

Fly, you hogs!

BOARS ON THE RUN



GAME RULES



7+
ages



2-4
players



50
min

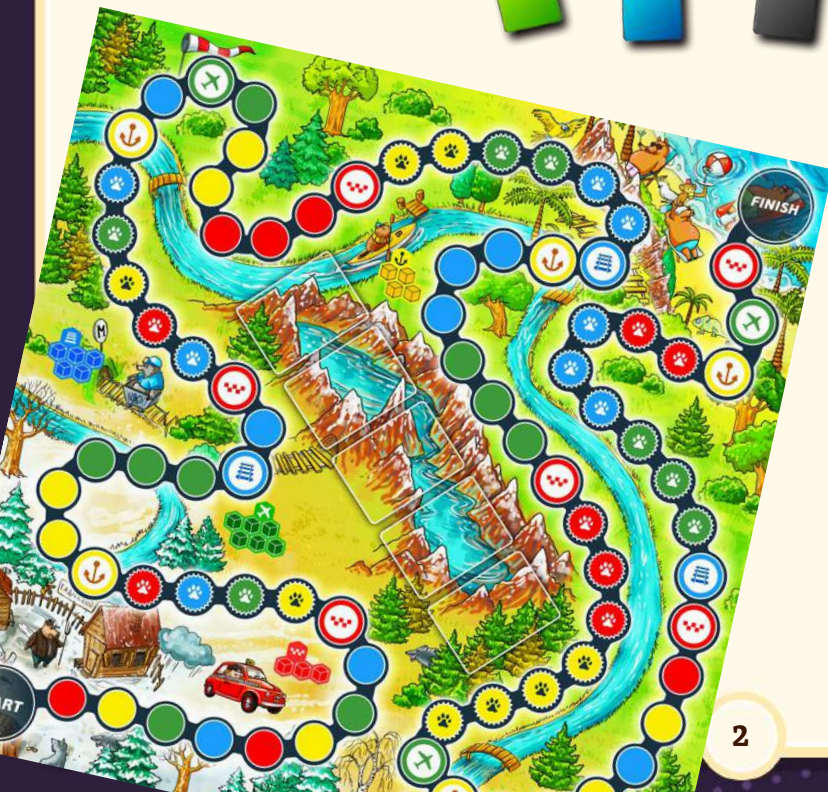
BOARS ON THE RUN!

For the common hog, life in the rural areas is cheerless. It is always raining, and you never know when you will encounter the butcher on the streets, or the big bad wolf in the shadowy forest. But there is hope! Four young and decisive boars finally made up their mind that they'd had enough of this piggery, and prepared to embark on a journey to a foreign land, one with warm

weather and a promise of a peaceful life. As they leave their homeland with a bag of edibles, a hard route through forests, meadows, and villages is still ahead of them. Only well-fed hogs can survive through all the hardships of the journey. Choose your favourite, and guide your boar through all the challenges. The first one to reach those distant shores will be the winner.

Game components

- 4 Boar cards
- 4 Boar miniatures
- 4 Cloth bags
- 45 Diet and Vendetta cards
- 180 Food cubes:
 - 40 Red (Apples)
 - 40 Blue (Beet)
 - 40 Green (Acorns)
 - 40 Yellow (Corn)
 - 20 Black (Spoiled Food)
- Game board
- Reference card



Setup

Place the game board in the center of the playing area. Separate the Boar cards and shuffle the other cards into a single deck, placing it face down on the leftmost space of the card display in the middle of the game board. Reveal the top 4 cards from the deck and place them face up in the remaining four spaces of the card display.

Each player takes a bag and fills it with 25 food cubes (5 of each color: red, blue, yellow, green, and black). Place the unused cubes in a common reserve next to the board. The number of cubes is limited, so if there are not enough cubes in the

supply when a player gains new cubes, they just gain as many as they can.

Each player draws a random Boar card and places it face up in front of them. If playing with fewer than 4 players, return any extra Boar cards to the box. Place the corresponding miniatures for the boars in the game on the "Start" space on the game board.

Determine a first player in any way you like. This player will take the first turn and then play will continue clockwise.



Goal of the Game

To win the game, you must be the first player to move your boar onto the "Finish" space. In order to do that, you will manage different types of food in your bag, buy and use various Diet cards, target other players with vendettas, while always trying not to eat too much or too little and planning for precious moments of rest on your dangerous journey.

Playing the Game

Each player's turn consists of three phases, conducted in this order:

1. Draw Cubes: Draw food cubes from your bag
2. Use Cubes: Spend your cubes to move or to gain new cards
3. Activate Your Space: Resolve the effect of your current space.

Phase 1 - Draw Cubes

Take your bag, shake it, and without looking, draw any number of cubes at random. You may choose to try and count the number of cubes you are taking by feeling them, or just grab a rough number. Once you have drawn the cubes from your bag, place them in front of you. You may not draw any more cubes this turn.

