

THE BIG PIG GAME RULEBOOK



Watch our how to play video at:
www.EvansGames.com/BigPigGame

BIG PIG
A Game By: ~~Evan Gibbs~~

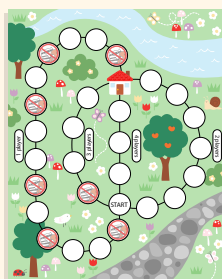
GAME COMPONENTS

3 Food Boards

Avocado Toast - Savory				Oatmeal - Healthy			
10	9	8	7	10	9	8	7
6	6	6	5	6	6	6	5
5	5	4	4	5	5	4	4
4	4	3	3	4	4	3	3

Doughnut - Sweet				Pancakes - Sweet			
10	9	8	7	10	9	8	7
6	6	6	5	6	6	6	5
5	5	4	4	5	5	4	4
4	4	3	3	4	4	3	3

Game Board



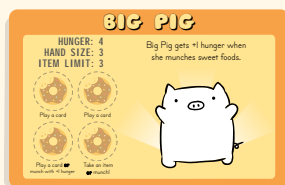
16 Snack Tokens



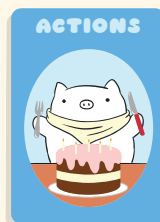
192 Food Pieces



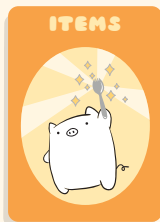
9 Character Cards



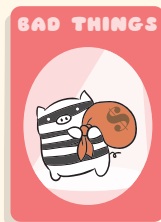
Actions Deck (60 cards)



Items Deck (40 cards)



Bad Things Deck (10 cards)



Very Bad Things Deck (10 cards)



9 Bonus Cards



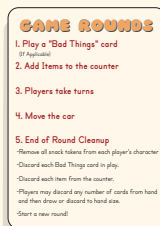
8 Encourage Tokens



1 car token



4 Reminder Cards



THE STORY

Welcome to the world of Big Pig! Here, a bunch of cute and hungry critters live in a house with their family. ★

One day, some of the critters woke up to realize that the family of humans had gone to the movies. They weren't even invited! How preposterous.

But ... this is the perfect chance to raid the kitchen! Help Big Pig and friends eat all of the delicious food! If the family gets back before the food is eaten, they'll surely stop the feast. Got to make it quick!

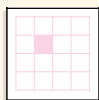
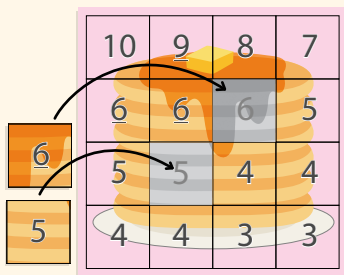


SETUP

1. Place Foods

Choose a meal type (breakfast, lunch, or dinner) based on difficulty and place the food board for that meal in the center of the play area. If it is your first time playing, it is highly recommended to start with Breakfast. After placing the food board, find the “food pieces” for each of the foods on the board and place them on top of the food so that the pictures and numbers match. Any other food boards and food pieces will not be used this game and may be removed from play.

Difficulty	Meal Type
★	Breakfast
★★	Lunch
★★★	Dinner



Backs of food pieces have a diagram of where they are placed on the food board.

2. Shuffle and Place Decks

Shuffle the “Bad Things,” “Items,” and “Actions” decks individually and place them on the play area. Make sure there is room for a discard pile for each of these decks. Leave room near the item deck for the “counter area” where item cards will be placed during the game.

Refilling Decks

If, at any point during the game, any of these decks run out of cards, take all of the cards in the respective discard pile, shuffle them, and place these cards face-down as a new deck.

3. Place game board and tokens

Place the game board on the playing surface and put the car token on the “start” space. Also, place the encourage tokens within easy reach.

SETUP

4. Choose Characters

Each player chooses a character to play as by taking any one of the character cards and placing it in front of them face-up.

After picking characters, each player takes 4 snack tokens and places them next to their character card.

Players draw a number of cards from the Actions deck equal to their character's hand size. These cards form their starting hand. Give each player a reminder card (if needed).

5. Select Bonuses

Randomly select one of the three "Sweet Bonus" cards and place it in the play area face-up. Do the same to select a "Savory Bonus" and "Healthy Bonus" card. Remove all other bonus cards from play.

