Swine Not!
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Age 12+

Players 1-4

Time 10-20 min

Swine Not! ~ The Boardgame

Dinner rush is coming up and the pig hasn't been cooked yet - in fact;
IT'S STILL ALIVE!

Cooperate with your teammate to strategically herd the panicking pig into your kitchen, while simultaneously keeping it out of your opponents kitchens!

Setup

(1) Place the board on the table. Shuffle the *Pig Cards* and *Action Cards* and place them in two piles next to the board.

(2) Decide the teams if you are playing with multiple people. Refer to the Set up teams section below for more info. Place your teams pawns in the *kitchen tiles* of the same color and place the Pig in the *Pig Start* tile.

(3) Also decide who gets to start, either decide this *yourselves* or let the person who *is the most fond of hotels* go first.

Your board should look like this when set up.

Set up teams

(1) *2-, 3-, and 4-player setup*

No matter the amount of players, there will always be *four characters* split between *two teams.* Depending on the amount of players, who controls which teams will differ:

● **2 players** - Each player controls *their own team* consisting of *two characters.*

● **3 players** - One player controls *one team with two characters.* The remaining two players form a team, *controlling a character each.*

● **4 players** - Form *two teams* with *two players* in each team. Each player controls one character each.

Steps in a round

(1) *Decide your options*

There are **two options** for performing actions each turn. You have **two actions** per turn, and they can be either of these options. They can be performed in any order you choose. They can either be:

Move one tile	Draw an *Action Card*

You can **only draw ONE *Action Card* per turn**. It is also allowed to *pass your turn* if you wish not to do anything. For example, you can **move twice** or **move once** and **draw one *Action Card***.

(2) *Movement and Action Cards*

Movement

Movement can only be performed either **horizontally** or **vertically**. *You cannot move diagonally* with a regular move-action.

You can *move through other players*, as well as *land on an already occupied tile*. You **cannot move through walls**.

Action Cards

When you draw an *Action Card,* simply follow the instructions on the card, and then **discard it** in a pile next to the *Action Card deck,* unless the card specifies otherwise.

If there are no more *Actions Cards* in the deck to draw, *shuffle the Action Card discard pile* and use it as a deck instead.

Conclusion

Once *either of these actions have been completed*, **check the** Chasing the Pig-section and check if you are fulfilling any requirements to **chase it**.

(3) *End of Turn*

When you have *completed your two actions* or *passed the turn*, **pass on the turn to the next character in a clockwise order**. Make sure that a character from each team plays **every other turn**. *E.g. red, blue, red, blue.*

The Pig

(1)   How to chase the Pig

The Pig will always try to keep a distance of **two tiles** between any player character on the board. If you are **PARALLEL** with the Pig and move **WITHIN two tiles** of the Pig, **you will chase the Pig away.** The Pig cannot **see players through walls**.

If you start chasing the Pig, refer to the *Chasing the Pig-section* to determine how it will move.

(2)   Chain reactions

Whenever the Pig has *finished moving away from a player* or *once it has finished a Pig Card*, **check if it is within two tiles to another player again**. If it is, *continue chasing the Pig from any player within range*. This *chain* will keep occuring **as long as the Pig lands *within two tiles of another player***.

Keep in mind to only check for players within range **once the Pig has finished its movement or *Pig Card*.**

(3)   Pig Cards and Trample

When a *Pig Card* is drawn, the Pig will start *trampling* and move according to the card's instructions. The Pig **can move towards players** while *trampling*.

If the Pig *moves past a player* or *lands on the same tile* as a player, that player will become **trampled**. Lay that player's pawn down on the same tile. That player **will momentarily not provoke any reactions** from the Pig.