The food cubes you drew (red, blue, green, yellow) are available for you to use during this turn. However, there is also fifth cube color (black) which represents spoiled food that your boar won't eat. There are always 5 spoiled food cubes in your bag at the beginning of your turn.

You may not look into your bag during the game, you must try to remember what cubes are in there.

Sickness

If, after drawing your cubes, you have 3 or more black cubes in front of you, you become sick and you can't use any of the cubes you drew this turn. Return all of them to your bag. Note that your turn is not over, some Diet cards do not cost any cubes to use.

Changing the menu

If you draw all 5 black cubes from your bag, you may also choose to put all 4 revealed cards in the display to the bottom of the deck and then reveal 4 new cards.



Phase 2 - Use Cubes

If your boar did not get sick, you can now use your cubes in three different ways:

1. Buy a card - Once per turn, you can buy one of the available cards by discarding a number of non-black cubes equal to the cost of the card (shown in the top left). Discarded cubes are returned to the common reserve. Take the card from the display and place it in front of you; it can be used this turn.
2. Buy a ticket - If you drew the exact number of the cubes of a certain color for one of the transport tickets, you can discard them to move your boar to the next transport station of the corresponding type. It doesn't matter what cubes of other colors you draw, only that you draw the exact number of the transport system you want to use.
3. Feed your boar - Use your Diet cards, discarding the cubes depicted on the card and moving your boar the specified number of spaces on the track. Each specific diet can only be used once per turn.

You can use any and all the ways to spend your cubes, as long as you have enough of them to use. For example, you could use a Diet card, then buy a ticket, then buy a new card, and then use the new Diet card. However, to use the transport system, you must have drawn the exact number before you begin to spend them. I.e. the red transport system costs 3 red cubes. If you draw 4 red cubes, you can not use one of them to feed your boar, and then the remaining 3 to buy a ticket.

Vendetta cards and some of the Diet cards can be used without spending cubes. These can be used even when your boar got sick (and you have no cubes to use).

After all your movement is complete, if your boar is on the same space as an opponent's boar, move your opponent's boar two spaces back. If it lands on a space with another boar, that one will also move two spaces back, and so on.



Phase 3 - Activate Your Space

Activate the space where your boar is currently standing. You must do this even if you didn't move (usually because your boar got sick). Finally, at the end of your turn, return all unspent cubes, including black ones, to your bag.

Game Board

There are 96 spaces on the board, all connected on one long track. Each point of movement you get from your Diet cards allows you to advance one space closer to the finish. On your way, you will encounter 3 different types of spaces.

Foodstuff spaces



These are sources of food cubes. When you activate one of these spaces, you have two options:

1. Take 3 cubes of that corresponding color.
2. Take 1 cube of any color.

When you take a cube, it is taken from the common supply and placed into your bag. If the supply of a certain color runs out, you can no longer take cubes of that color.

Predator spaces



These are your enemies that can take your food from you. When you activate this type of space, you must discard a number of food cubes from those in front of you. You have two options:

1. Discard 1 cube of the corresponding color.
2. Discard 3 cubes of any colors (not black).

If you don't have enough cubes to discard, you must move your boar backwards one space.

Transport stations

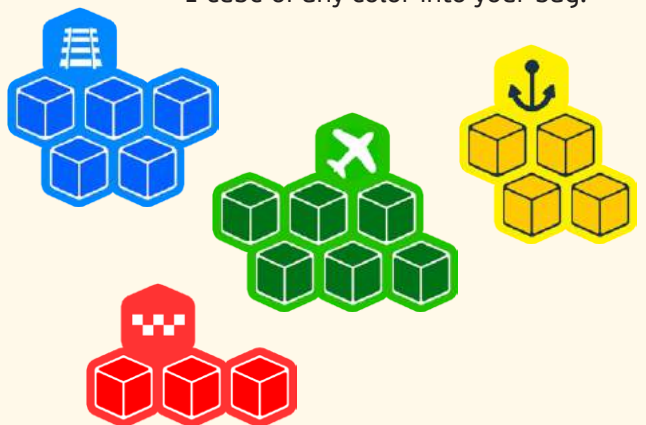


These spaces represent different types of transport which can help you to advance faster, if you can afford the ticket. If you drew the exact number of cubes of a particular color, you can buy a ticket from **any** space to move to the next closest station further on the track:

1. 3 red cubes for the Prickly Cab
2. 4 yellow cubes for the Beaver Ferry
3. 5 blue cubes for the Metro Mole
4. 6 green cubes for the Air Squirrel

After you use a transport station, you can continue to move using your Diet cards on the same turn.

Additionally, when you activate a transport station in Phase 3, take 1 cube of the color and another 1 cube of any color into your bag.



Game cards

There are 3 types of cards in the game. Each player starts with a Boar card and can gain Diet cards and Vendetta cards during the game.