Example Setup:

The diagram illustrates the game setup for a player. At the top center is a dashed box labeled "ITEMS" containing a pig character card (labeled 2) and an empty space. To the right of the "ITEMS" box are two bonus cards: "SWEET BONUS" (labeled 5) and "HEALTHY BONUS" (labeled 3). Below the "ITEMS" box is a large dashed box labeled "Counter Area". To the left of the "Counter Area" are three cards: "BAD THINGS" (labeled 2), "ACTIONS" (labeled 2), and a "SWEET BONUS" card (labeled 1). Below the "Counter Area" are four 10x10 grids representing different food items: "Assorted Treats - Savory" (labeled 1), "Dessert - Healthy" (labeled 3), "Donut - Sweet" (labeled 4), and "Pancake - Sweet" (labeled 4). To the right of the "Counter Area" is a circular board with various icons (labeled 3). Below the "Counter Area" are two "ACTION" cards (labeled 4) and a "+6" card (labeled 3). At the bottom center is a "BIG PIG" character card (labeled 4) with a pig icon and a reminder card (labeled 3). To the right of the "BIG PIG" card is a "SWEET BONUS" card (labeled 4) with a pig icon. At the bottom center is a yellow box with the number "4".

GAME ROUNDS

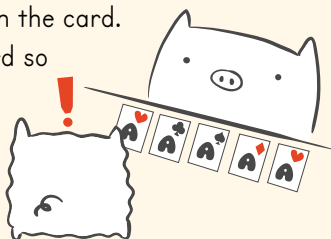
How to win

As soon as the players remove **all** of the food pieces from the food board, they immediately win the game! If the car token makes it to the house before the food is eaten, all of the players immediately lose.

Playing a round:

1. Play a "Bad Things" card

As time goes by, it is inevitable that Big Pig will do something bad. The round begins with any player revealing the top card of the Bad Things deck. Resolve the bad thing from the card. If it has a "lasting effect" place the card so it is easily visible by all players. These effects will be in place until the card is discarded (usually at the end of the round).



2. Add items to the counter

In this step, add a number of items to the counter equal to the number of players plus one (for example, in a 3-player game, add 4 items to the counter). To add an item to the counter, simply reveal the top card of the item deck, and place it in the counter area.



3. Players take turns

Each round, the team of players chooses a player to go first. That player takes their turn and play continues clockwise.

GAME ROUNDS

A player must perform one action during their turn. To perform an action, a player places one of their unused snack tokens on one of the four action spaces on their character card that does not already have a snack token and then performs that action.

An explanation of actions starts on page 8.

After performing their action, the player must draw or discard action cards from their hand until they have a number of cards equal to their hand size.

If it is ever the beginning of a player's turn and each character has 4 snack tokens on their character card, it is the end of the round! Go to the "Move the car" section of the game round.

Turn Example: For her turn, Yeti decides to use one of her "Play a Card" actions. First, she places a snack token on the action, then chooses to play the card "Super Munch!" After performing the action on the card, she has 2 cards in her hand but has a hand size of 3, so she draws a card. It is the end of her turn, and play continues with the player on her left.



Refill hand on your turn only

Remember, only draw or discard to your hand size on your own turn! If another player has you play or draw cards on their turn, you don't draw or discard to your hand size until the end of your next turn.

GAME ROUNDS

4. Move the car

After players are done taking all of their turns for the round, move the car token one space closer to the house on the game board. If it is the first round, you must determine the path depending on the number of players (there are different paths for 1, 2, 3, or 4 players). If the car makes it to the house, the family stops the critters from eating the rest of the food and all of the players lose!



Safe Spaces: If the car just moved onto a "Safe Space" in this step, don't play a Bad Things card next round. The Safe Space has saved you from a Bad Things card!

5. End of Round Cleanup

Follow these steps to end the round:

- Remove all snack tokens from each player's character card.
- Discard each Bad Things card in play.
- Discard each item from the counter.
- Each player may discard any number of cards from their hand and then draw or discard cards until they have a number of cards in their hand equal to their hand size.
- Start a new round with step II!

Character Card

Name

RICH PENGUIN

Hunger

Hand Size
(sometimes named flipper, hoof or paw size)

Item Limit

Actions

HUNGER: 3
FLIPPER SIZE: 2
ITEM LIMIT: 3

Rich Penguin gets +1 hunger when he munches savory foods.

Ability

Play a card

Play a card

Play a card

Take on item
and play a card

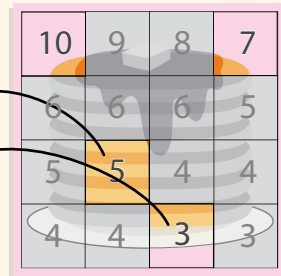
ACTIONS AND EATING

These are detailed descriptions of some of the actions you may do during your turn:

Munch

When an action or card instructs you to munch, first pick a food to munch, then remove any number of pieces from that food (and only that food!) that have a total value equal to or less than your hunger. (Hunger is shown on your character card. Keep in mind your hunger can change depending on which food you munch, items you have in play, and bad things effects!) After removing the food pieces, place them on your character card. Food pieces can be used to boost your cards later! If you try to munch but don't have enough hunger to remove any of the food pieces that are left, you do not remove any food pieces for that munch.

