



**PLAY  
PIG PILE®  
AND GO  
HOG WILD!  
PIGPILE® RULES BOOK**



## QUICK & EASY PIG PILE RULES IN 8 STEPS

**1)** Shuffle the cards and deal 3 down to everybody, then 3 face up to everybody (placed above the 3 down) and then 4 cards for each to hold in their hand. So each player has 10 cards. 3 face down, 3 face up, and 4 in their hand. The remaining cards are set in the middle of the table face down as a deck to draw from.

**1A)** Alternatively, you can deal 7 cards to everybody instead of 3 up and 4 in their hand and let them pick which three cards to place face up.

**2)** The dealer starts by playing a card from his hand face up to the center of the table from his hand (This starts the Pig Pile of cards you're trying to get rid of). If he has more than one of the same card, he can play all of them at the same time. He then draws one card from the deck. If there are no more cards left in the draw deck, he doesn't take any cards.

**3)** The next player is the player to his left (unless he played an 11 Ewe-Turn which reverses the direction of play in which case it would be the player on the right who goes next). That player does the exact same thing as the first player except he must play a card (or cards) that are **equal to or higher** than the number that the last player played and then draws a card. **IF HE CANNOT PLAY A CARD** that is equal to or higher than the top card of the Pig Pile, he must pick up the entire pile and place it in his hand. His turn ends and the next player goes and starts a new Pig Pile.

**4)** Any player who plays 3 cards of the same number, or plays cards or a card that is the third one in a row of the same number, gets a Hogwash. (You can also play the number 8 card to get an instant Hogwash.) The face up pile of cards is cleared away and set aside until the next round and the player gets another turn to start a new pile. (A round ends when two people have gone out by getting rid of all their cards.)

*Example: The top card on the Pig pile is a 5 and I play two more fives on top of it. That's three fives in a row and I get a Hogwash. I set the Pigpile stack aside and take another turn.*

**5)** A player who has no cards left in their hand can play from the three face up cards in front of them. If two or more are the same card, they can all be played at the same time. (This can only happen when the Draw Pile is gone.)

**6)** A player who has no face up cards left and none in their hand can play one of the face down cards (SLOP). A player who gets rid of all his cards (hand, face up and face down) first, wins the round. The next player to go out by getting rid of all his cards comes in second.

**7)** To score, the player who goes out first takes three pigs. The second player to go out takes two pigs. Everyone else except the person(s) with the most cards left get one pig. The player(s) with the most cards left gets no pigs. In a three player game, the third person always gets one pig.

**8)** Play one round per player or until all the pigs are gone. Most pigs wins the game!

## PIG PILE® RULES

COMPONENTS: 80 Card Deck, 40 Scoring Pigs, Instructions

### THE OBJECT

PIG PILE is a fast paced card game for 3-6 players. In each round, players race to be the first to get rid of all their cards and collect the most pigs.

### SET UP

One player is selected to deal.

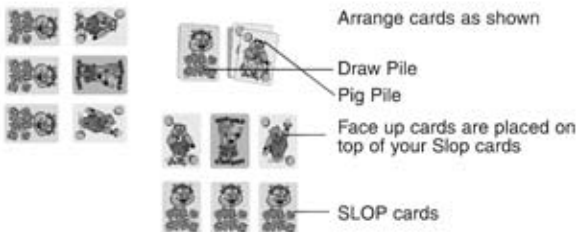
Leave the pigs in the box: that's the Pig Pen.

### STARTING A ROUND

The dealer shuffles the cards and deals three cards face down in front of each player. These three cards are your "Slop". You may not look at these cards, so you never know what you've got in your Slop until later in the round.

The dealer then deals 7 cards to each player as a starting hand. The rest of the deck forms the draw pile. Place it in the middle of the table.

Each player reviews his hand cards and selects three. Players should keep these cards a secret until all players have made their selections. All players, at the same time, place these cards face up on top of their three Slop cards.



The dealer will take the first turn in the round. After the dealer's turn, play proceeds clockwise around the table.

### PLAYER'S TURN

In a turn, a player must play one or more cards onto the pig pile. The pig pile is the discard pile, which is formed next to the draw pile. The card played to the pig

pile must be equal to or higher than the top card on the pig pile (or a Hog Wild card) and all cards played must be of the same number.

When there are no cards in the pig pile, any card may be played to start the pile.

**Until the draw pile is out of cards**, after your play, you must draw one card, which is the end of your turn. Play passes to the next player.

It is possible you may play all your hand cards during a turn (see hog wash below). If there is still a draw pile, you must draw one card, which is the end of your turn and play passes to the next player.

When you cannot make a legal play, you must pick up all the cards in the pig pile. Drawing the pig pile ends your turn and play passes to the next player. Note when you pick up the pig pile, you do not draw a card.