You can have up to five cards in total, including your Boar card. If you buy a 6th card, you must immediately discard one of your other cards to the bottom of the deck. You cannot discard your Boar card.

Diet cards and Vendetta cards have different effects, but all of them show their cost to buy them in the top left corner. When you buy a card, you must pay this cost by discarding that number of non-black cubes. The card display is immediately refilled by revealing a new card from the deck and placing it on the now empty space. Whenever a card is discarded, it is placed on the bottom of the deck.

Boar cards

Each player has one of these cards for the duration of the game. Boar cards have two starting diets - one at the top of the card and the other at the bottom. You may use one or both on the same turn, if you want. To use a diet, discard the indicated number of cubes, of the depicted color to move your boar forward a number of spaces on the board. You must move all spaces if possible, unless you reach the finish space. In that case, any extra movement is lost, and you win the game.

For example, for the boar shown above, you could discard 1 yellow cube to move 1 space and/or discard 2 red cubes to move exactly 3 spaces. Each diet on the boar card may only be used once per turn.



Diet cards

Diet cards provide you with other options to move your boar. The bottom-left corner of a Diet card depicts the cost to activate the diet, and the bonus for doing this is shown in the bottom-right corner. Diet bonuses are either movement points or gaining additional food cubes. As with the Boar card, you must always move your board the exact number of spaces; you can not decide to use only part of the movement.

You can use any number of Diet cards on your turn, as long as you can pay for them, but you can use each diet only once per turn.



Mono- and Combo-Diet cards allow you to spend food cubes to move your boar further on track.



Non-diets give you movement points, but only if you draw no cubes of a particular color on your turn. These diets don't require you to spend cubes, so they can be used on the same turn when your boar gets sick (from drawing 3 or more black cubes). You have to have **drawn** no cubes of the chosen color, it is not allowed to discard cubes so that you have none left and then activate this card on track.



Midnight Feast diets give you additional food cubes when you draw no cubes of that particular color on your turn. Take new cubes from the supply and put them into your bag. They will be available to you in future turns.



Portion diets will give you movement points for drawing the exact number of cubes (of any color) on your turn. These diets also don't require you to spend those cubes, so you can use them elsewhere.



Gatherer Diets provide you with more food whenever you gain one or more cubes of the specified color from foodstuff spaces or transport stations. The space doesn't have to be of that color. I.e. if you land on a red foodstuff space, you could choose to take 1 green cube, and if you have the card shown above left, you would gain 1 extra green cube.



Special Diets give you movement points for taking particular actions:

- “Knowledge is Power” - Move 4 spaces when you buy a new diet.
- “Best Served Cold” - Move 6 spaces when you buy a vendetta.
- “Couldn’t Care Less” - Discard one of your other non-boar cards to the bottom of the deck to move 3 spaces.

Like other Diet cards, these can only be activated once per turn.

Vendetta cards

Vendetta cards have a red background and they let you target your opponents in order to slow them down. They all trigger the same way - by drawing the exact number of black cubes on your turn. Vendetta card effects are mandatory and should be resolved first, before any other actions and even before changing the Diet cards on display.

Whenever you draw the appropriate number of black cubes and there is a legal target for a vendetta, you must trigger it. Sometimes, your own hog is the only possible target for a vendetta. If so, you must resolve it that way.

Vendetta cards are always discarded after they are triggered. Remember though, that you never discard black cubes; they always go back into your bag at the end of your turn.



“Overtake” vendettas move your hog to one space further than an opponent who is standing on the specified color space. You can use this effect on your own hog to just move one space, but you cannot trigger this card if no players are standing on the color needed.



“Pullback” vendettas move your chosen opponent back on the track for a number of spaces. If they cannot move back all of the spaces (because they are near the start), move them back to the start.



“Disrupt” vendettas allow you to manipulate player’s cards (excluding Boar cards):

1. “Switcheroo” - switch two cards of two different players (you included).
2. “Finders Keepers” - take any card from an opponent to yourself. If you then have 6 cards, discard one.
3. “Sorry, not sorry” - discard all cards of any one player.

Turn Example

Alex decided to draw 10 cubes from his bag. He reached into the bag and drew them randomly, without looking. He got 3 red, 1 blue, 2 yellow, 2 green and 2 black.

First, he used both diets on his hog card - discarding one green cube to advance 1 space on the track and then 2 yellow cubes to advance 3 more spaces. Although he had another green cube, he couldn't use it for movement since you can only use your diet once per turn. So, he elected to spend it one of the available cards - getting Portion Diet by discarding green and blue cubes to the reserve.

Next, because he drew exactly 3 red cubes, he chose to discard them as a ticket to move to the next Prickle Cab station. However, one of opponents already was on that spot. That opponent had to move two spaces back.

Then, since he was finishing his turn on the red transport station, he gained 1 red cube and an additional blue cube. And finally, he put his black cubes back into his bag.



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