an action, ending with the player who drew the encounter card, before the encounter ends. During an encounter players cannot draw cards. After a player draws an encounter card, players will continue taking turns clockwise ending with the player who drew the encounter card. Once the last turn in the rotation has ended, the encounter ends.

Bigfoot Encounters:

During a Bigfoot encounter each player will take a single action against Bigfoot, ending with the player who drew the encounter card. Players can only use weapons or bandages during a Bigfoot encounter. Once each player had taken an action, Bigfoot will deal one damage to each player and the encounter will end. If Bigfoot is stunned during an encounter(see card functions) he will deal no damage to any players. Once the encounter ends, the Bigfoot card and all ammunition, flares, and bandages played during the encounter should be added to the discard pile.

Wolf Encounters:

Once a wolf encounter card is drawn, each player will be given the option to take an action against the wolf. If multiple players wish to take an action against the wolf, they will take action following the turn order(starting with the person who drew the encounter card). Once the wolf is killed, no more actions may be used against it. Wolves have one health and cannot be stunned.

Health and Damage:

Each player has 2 health, which is shown through health tokens. Whenever a player takes damage during an encounter, the player flips over a health token from the side with a heart to the side displaying a claw mark. Player health can be regained by using bandages on a player’s turn. If the player’s health reaches is depleted, they cannot be healed and are out of the game. If all players are eliminated, the players all lose.

Bigfoot’s health is determined by the number of players.

|  |  |
| --- | --- |
| # of Players | Bigfoot Health |
| 3 | 15 |
| 4 | 18 |
| 5 | 22 |

Players reduce Bigfoot’s health during combat or by using Bear Traps during their turn. If Bigfoot’s health reaches 0, Bigfoot is captured and all living players win.

Card Functions:

* Inventory Cards - Discarded after use.
  + Ammunition
    - Allows you to use ranged weapons during combat.
  + Flares
    - Stuns Bigfoot during combat, negating all damage from Bigfoot that combat.
  + Bandages
    - Gives 1 lost health back to a player. Do not draw.
  + Bear Traps
    - Place it down during your turn. Eliminates the next wolf or does damage to Bigfoot. Do not draw.
  + Camera
    - Look at the next 3 cards, put them back in any order. Do not draw.
  + Weapon Card
    - Allows the player to draw 1 random weapon from the weapons deck. Do not draw from the main deck.
* Encounter Cards
  + Bigfoot
    - All players have an opportunity to shoot. If the players do not stun Bigfoot, all players take 1 damage.
  + Wolf
    - Any player either uses 1 ammunition or whoever drew the card takes 1 damage.
* Weapon Cards
  + Glock - Starter Weapon
    - Spends 1 ammo to do 1 dmg.
  + Flare Gun - Starter Weapon
    - Spends 1 flare to stun Bigfoot.
  + Shotgun
    - Spends 2 ammo to do 3 dmg.
  + Sniper Rifle
    - Spends 2 ammo to do 1 dmg, you do not get hurt by Bigfoot this round. This weapon cannot be used if you encounter Bigfoot.
  + Stun Gun
    - Spends 2 ammo to do 1 dmg and stun Bigfoot.
  + Machete
    - Spends 0 ammo to do 1 dmg. If Bigfoot is not stunned, you take double dmg from Bigfoot.