

# BIGFOOT'S WILDERNESS ADVENTURE DICE GAME



**YO...**

There's  
Bigfoot!





### Game Set Contents:

- 1 Bigfoot's Wilderness Adventure Washington Game Board
- 5 Dice
- 12 Pegs
- 12 Bigfoot Play Cards
- 1 Bits Keeper Box for the cards, dice, and pegs
- 1 Instruction Manual

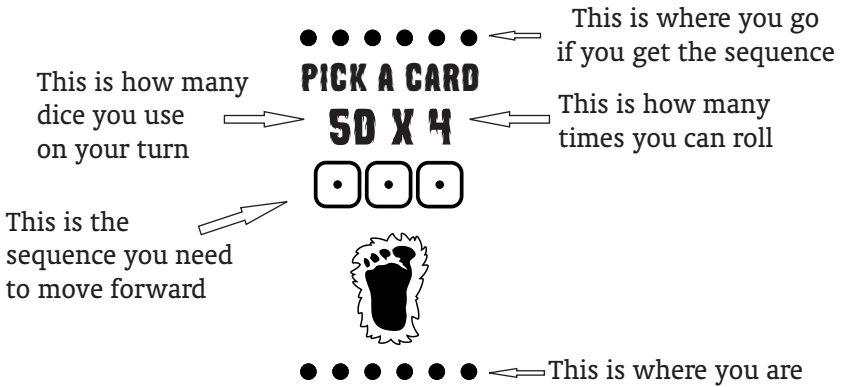
## Game Objective

To follow the footprints and find Bigfoot for the win! To do this you'll roll the dice to get the sequence listed on each spot and move your peg forward. Bigfoot Cards are used throughout gameplay to help players on their adventure, or to mischievously cause "backwoods challenges" for opponents as everyone follows in Bigfoot's steps through the Washington game board.


## Game Setup

- \* All players choose matching pegs and one is set in the Wins section and the other on the Start line. Use one peg to move through the game board and the other one to keep track of wins.
- \* Everyone roll one die to set the player order from highest number to lowest number.
- \* Shuffle the Bigfoot cards and everyone pick one card.

# How to play




Above is the diagram we'll use to explain rolling and moving. Assume you're in the spot indicated "This is where you are".

You need to get the sequence 

This is how many dice to use and rolls to take **5D X 4**

5D indicates how many dice you can use and X4 is how many times you can roll them. So in this example you'll roll 5 dice up to 4 times.

Rolls accumulate, so if you need  you can set aside Ones as get them and only re-roll the remaining dice until you either get the full sequence, or you use up all the rolls allowed but don't get the sequence to move forward.

If you don't get the sequence you stay where you are. If you get the sequence in the allowed number of rolls, move forward to that spot. If the spot you land on is labeled with "Pick a Card", YAY you can pick up a card. But there are rules for picking and playing cards so please see the Bigfoot Cards section for details.

## Please Note:

The number of dice you can use and how many times you can roll is different throughout the game board. Make sure you're rolling right or the other players, or Bigfoot, will call you out!

# Bigfoot Cards

Cards can be used to help you move forward extra spaces, or to give other players challenges as they try to advance in the game. Each card contains the description / card effect and generally can be played before or after you roll on your turn. You'll find there is a strategy involved on when to play a card to enhance your dice rolls and get the best outcome.

Only one card can be held at a time by each player and must be discarded after played. When you come to a spot on the game board that indicates "Pick a Card", you must either have no card at the time you get to the spot or be able to play your current card to get another card. For example we'll use a Bigfoot Spotted card.

You are holding a Bigfoot Spotted X 1 card and successfully role to get to a new spot that indicates "Pick a Card". Even though you already rolled, you can still play your Bigfoot Spotted card and Pick another card as you move forward. You can additionally play the picked up card if possible, and in this way you can chain events together to move more spots, or cause headaches for other players.

## **Special Note on Card Playability and Pick a Card spots:**

**Thief** - If you hold the Thief card and land on a "Pick a Card" spot, you can play the card and steal one from an opponent, but may not pick a second Card.

**Metamorphose** - This card cannot be played after landing on a "Pick a Card" spot to expend the card and pick a new one.

**Block** - This card cannot be played after landing on a "Pick a Card" spot to expend the card and pick a new one.

# Card Play Rules

Here is general information about each card including any restrictions on the timing of card play. Cards should be discarded after play, shuffled and re-used throughout the course of the game.

Cards allow for strategic and fun gameplay. Learn how to chain card actions with rolling the dice to get extra moves forward. Feel free to change the rules for card play or play without cards at all and just roll the dice to move through the wilderness. The following are the card descriptions and special points on card playability.



“You swear you spot Bigfoot in the distance. Run wild through the forest and move forward x spaces.”

## **Bigfoot Spotted Cards:**

- \* Can be played before or after player rolls.
- \* Can be played when landing on a space labeled “Pick a Card” and an additional card picked up while moving forward. If the player picks a card that can be played, they may play or hold the card as they choose.
- \* Can be used to advance to the “Win” spot.

“You convince another player Bigfoot can be seen from your spot. Switch places then giggle.”