**Once the draw pile is out of cards**, players no longer have cards to draw. Now players will be able to get rid of their hand cards and begin to use their cards on the table.

**A player must first get rid of all the cards in his hand**, before he may play any of his face up cards. When playing a face up card, the card played must be equal to or higher than the top card on the pig pile. If two or three face up cards are played at the same time, all these cards must be the same number. If none of a player's face up cards are playable, he must pick up all the cards in the pig pile, along with one face up card. If he has more than one face up card of the same number, all these cards may be picked up. The player will again have a hand of cards.

**When a player does not have any cards in his hand** or any face up cards, he must play one slop card. Select one slop card and turn it face up onto the pig pile. This is a blind draw. If the card is not equal to or higher than the top card on the pig pile, he must pick up all the cards in the pig pile. The player will again have a hand of cards.

**Picking up the pig pile ends a player's turn.** The next player takes his turn.

## THE CARDS

The PIG PILE deck consists of cards numbered from 1 to 12 (six of each) and eight Hog Wild cards. The #4 card Hog Tied, the #11 card Ewe-Turn, the #8 card Hog Wash and the Hog Wild cards are special cards.

### Hog Tied

When a player ends his turn and the top card on the pig pile is a Hog Tied card, the next player is tied up and his turn is lost. If the top two cards on the pig pile are Hog Tied cards, the next two players are tied up and their turns are lost.

### Ewe-Turn

When a player ends his turn and the top card on the pig pile is a Ewe-Turn card, the direction of play is reversed.

### Hog Wild

A Hog Wild card does not have a number. A Hog Wild card is a legal play, no matter what card is on top of the pig pile. When a player ends his turn and the top card on the pig pile is a Hog Wild card, the pig pile is set to number zero and the next player may play any card.

## HOG WASH

**•There are two ways to get rid of the cards in The pig pile.**

When a Hog Wash card is played (the number 8 card) all the cards in the pig pile are washed away. Set the washed away cards off to one side, they are out of play for the rest of the round. The player playing the Hog Wash card also gets another card play. Because there are no cards in the pig pile he may play any card to start the pile.

The second way to get rid of the pig pile is for a player to play the third number card or third Hog Wild card in a row onto the pig pile. A three card in a row play will wash away all the cards in the pig pile. Playing four, five and even six cards of the same number or Hog Wild cards will also wash away the pig pile. Set the washed away cards off to one side, they are out of play for the rest of the round. **The player washing the pig pile also gets another card play.** Once again, because there are no cards in the pig pile he may play any card to start the



pile. It is possible to wash the pig pile away a number of times during a player's turn

### **Hog Wash Examples:**

- There is a #5 card on the pig pile. You play a # 8 Hog Wash card from your hand onto the pig pile. The pig pile is washed away and you take another turn.
- There is a #5 card on the pig pile. You play two #5 cards from your hand onto the pig pile. The pig pile is washed away and you take another turn.
- There are two #5 cards on the pig pile. You play one or more #5 cards from your hand onto the pig pile. The pig pile is washed away and you take another turn.
- You play three #5 cards from your hand onto the pig pile. The pig pile is washed away and you take another turn.
- There is a #5 card on the pig pile. You do not have any hand cards. You play two #5 face up cards onto the pig pile. The pig pile is washed away and you take another turn.
- There is a #11 Ewe-Turn card on the pig pile. You play two #11 Ewe-Turn cards from your hand onto the pig pile. The pig pile is washed away and you take another turn. Note: the direction of play is not changed, as the player's turn did not end with the Ewe-Turn card on the pig pile.
- There are two #4 Hog Tied cards on the pig pile. You play one or more #4 Hog Tied cards from your hand onto the pig pile. The pig pile is washed away and you take another turn. Note: the next player is not Hog Tied as the player's turn did not end with the Hog Tied card on the pig pile.

### **WINNING**

The first player to get rid of all of his cards collects 3 pigs from the 'Pig Pen'. The second player to get rid of all of his cards collects 2 pigs. The round ends when the second player gets rid of all of his cards. The other players all collect 1 pig, except the player who has the most cards, he gets none. When there is a tie for most cards, all those players score none.

The deal passes to the left and a new round is started. The game ends after 5 rounds or if all the pigs have been released from their pen. The player with the most pigs wins!

### **Greased Pig Start**

To make it easier when playing for the first time with new players. In the first round, deal three cards face down (Slop cards) and then deal three cards face up onto the face down cards. This will speed up your start and eliminate the need for detailed strategy explanations, as to which cards are best as face up cards etc. After this first round, deal as normal and let all players select their own face up cards.

**Seven or more Players (You will need two games.) Add a set of number cards 1-12 and one Hog Wild card for each player after the sixth.**



# **THANKS FOR PLAYING!**

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