

SQWATCH OUT!

The **BIG FUN** Bigfoot Card Game!

2-4 Players • Ages 8 to Adult

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GAME CONTENTS 63 cards



6 Bigfoot Cards



40 Trek Cards



8 Action Cards



9 Proof Cards

Fame and fortune await if you can prove Bigfoot is real! He's left his footprint on the world, but has yet to be captured...

Grab your camping gear, photo equipment, and head for the forest. It'll take a trek through the deepest, darkest, woody shadows to collect solid proof that this legendary creature is more than folklore.



OBJECT OF THE GAME

Out-hike your opponents in 6 Trek Contests that seek to prove Bigfoot exists. Win as many contests as you can for the best chance at finding solid proof!

SETTING UP CAMP

- Separate the Proof Cards, Bigfoot Cards, Action Cards, and Trek Cards into individual piles.
- Shuffle all 9 Proof Cards. Choose 6 (no peeking!) and lay in a circle near the center of the play area. These cards represent the six areas of the forest you'll explore.
- Remove the extra Proof Cards from play without looking at them.



- Lay one Bigfoot Card on top of each of the 6 Proof Cards. Arrange them to look like a Bigfoot sighting!



- Shuffle and deal 4 Trek Cards to each player. All players leave the 4 cards face down in front of themselves. Again, no peeking!



- Shuffle the Action Cards with the remaining Trek Cards. Place the deck face down in the center of play as a draw pile. Flip the top card face up next to the pile to start a discard pile. Now, take a hike!

TREK CONTESTS

- You'll battle through 6 Trek Contests. The winner of each Trek Contest collects a Proof Card. The object of each contest is to get the highest combined score between all 4 of your Trek Cards – that means you trekked furthest into the woods (which is your best chance at spotting Bigfoot).
- To start, each player looks at ONE of their 4 Trek Cards and sets it aside. Keep it a secret. There's no turning back! That card can't be changed or swapped.



- If you draw a Trek Card, keep the number a secret. Remember, the higher the number, the farther you'll trek into the woods, so you're looking for Trek Cards as close to 10 as possible.



- If you're satisfied with the number on the Trek Card, swap it with one of your 3 mystery cards and discard the mystery card. If the number on the Trek Card seems too low, discard it without exchanging a card.

- Time for another Trek Contest! To start the next round, remove the Action Cards before dealing Trek Cards as before. When Bigfoot disappears and all of the Proof Cards have been won, it's time to see everyone's proof.



- Searching for Bigfoot takes bravery and instincts. Tap into yours to do what's best with your other 3 Trek Cards. Test your luck ... or play it safe? Every turn is a chance to choose which card you'll keep or exchange. What's it take to get the highest score?
- On your turn, you can either draw a card from the deck or take the top Trek Card from the discard pile.
- If you draw an Action Card, follow the instructions and discard it to end your turn.

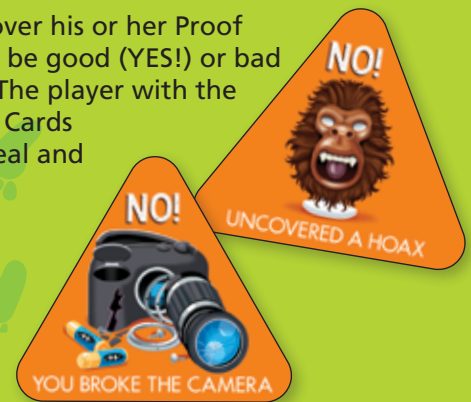


- Play continues to your left. You may exchange each of your 3 mystery Trek Cards as many times as you wish, but can only make one exchange per turn.
- Hint: Remember to check the discard pile for high-scoring cards before you draw each turn!
- When you think you have ventured deepest into the woods (with the highest combined score), yell, "sqWATCH OUT!" to end your turn.
- Every other player gets one final turn.
- After everyone is through, all players flip their cards over and add the total of all 4 Trek Cards. Who trekked the deepest and scored the highest? Nice! That player wins the Trek Contest!
- The winner selects a Bigfoot Card and removes the Proof Card from underneath it. Set the Proof Card aside WITHOUT looking at it. Everyone will have to wait to see if it's proof ... or a spoof. Flip over the Bigfoot Card to reveal the woods. Place it back in the circle. The search is over for that location.

SHOW ME THE ... PROOF!

Each player turns over his or her Proof Cards. Proof might be good (YES!) or bad (NO!). Good luck! The player with the most "YES!" Proof Cards proves Bigfoot is real and

WINS!



SASQUATCH STANDOFF

In the event of a tie, players play one last head-to-head Trek Contest. In this final round, the player with the farthest trek wins the game!

ALTERNATE PLAY OPTIONS



SEARCH PARTY

This version plays the same, except that players may exchange the first Trek Card looked at if they can uncover a match from the deck or discard pile.

Players use as many turns as they like looking for a pair and can move on to exchanging the other 3 cards at any time. Be careful how much time you spend searching! If you find a match, discard both Trek Cards, and draw a new one. You may look at this card and keep it, or use your next turn(s) to find a match to exchange it again.

SWAPSQUATCH

Everyone looks at their first Trek Card and has the option to swap it for a different card. Players only get one turn to swap out the card – if the swap is a flop, they must keep it and move onto their other 3 mystery Trek Cards as in regular play. Players may skip the swap to get a step ahead by moving on to the other three cards right away.

