



Bigfoot littlefoot - a Yukon environmental board game

Simplified rules...

OVERVIEW

Bigfoot littlefoot uses the idea of the “ecological footprint” - the amount of land required to support a certain activity or lifestyle - as the unifying principle of the game. In moving around the board, each player attempts to reduce his/her individual footprint. Players also cooperate to earn puzzle pieces which make up a map of the eco-regions of the Yukon Territory. To earn puzzle pieces, players collect Yukon Wild Cards (which can be traded for puzzle pieces) by answering questions about ecological principles and the Yukon environment.

Ages: 8 and older

Players: 2 - 8 players

Game Length: approximately 45 to 60 minutes

COMPONENTS

- 1 Game board (cotton)
- 24 Footprint Tokens (8 coloured sets of three sizes - large, medium & small)
- 72 Consequence Cards
- 144 Opportunity Cards
- 80 Yukon WILD Cards (10 different animals with 8 cards per animal)
- 8 Puzzle Pieces

GOALS

Collect sets of WILD Cards and trade them in to reduce the size of your Footprint Token and to collect Yukon Puzzle pieces. Assemble the Yukon Puzzle to complete the game!

SET UP

Lay the game board out flat on a large table or open floor space. Distribute a set of three Footprint Tokens (of the same colour) to each player. Shuffle the Consequence Cards and place them in their “Consequence Cards” toe area of the game board. Place the Yukon puzzle pieces in their “Yukon Puzzle” toe area.

Shuffle the Opportunity Cards and distribute them in piles placed within easy reaching distance of the players. Discard the Opportunity Cards to the “Opportunity Cards” toe area of the game board after they are used during game play.

Distribute the Yukon WILD Cards amongst the players. Each player receives one (or more) sets of a certain Yukon animal. The players become **Stewards** of the animal cards they receive. Each Steward is responsible for keeping these cards separate from

her/his own personal hand of cards and for giving them out to other players during the game. Players never take cards from a Steward without asking.

All ten sets of animal WILD Cards must have a Steward, so some players may have more than one set of cards. There is no advantage to having more or fewer animals to care for during the game.

GAME PLAY

Each player places their Large Footprint Token on the “Home” space of the animal they are stewarding - the space on the board with the animal’s graphic and name. If a player is the steward of more than one animal they may choose their “Home” space to start from. The player then collects the animal’s WILD Card and places it in their own personal WILD Card Cache. (It is important that players keep their WILD Card Caches separate from their Steward WILD Card piles.)

- If playing with four or fewer people players start with two WILD Cards in their personal WILD Card caches.

The Mosquito Steward starts the game. Play proceeds to the left (clockwise).

On a Player’s Turn

The player has a choice of two actions on their turn. They may:

1. Draw an Opportunity Card

To move around the board the player must correctly answer an Opportunity Card question. The person on the player’s left draws an Opportunity Card and reads the player the question posed on the card.

- a. If the player answers correctly, the player collects the WILD CARD reward and moves the number of spaces indicated on the front of the Opportunity Card. They then perform the action associated with the game board space on which they land. (See “Actions to be Taken on Game Board Spaces” below for specific action details).

If the player then lands on a space occupied by another player, **Double Occupancy** occurs. See “Special Situations” below for more details.

- b. If the player answers incorrectly the correct answer is read out. The player’s turn ends and the player does not move their Footprint Token.

2. Trade Wild Cards with Other Players

Instead of moving on your turn you may trade cards with other players to complete your WILD Card Cache set. You may only trade from your personal WILD Card Caches (not your Steward WILD Card piles). Once the trading is done and if the player has a complete set of WILD Cards (1 herbivore, 1 carnivore & 1 omnivore) they may trade them in to reduce their Footprint Token size. If they already have a Small Footprint Token they may trade their set of WILD Cards for a Yukon Puzzle piece and place the piece on the Yukon Map at the centre of the game board. The player’s turn then ends.

