

BIGFOOT IN CATAN

Settlers from the New World have removed a terrible creature from their homeland and have dumped it on the mysterious shores of Catan. This creature scares away the robber and soon finds its new home on the top of catan's largest mountain, giving it an eagle's eye view of the nearby settlements. Will you have what it takes to avoid this elusive beast?

Rules:

Classic:

If you'd like to use this bigfoot piece in your game without modifying the rules, simply treat it like the robber. Instead of moving the robber when you roll a "7", you will move bigfoot!

Modified:

Bigfoot has found his home in Catan! This beast watches the settlements from his lair high up on the great mountain. Every now and then, he descends the mountain and lurks across the island. He throws logs, rocks, and bricks at the settlers. He carries away sheep for a feast and tramples through wheat fields, destroying the crops. When a "7" is rolled, the player who rolled the dice will move the bigfoot from his mountain. They may choose any adjacent hex to place him on. When they have placed him on an adjacent hex, they must immediately roll one die. The number rolled will depict what the player may do next.

If a 1 or 2 is rolled, They may choose a player with a settlement or city adjacent to the hex that the bigfoot is on and choose one resource at random from that player's hand and return that resource to the bank instead of keeping it. If there are no settlements or cities adjacent to the hex, or no players have any resources, the bigfoot does nothing.

If a 3 or 4 is rolled, They may choose any player's road adjacent to the hex the bigfoot is on, and discard that road entirely only if it is not a part of a complete road between two settlements or cities. If there are no roads, the bigfoot does nothing.

If a 5 is rolled, They may choose any player with a development card in their hand. That player must return a development card of their choice to the bottom of the deck. If no other players have any development cards, the bigfoot does nothing.

If a 6 is rolled, The player who rolled must return a development card in their hand to the bottom of the deck. If the player has no development cards, the bigfoot does nothing.

The bigfoot will always block the production of whatever hex he is placed on, just like the robber. The bigfoot can also be moved back to the mountain, just like moving the robber back to the desert. Knight cards allow you to move the bigfoot instead of moving the robber.