Additionally, the player who has been trampled must *skip their next turn.* **Keep the pawn laying down until the player can move their pawn again**.
The player can once again provoke reactions from the Pig. A trampled player **cannot be trampled by the Pig.**

If the Pig is remaining on the same tile as a trampled player, **the trampled player cannot resume their turn**.
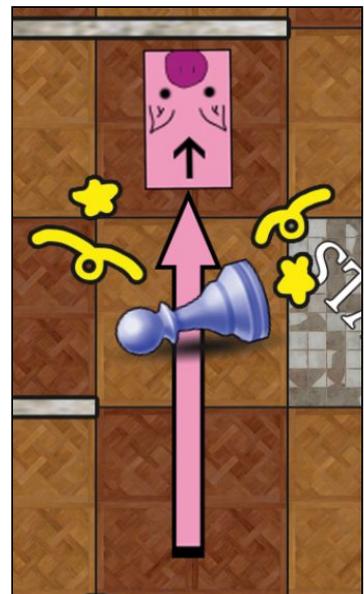
How to win

(1)   *Winning condition*

The goal of the game is to **chase the Pig on to one your own team's *kitchen tiles***. Whenever the Pig steps on a *kitchen tile,* the team of that color **scores 1 point.**

The team that scores **2** points first are declared the winners.

(2)   *When the Pig enters a Kitchen Tile*

When the Pig steps on a *kitchen tile* it will **reset** and be placed at the central *Pig Start tile.*

Once it is placed there, immediately refer to the *Chasing the Pig* and confirm if any players fulfill any requirements to **chase it away**.

If a player is **standing on the *Pig Start tile* when the Pig restarts**, immediately **draw a Pig Card**.

Solo play

Solo play is very similar to normal play, the difference being that **there is no opponent team**.

(1)   *How to win solo play*

Pick two pawns to control and place each of them in their each team-colored *kitchen tile.*

Shuffle the *Pig Card deck,* draw **seven cards** and place them face down next to the board. The rest of the deck can be put away as it will not be used.

(2)   *Setup solo play*

The goal of solo play is to **score 3 points** before the *Pig Cards* have run out.

Just as in multiplayer, make sure to **draw a *Pig Card*** at the end of each round *(when each character has performed their Actions).*

You score **1 point** when the Pig enters any of the *kitchen tiles.*

Chasing the Pig

(1)   *Movement when in proximity of character*

When you are **PARALLEL** with the Pig, and when standing **WITHIN** two tiles of the the Pig, it will attempt to run away. Standing **diagonally to the Pig WON'T provoke a reaction from it**.

Move the Pig **in the opposite direction** of yourself until there are **two tiles** in between you and the Pig. The Pig must **always face the direction it is moving**.

When obstructed by a wall, keep moving the Pig according to section **(2)** until **two tiles** can be counted between the Pig and the player.
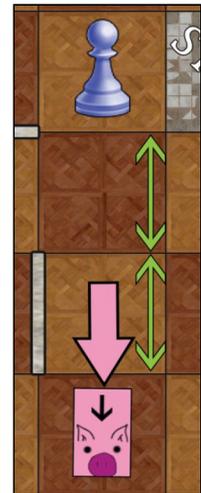
(2)   *When movement is obstructed by a wall or board edge*

If the Pig runs into a **wall** or **the edge of the board**, rotate the Pig to the **left** and continue its movement until **two tiles** can be counted between itself and the player.

If the Pigs path is still obstructed, rotate the pig in the **opposite direction** (right of the original blocked path) and continue that way.

Check left first   Then check right

(3)   *When moving TOWARDS a player*

The Pig will **NOT run towards another player regardless of distance**, unless a *Pig Card* has been drawn. If the Pig is herded in the direction of another player, perform the same behaviour as in section **(2)** as if the Pig was immediately blocked by a wall.
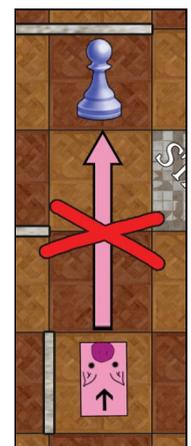
(4)   *Pig Cards*

At the **end of each round** *(after every character on the board has been moved)*, draw one *Pig Card.*

(5)   *When the Pig cannot move*

If the Pig cannot move in **any direction**, draw a *Pig Card*.