

TAKING YOUR TURN AND GAME PLAY

- On your turn, you must play a card value equal to or higher than the player before you, or you can play a wild or specialty card. Wild cards can be played on top of any card regardless of the value.
- If you have more than one of the same card, (for example having two "9" cards) both cards can be played at the same time on your turn. There can be up to four of the same cards played on the pile..... (i.e. Demi plays two "9" cards on her turn and Dutch is up next and plays two "9" cards). At this point, since there are four 9 cards played in a row, no more 9 cards can be played and this clears the slop pile and all the cards in the slop pile are set aside for the rest of the game. Since Dutch played the last two 9 nine cards, making 4 total, he then gets to play again restarting the slop pile.

Remember you can play 1, 2, 3, or even 4 cards on one turn if they are all the same card value. Anytime four of the same cards are played on the pile, this clears the slop pile and the player that cleared it, gets to go again, restarting the pile of slop

- If you play a Silver Pig, which can be played at anytime, this automatically restarts the pile but does not clear the pile. After a silver pig is played, the next player can then play any card they want, which usually is their lowest card. The player playing the silver pig does not get to play a second time. The play continues clockwise as the pile of slop grows.
- If a Golden Pig is played, this automatically clears the pile and cards are set aside out of play for the rest of the game. The player that played the golden pig, then gets to play again, starting a new pile, and play continues clockwise.
- Once all cards have been played from a players hand, they then must play their 3 face up cards. If at anytime a player must pick up the pile of slop, those cards are now considered cards in their hand and must be played before going back to their face up or face down cards.
- Once all face up cards are played, the player must pick one of their 3 face down cards to play not knowing what they are. This is just luck, unless you have psychic pig powers! If you play the face down card and it is not equal to or higher than the top card on the pile, you must pick up the pile. You then again, have to play all those cards now in your hand before you can go back to playing your next face down card. If you are able to play all your face down cards, you win the game!
- Remember, specialty cards can also be played on your turn. Please see description of what these cards do.



THE 2 WILD CARDS

- Silver Pig** - Must be played on your turn, and can be played on top of any card. This pig is an angel as it can save a player from picking up the pile of slop if they don't have a high enough card. When played, this card does not clear the pile of slop like a golden pig but instead is played on top of the current pile of slop. Play then continues to the player on the left as they can play any card they desire (usually their lowest card) as the pile of slop continues to grow.
- Golden Pig** - Must be played on your turn and can be played on top of any card. This is the best card in the game! When played, it wipes out the whole pile of slop (these cards are set aside for the rest of the game) and the player that played the golden pig gets to play again and can play any card they want, starting a new pile of slop.



THE 2 SPECIALTY CARDS

- Wolf** - Must be played on your turn. When played, you can choose any player and switch your lowest card with their highest card. You can only trade if you have cards in your hand, and can only trade with another player that has cards in their hand. Cannot trade with any of the three face up or down cards in front of you or the other player. If the wolf card is the last card in your hand, it can be played, but no cards are traded, instead it is set aside and play continues to the left.
- Water** - Must be played on your turn. When played, pick any player and they must skip their next turn.
- Once either specialty card is played, they do not stay in the slop pile, but are immediately set aside until the next game. Play continues clockwise as players continue to play cards on the slop pile located in the middle of the table.



WINNING THE GAME

- The first player to play all cards in their hand, all 3 face up cards, and all three face down cards is the winner.
- When playing, you can play one game at a time with a winner each time, or have the winner be the first to win three games. This will depend on how much time you have and how many players are playing!



THREE PIGS

We can't wait to teach you one of our family's favorite games. Once you start playing this game, you won't want to stop.

Just a quick read of our instructions and you'll be ready to play in no time. So get your family, friends, and neighbors and start playing THREE PIGS.

OVERVIEW

The goal of THREE PIGS is for the players to get rid of all their cards.

Each player will first get rid of the cards in their hand, then get rid of their face up cards laid down in front of them, and lastly, get rid of the three face down cards to win the game.

Each player's hand will look something like this.

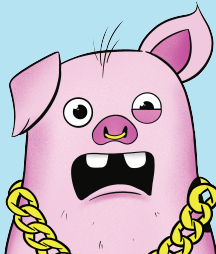


A Game Table of 4 Players

- Play will start in a clockwise fashion with each player required to play a card of equal or higher value than the player before them.
- If the player can't do this and does not have a wild or specialty card to play, they have to pick up the whole pile of slop! (slop = pile of cards in the middle)
- Now all those cards picked up will have to be played from the player's hand, plus any others that were already in their hand before the 3 face up cards can be played.
- Once a player is able to play the 3 face up cards, they will finally need to blindly play the 3 face down cards to win the game.
- Hopefully now you have the jist of it. SOOOOOIEEEEE!!



*** Now lets talk about the cards***



WHAT COMES IN THE BOX?

Deck 1

Use deck one for up to 4 players



Deck 2

Combine with deck 1 for 5-8 players



Deck 3

Combine with deck 1 and 2 for 9-12 players



Numbered Cards

3 | 4 | 5 | 6 | 7 | 8 |

4 of each number is contained in each deck

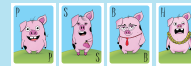


High Cards

(In order of lowest to highest)

Piglet | Sow | Boars | Hog

4 of Each high card is contained in each deck



Wild Cards

Silver Pig | Golden Pig

4 of each wild card is contained in each deck



Specialty Cards

Wolf | Pot of Boiling Water

1 of each specialty card is contained in each deck



HOW MANY CARDS DO I DEAL

- Each player can have a range of 7-15 cards in hand with 6 down in front (3 face down and 3 face up)
- While dealing, if there are less cards left than can be dealt out evenly to each player, these cards are set to the side and will be placed back into the deck and shuffled for the next game.

SET UP

Start by shuffling the decks

- Deal each player 3 cards face down. Players should not look at these cards.
- Now deal out all the rest of the cards evenly to each player. If at the end of the deal there are not enough cards to deal evenly to each player, set these cards aside.
- Players should then pick 3 cards from their dealt hand and place them face up on top of their 3 face down cards. The cards you pick are crucial. As you play the game more you will start to see different strategies on what cards to play face up.
- Play will then go clockwise, starting with the player left of the dealer.

SLOP=PILE OF CARDS IN THE MIDDLE