

## SASQUATCH SNAP!

a strategy game for 4 players by Justin Donato,  
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Set Snap Traps around the forest to capture snapshots of the elusive Sasquatch. The first journalist with 8 snaps wins.

### Setup

Stack the snaps on the Snaps box beside the compass. Each player takes an arrow card, a Trap! card, and one snap to begin their collections. Now each player chooses a color and takes seven non-numbered trap tiles of that color from the bank, along with one trap tile marked "3."


Place the Sasquatch (brown piece) in his lair at the center of the board. Each journalist starts on her own square two spaces diagonally away from the Sasquatch.

The player whose middle name comes last alphabetically gets the Whistle first. The Whistle moves clockwise after each turn.


### Play

At each turn, the player with the Whistle counts down from 3, and then all players simultaneously place their arrow cards onto the table face-up. When playing the arrow card, any player may also play the Trap! card if intending to set a trap during that turn.

Beginning with the Whistle player and proceeding clockwise, each player sets a trap (if indicated) on her current square and then moves her journalist in the direction of her arrow.

 When not trapping, the journalist must move two spaces; when trapping, the journalist traps and then moves one space.

After every player has completed their moves, the Whistle player must lure the Sasquatch in any direction she chooses (North, South, East, or West).

 If luring the Sasquatch along a row or column that contains no traps and no journalists, the player may move the Sasquatch as many spaces as she likes (Note: the board wraps!). If either a trap or a journalist sits within the chosen direction, however, the Sasquatch must move to occupy the square of the first trap or journalist encountered in that direction.

When the Sasquatch is lured into a snap trap, the trap's owner takes a snap from the snaps pile. Traps work on other players, too -- any rival journalist that hits your trap must give you one of their snaps if they have any. (Journalists may freely walk over their own traps.)

When the Sasquatch occupies the same square as a journalist, the journalist is tossed into the Sasquatch's lair at the center of the board. All of the journalist's snaps are placed in the Sasquatch pile to the right of the compass. The next time the Sasquatch hits a snap trap, that trap's owner gets all of the Snaps in the Sasquatch pile.

### Trap Types and Exchanges

The basic traps are not numbered. The other traps have the following qualities:

Freeze Traps: Traps marked "2" momentarily slow the Sasquatch down, earning the

owner 2 snaps instead of 1. (Any rival journalist hitting this trap owes you 2 snaps.)

Spike Traps: Traps marked "3" destroy all adjacent traps (North, South, East, and West) when they are first placed. Thereafter, they act as basic traps. Destroyed traps are returned to the bank.

Super Traps: Traps marked "4" trap all adjacent squares (again, not diagonally) in addition to the squares they occupy.

At the start of a turn, before counting down from 3, the player with the Whistle may exchange traps and/or snaps with the bank for any types of traps.

☞ Unmarked traps have a value of 1. Other traps have the value printed on them. Snaps also have a value of 1 and can be traded in with or without traps for new traps.

Players may uproot their own traps by playing the Trap! card while in the same square as one of their traps. The uprooted trap is returned to the player.

### Nitty Gritty

- Only 1 trap is allowed per square, but you may set a trap adjacent to a Super Trap. That square would now be trapped by two different traps.
- When moving two spaces, you cannot "jump" over any rival trap (or Sasquatch) occupying the first square: you get stuck in said trap (or mauled by said Sasquatch).
- Two or more journalists can occupy the same square, but the next one to move is free to trap the square before moving, thus entrapping the remaining journalist. The trapped journalist cannot move during that turn.
- When a Sasquatch moves onto a square occupied by both a journalist and a trap, the journalist goes to the Sasquatch lair, and the trap owner earns snaps as usual in addition to receiving all of the mauled journalist's snaps.