



2-4 players, <30 minutes

Objective:

Have the most points when the game ends.

Setup:

Shuffle the cards and spread them out face down in a disorganized manner to create a “forest”.



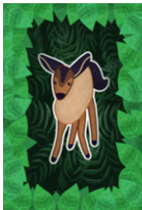
The player who most recently went outside goes first and play goes clockwise.

Play:

The player whose turn it is flips over 2 cards from the Forest where everyone can see it.

- A. If the cards don't match and neither is a Bigfoot, the player flips the revealed cards back face down and returns them to the original position. The player's turn ends.
- B. If the cards match, the player moves the pair off to the side and can either choose to keep playing or can end their turn. The player's turn must end once a matching pair fails to be drawn.
- C. If the cards don't match and one of them is a Bigfoot, the player must return any collected pairs during this turn only back to the Forest. The cards just drawn are also returned to the Forest, and the player must mix up all the cards in the Forest.

A



B



C



The game is played until there are no more cards in the Forest. When the last pair of cards is matched, the game is over. Count up points (see below) and whoever has the most points wins!

For every pair a player has:

If you have...	...you get
A pair of Bigfoots	5 points
A pair of other animals	1 point

If you have all 4 cards of an animal type, you get the normal 2 points from each pair as well as a 2 point bonus!