### **Switch Places Card:**

\* Can be played before or after player rolls

\* Can be played when landing on a space labeled “Pick a Card”.

In this case the card player picks a card when switching places. The player targeted by the Switch Places card ends up on the vacated “pick a card” spot after the switch and may pick a card if they don’t currently have a card.

“Bigfoot jumps from the bushes and scares a player of your choice back x spaces.”



### **Scare Cards:**

\* Can be played before or after player rolls

\* Can be played when landing on a space labeled “Pick a Card” and a new card picked. If the player receives a card that can be played, they may play or hold the card as they choose.

\* Regarding the player scared back, they may pick up a new card if player lands on a “Pick a Card” spot and no card is currently held.

“Push another player into the sticker bushes. They become tangled and must skip their next turn.”



### **Tangled Card:**

- \* Can be played before or after player rolls
- \* Can be played when landing on a space labeled “Pick a Card” and a new card picked up. If the player receives a card that can be played, they may play or hold the card as they choose.
- \* Target tangled player must fully skip their next turn.



“After rolling change X of your dice to any number”

### **Metamorphose Cards:**

- \* Can be played after rolling to change the specified number of dice to a number required to make the dice sequence complete.
- \* This card cannot be played after landing on a “Pick a Card” slot in order to expend and pick up a new card.

“Bigfoot does you a solid and blocks the path. Play this card to block another’s card play.”



**Block Card:**

- \* May be played when a player attempts to play a card against you. For example, a player tries to play a Switch card against you. You can play your Block card to prevent having to switch places with the opposing player. Both cards are considered played and must be discarded.
- \* One exception when playing this card is the Thief card. If someone plays a Thief card, you cannot play the Block card to stop the theft. Thieves are sneaky, so when played the Block card must be surrendered to the Thief.
- \* Can be played out of turn to block another player’s card play. For example, an opposing player wants to use a Metamorphose card to change dice on their turn. You may announce you’re playing your Block card and effectively stop the other player from morphing their dice. Both cards are considered played and should be discarded.
- \* This card cannot be played after landing on a “Pick a Card” slot in order to expend and pick up a new card.



“There’s a Thief at the trail head and it’s you! Steal another player’s card.”



**Thief Card:**

- \* Can be played before or after player rolls
- \* After landing on a “Pick a Card” spot, this card can be played only to steal another player's card and another card cannot be picked up.
- \* After you steal a card, it is still your turn and you may play the stolen card if possible, or hold the card for a later turn.



“You’re beamed onto the Alien Mothership. Luckily there’s no probing. They take you back in time to take another turn.”

**Take Another Turn Card:**

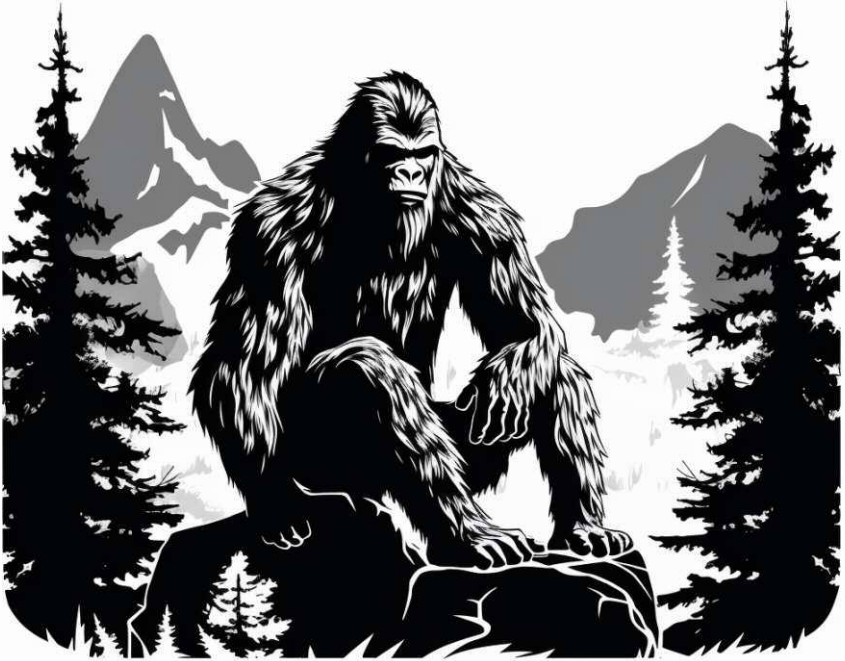
- \*Can be played before or after player rolls, but playing before you roll isn’t advised...
- \*Can be played when landing on a space labeled “Pick a Card” and a new card picked up. In this case the player lands on the “Pick a Card” spot, plays the ‘Take Another Turn’ card to get another roll, plus picks up a new card.

Thank you for playing Bigfoot's Wilderness Adventure Dice Game!  
The game rules, game design, artwork, wood crafting and creation was independently done by me, Robert Box, owner and artist of Tinderbox WP.

I hope you and your family and friends find years of joy playing the game with lots of feel good rolls and fun gotcha card plays!

Please reach out to me with any questions or feedback at

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