

CAMPING SASQUATCH

A CARD GAME WITH A ROAR

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OBJECTIVE

Play cards to complete and collect a set of three - either identical cards or three different cards of the same category.

3 Different



3 of the Same



NOPE!



3 of the Same



VERY IMPORTANT NOTE:
Sasquatch = Wild
(within category)

Collected cards = points.
The first person to get rid of their cards triggers the end of the game.
Most points wins. Duh.

SETUP

- Deal each player 7 cards.
- Turn over the top three from the main deck to give the board a jump start.



- Best **ROAR** goes first!

VERY IMPORTANT NOTE:
Only one of each category at a time.

PLAY

- Draw one, play two.
- If you complete a set, take it. If you complete two sets, take both.
- Each category contains a Sasquatch which can be played in one of two ways:

As a wild within its category

OR

Slap against your opponents



SLAP EXAMPLE

- Slap down Sasquatch and call it out.
- Opponents must slap down one of their cards from that category.
- The last player to slap takes the pile of cards into their playing hand.

SORT OF IMPORTANT NOTE:

If two or more players are not able to hit the Sasquatch with the suit in play, the loser to the left of the Sasquatch player takes the pile.



You must **ROAR** when you have one card left. If you get caught not **ROARING**, draw two cards.

END & SCORING

The game ends when a player has no more cards in hand.

- +5 Points - going out first
- +2 Points - per Sasquatch
- +1 Point - per regular card
- 1 Point - per regular card still in hand
- 2 Points - per Sasquatch still in hand

TWO PLAYER

(All rules apply with the following modifications.)

- If you draw a Sasquatch, you must slap it down and call it.
- Both players must slap the Sasquatch. Last player to slap takes the cards into hand.
- If neither can slap the Sasquatch, the player who drew the Sasquatch decides who gets it.
- The turn ends immediately for the player who drew the Sasquatch.
- Sasquatches in hand may only be played as a WILD.