WILD Cards

Players attempt to collect sets of WILD Cards (1 herbivore, 1 carnivore & 1 omnivore Wild Card) during the game. Once a player collects a complete set they may turn them in immediately to reduce the size of their Footprint Token. With the first set of WILD Cards turned in, the player's Large Footprint Token is replaced with their Medium Footprint token. With the second set of WILD Cards the player replaces their Medium Footprint Token with their Small Footprint Token.

When a player achieves a Small Footprint Token they may then trade in their sets of WILD Cards for a Yukon Puzzle Piece. The Yukon Puzzle Piece is placed in the centre of the game board. The game ends when the Yukon Puzzle is completed.

Special Situations

Double Occupancy occurs when a player lands on a space already occupied by another player. When this occurs, both players must answer an Opportunity question together. They must both agree on the answer.

If the players answer correctly then:

- Both the players' footprints are reduced by one size (Note: If one of the two players already has a Small Footprint Token then no action is taken by the player with the Small Footprint Token).
- If both players have Small Footprint Tokens prior to correctly answering the question then they gain a single Yukon Puzzle Piece.

If the players answer incorrectly, both go UP one Footprint Token size. (If one or both players have Large Footprint Tokens then no action is taken).

These same rules apply for **Triple (or more) Occupancy**. Please note that once your footprint is small, it can't get smaller. If big, it can't get bigger.

A Steward runs out of cards for their species

When a Steward runs out of cards to distribute, players must choose another animal. If there are no others available, the player cannot collect a card and ends his turn.

GAME END

The game ends when the final puzzle piece is placed to make a complete map of the Yukon in the centre of the Game Board.

Game Board Spaces Explained

Space	Action to be Taken
Animal Spaces  	Receive a WILD Card for that animal.
Home Animal Spaces  	Start your game here. Receive a WILD Card for that animal.
Special Animal Spaces  	Raven: Get a Raven card and move footprint to Animal Space of your choice. Turn ends. Salmon Run: Gain a Salmon Card and swim one leg of the river if you choose. Turn ends.
Event Space   	Big Storm: Lose one WILD Card. Forest Fire: All players loose one WILD Card. Toxic Waste Dump: Lose ALL your WILD Cards.
Opportunity Space 	Person on your left asks you an Opportunity Card question. <ul style="list-style-type: none"> • If you answer correctly, collect a Wild Card as indicated. Move the number of spaces indicated on the Opportunity Card. Perform the action of the space you land on. • If you answer incorrectly, your turn ends.
Consequence Space 	Read the card out loud and take the indicated action. <ul style="list-style-type: none"> • If you gain a Wild Card, politely ask the Steward for the Wild Card of your choice. • If your consequence is to lose a Wild Card, return it to its Steward. If you have no Wild Cards left you must increase your footprint by one size.

Variations

Limited time

Start play with Medium-sized Footprint Tokens rather than Large Footprint Tokens.

Suggestions & Hints:

Read the back of the WILD Cards when you receive them to help you answer questions in the game.

Extending the Game:

There are a number of blank Opportunity and Consequence cards included in your game. Make up some of your own questions from material you are learning and add them to the game.

Create different Yukon map puzzles to play with. You could have a First Nations languages map for example.

Your class may be interested in making the game more challenging. Here are some suggestions and we hope you come up with some of your own.

- Try increasing the number of WILD Cards you need to get to a puzzle piece.
- A player loses a WILD Card and returns the card to its Steward if an Opportunity Card question is answered incorrectly.

Please contact Environment Yukon for game support, information and your feedback at:

Conservation Education Coordinator
Yukon Department of Environment
Box 2703, Whitehorse, Yukon Y1A 2C6
(867) 667-3675 or 1-800-661-0408
Fax (867) 393-6206
remy.rodde@gov.yk.ca
www.environmentyukon.gov.yk.ca

