



“Legend tells of a tavern called BARPIG, a place deep in the woods where adventuring pigs go to challenge each other to be reigned piggy supreme.”

Welcome to the tavern!

Here on Tabletopia you can play either or both BARPIG - The Adventure Party Game, and BARPIG After Hours

BARPIG - The Adventure Party Game is a competitive card-based party game combining hilarious group shenanigans, take-that item cards, and a dice to determine turn.

BARPIG After Hours is the sequel game that can be played stand-alone or as an expansion together with the original BARPIG - The Adventure Party Game.

If you choose to play with both Original BARPIG and BARPIG After Hours, merge both the Character card and the Item card decks.

Adapted for Tabletopia

As BARPIG is typically played tabletop in real life with your friends, we've made a few adaptations to some of the Character card challenges so that can still be enjoyed in Tabletopia. These are marked in the top right corner of those cards.

The original Character cards can still be viewed. You'll find these on a dedicated game board above the playing area.

Before playing

You'll need a webcam and a video connection with audio to play BARPIG with your friends. Any video chat application will work for this, and you'll only need to use the video chat when a Character challenge requires it.

Tip!

Tabletopia has many handy shortcut keys. 2 that you will use the most are:

- F** - Flip a card / stack of cards
- Space Bar** - Zoom in on a card to fill the screen to read it.

Game Objective

First player to reach Level 5 wins. For shorter gametime, reduce the winning level. We recommend with games above 5 players you set the winning level to 4 or lower.

Game Setup

Each player has a play area, corresponding to their avatar's color (eg: green), containing a Level card to track Level and Sober Points, and Drink Points counter.

Each player takes a Character card, and places this face up on their Level card. The Character card should snap into place, showing Level 1 on top.

Each player starts at Level 1, 0 Sober Points, and 10 Drink points.



Place the remaining Character cards in a pile in the center of the playing area.

Tip!

When you change Character cards, we suggest you return Character cards to the bottom of the Character cards deck. This way you cycle through the Character cards during play. Do this by holding **SHIFT**, clicking and dragging the card, and hovering over the deck until the deck highlights.

Using the Level Card



During the game, track your...

- Level by right-clicking on the top part of the Level card, and selecting the appropriate level.
- Sober Points by right-clicking on the right side of your Character card, and selecting the appropriate number of Sober points.

Tip!

To quickly add/remove points/levels from any counters, hover your cursor over that counter, and scroll your mouse wheel up to add, and down to subtract points.

Item Cards



Place the item card deck in the center of the playing area. This is called the “Market”.

Item cards can be played at any time, and overrule each other logically in the order they’re played. When an item is played it’s discarded next to the Market deck, face up.

Items can have a Drink point value, indicated by the number in the top left of the card.

Each player draws 1 Item card picked at random. If your starting Item does not have a Drink value, draw another and return the item without a Drink value back to the Market.

Players should keep their items secret!



Tip!



You can draw cards to your hand by either right clicking a card and selecting the “Draw” option on the bottom of the dialogue window,
Or you can click and drag a card to the bottom of your screen. Once the bottom screen border highlights, release the mouse button, and the card will enter your hand.

Tip!

In Tabletopia, you can drag a field to select multiple cards. Hold **SHIFT**, and click and drag with your mouse to create a selection window.

Tip!

Tabletopia has a way to neatly stack cards together. Drag card(s) and hold them above another card/stack. The card/stack will highlight, and when you release your mouse button all the cards will stack together.



Gameplay

Challenge Round

All players roll the dice, except the player that gained a level last round. Whoever rolls the highest (reroll tied highest rolls):

1. Gains 1 Level.
2. Reads out their Character card challenge to the group.
3. Accordingly the players carry out the challenge.
4. Player(s) who lose the challenge lose Drink points accordingly, and always 1 Sober point.
5. Play enters the Market round.

Tip!

To roll the dice, hover your cursor over it and press the R key on your keyboard.



Tip!

To keep track of which player last levelled up, use our gorgeous turn-keeper “Jessica the piggy” ;-)

Market Round

After the Challenge round, play enters the Market round. All players have the opportunity, once per market round, to either gain another item card **or** recharge Drink points:

- To gain (“Buy”) an item, state to the other players that you are “Buying”. Draw the top card from the market to your hand, and deduct the Drink point value of that item from your Bar tab counter.
 - If the item’s Drink point value is higher than the number of Drinks you have on your Bar tab counter, you can’t keep the item and must discard it immediately. This ends your turn during the Market round.
 - The lowest value you can reach on your Bar tab counter is 0. There is no penalty if you reach 0 drinks on your Bar tab counter.
- To Recharge Drink points, state to the other players that you are “Recharging”. Take the top card from the market and discard the card immediately. Add the value of that Item card to your Bar tab counter.

Tip!

To quickly add/remove Drink points from your Bar tab counter, hover your cursor over the Bar tab counter, and scroll your mouse wheel up to add, and down to subtract Drink points.

Items without a Drink point value

These Item cards apply immediately, as stated on the card. Read these card carefully.

**Play continues into the next Challenge round, and so on,
until someone reaches the winning level.**



Original Cards vs. Tabletopia Adaptations



Work in Progress
Check again soon



Original Cards vs. Tabletopia Adaptations





Original Cards vs. Tabletopia Adaptations



Work in Progress
Check again soon