



Game by: Brian Bollinger

Number of Players: 2+

Supplies: 3 sets of Base Cards (minimum)*
 1 Blank Card per set of Base Cards
 These act as Butchers
 The Colors dice
 The Shapes dice

**If you are playing with a large number of people (more than 4) you may want to add additional Base Decks and Butcher Cards (blank cards)*

Game summary: Cards are pigs. Players compete to see who can gather the most sets of pigs. Sets are two or more cards (pigs) of the same shape and color. You will score big bonuses for having lots of sets and more bonuses for having extra cards (pigs) in the sets... But watch out, someone may sell their farm first, leaving you stuck with a bunch of points you do not want - those points get subtracted from your score!

Because your cards are pigs we will refer to the cards as the pigs for the rest of these instructions.

The set up: Shuffle all the pigs together and deal each player 3 pigs. Place the remaining pigs in a pile face down. This will be the draw pile.

Who goes first?: The person that can make the best hog call or pig sound.

Goal: The goal of the game is to collect as many sets of pigs as possible. A set is two or more of the same pig - same color and same shape. You must have at least 3 sets in order to “sell your farm” (Or end the round). However, you are not required to sell your farm as soon as you get three sets. You may continue to try and collect additional sets of pigs.

You will receive bonuses for the additional sets you collect in that round. You are trying to “hog” as many pigs as you can in order to score big. But... if someone else sells their farm while you are holding several additional sets of pigs... uh oh... you get penalized!

You want lots of sets... and you want big sets... you want the cash!

A Turn: On a player’s turn they have the option of 1 of the following 2 actions:

- A) Select 2 pigs from the draw pile or the discard pile (or 1 from each pile) then place 1 pig from their hand to the discard pile. You may not draw the butcher card from the discard pile.
- B) Declare yourself as “Selling the Farm”. You must have a minimum of 3 sets to sell the farm.

You can not sell the farm in the same turn that you have drawn and discarded pigs. You can either draw/discard or sell the farm.

The Butcher Card: If a player draws a butcher card (a blank card) their turn is over. The player must pick up one of the two dice, Shapes or Colors, and roll it. If the guns/stars is rolled then nothing happens and all the pigs are safe... but if a color or shape is rolled then all the pigs of that color or shape must be discarded from EVERYONES hand.

If any player(s) starts with the butcher card in their hand before the game begins take the normal action: roll the dice and discard any pigs before the first player takes their turn.

Scoring:

All players pigs are scored when ever a player Sells the Farm. First, all players score based on how many sets they have in their hand:

Sets in Hand	Player Selling the Farm	Players that Did not Sell the Farm
1	n/a	5
2	n/a	15
3	30	30
4	50	0
5	70	-30
6	100	-50
7 or more	50 point increments	-50 point increments
Example		
7	150	-100
8	200	-150
9	250	-200

Any grouping of pigs (2 or more a kind) counts as 1 set towards being able to cash out. Example: 4 of a kind counts as 1 set of 4 not as 2 sets of 2.

There is a 100 point bonus for using all the pigs in your hand when you Sell the Farm - meaning your don’t have any unmatched pigs.

It is possible to gain points even if you are not the player selling the farm. You still get points for up to 3 sets in your hand. If you have 4 sets you do not get any points but you are not penalized. If you have more than 4 sets in your hand when someone sells the farm you are penalized.

Big Bonus Points: The Big Bonus Points apply only to the player selling the farm.

If a player gets 3 of a kind then add 50 points to their total score (for each 3 of a kind)

If a player gets 4 of a kind then add 150 points to their total score (for each 4 of a kind)

If a player gets 5 or more of a kind then add 250 points to their total score (for each 5 or more of a kind)

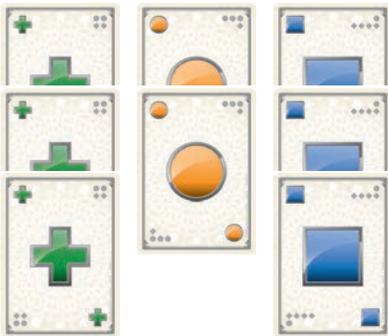
Winning the game:

The first player to score 500 points wins.

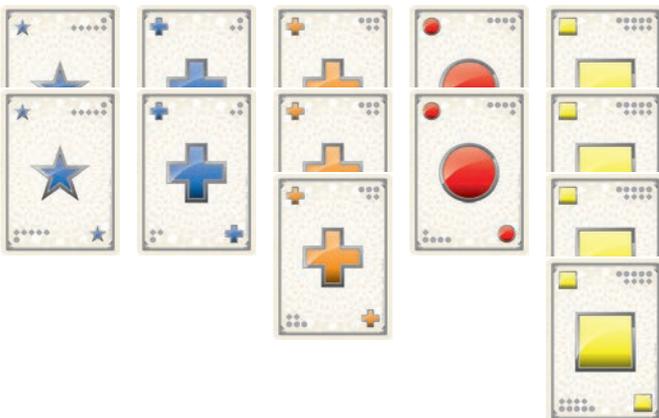
The play time of the game can be shortened or lengthened by lowering or raising the final score needed to win.

Examples of Scoring - for players Selling the Farm:

The following hand would be worth 130 points;
30 points for having 3 sets and
two 50 point bonuses for the two 3 pig sets.

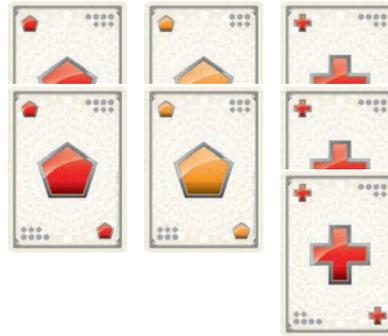


The following hand would be worth 270 points;
70 points for having 5 sets and
a 50 point bonuses for the 3 pig sets and
a 150 point bonuses for the 4 pig sets.

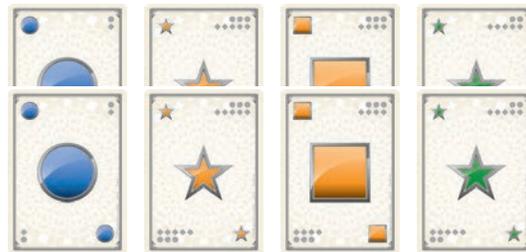


Examples of Scoring - for players not Selling the Farm:

The following hand would be worth 30 points;
30 points for having 3 sets.
no bonus points for the set of 3 pigs.



The following hand would be worth 0 points;
0 points for having 4 sets.



The following hand would be worth -30 points;
-30 points penalty for having 5 sets and,
no bonuses for the sets of 3 pigs.