Munch Example: Big Pig decides to munch the pancakes! Her ability gives her +1 hunger when eating sweet foods such as the pancakes, and her normal amount of hunger is 4. She also has sugar cubes that she got from a previous action which gives her +3. That's 8 hunger in total! She decides to remove the "5" and "3" value food pieces from the food because their total value is 8; that way she gets the most from her munch. Yummy! After removing the pieces from the food, they are placed on her character card to be used to boost cards later.



A stack of four pancakes with numbers written on them. The top pancake has a value of 10, the second 6, the third 5, and the bottom 4. The numbers 9, 8, 7, 6, 5, 4, 4, 3, 3 are arranged in a grid around the pancakes. Arrows point from the pig character to the 5 and 3 values on the pancakes.

10	9	8	7
6	6	6	5
5	5	4	4
4	4	3	3

ACTIONS AND EATING

Ravenous Munch

A “Ravenous Munch” is a special kind of munch and works the same way as a “Munch,” except food pieces removed from the food are removed from play instead of placed on your character card. Usually ravenous munches allow you to eat more food, but don’t help with boosting cards later.

Consume a Food and Get a Bonus!

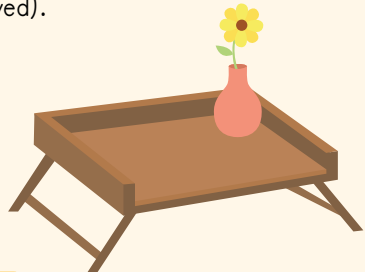
If the last piece from a food is removed, that food is consumed. Good job! When a sweet, savory, or healthy (but not spicy!) food has been consumed, everyone gets a bonus! Play the “Bonus” card for the type of food consumed and do what it says. (If playing on breakfast, play the sweet bonus for the first sweet food consumed and not the second.) There are no bonuses for spicy foods. If every food has been consumed, the players win the game!



Take an Item

Select an item card from the counter area and play it in front of your character card. If there are no items in the counter area, take the top card of the Items deck instead. These items give you special benefits like increasing your hunger.

If at any point you have more items than your item limit (shown on your character card), you must discard an item (you may choose to discard an item that you just received).



ACTIONS AND EATING

Encourage

When a card instructs you to encourage, place an encouragement token on any player's character card on the +4 or +6 side depending on how much you are encouraging for. The next time that character munches, they **must** add the amount of encouragement from each encouragement token they have to their hunger for that munch, then discard the tokens to the supply.



Play a Card

Choose and play an action card from your hand and do everything instructed on the top of the card. After performing the action, discard the card.

If, at any time, you try to play a card but have no cards in your hand, draw and play the top card of the Actions deck instead.

Playing multiple cards

Sometimes a card instructs you or another player to play a card. This can lead to many cards being played in one turn. If this happens, each of the cards being played remain "in play" and are not discarded until players are done playing cards, then they are all discarded at the same time in the order of the player's choosing.



ACTIONS AND EATING

Boosting a card

When playing a card, you may choose to boost it! Every action card can be boosted. In order to boost a card, you must remove a number of food pieces from your character card equal to the boost cost of the action card (**do not use the value on the food pieces!** Just count the number of pieces). If you boost a card, you perform everything instructed under the bottom “Boosted Action” section of the card **instead of** the top “Action” section.

Boost Example: Lumpy Pig plays the card “Wholesome Munch” and decides to boost it! Normally the cost to boost is 2, but his ability reduces the cost by 1. He removes one food piece from his character card and can now perform a ravenous munch with +3 hunger when munching a healthy food **instead of** performing a normal munch with no bonus. Now he can munch more of that baked potato!

Action Card



Open Hands

Players can look at each other's hands. In fact, it is usually a good idea to play with your hand face-up as that can often help other players make better decisions.

FAQ

If I play a card or perform an action that says “choose any player,” or if I encourage a character, can I choose myself?

Yes.

If I perform an action that lets me or another player play a card, can the new card be boosted?

Yes, the player playing the new card may boost it, as long as they have the food pieces to do so!

If multiple action cards are discarded at once, which card should go on the top of the discard pile?

Players can choose any of the discarded cards to be on the top.

If I do Scout’s “Take one food piece from any one food” action does the food piece go on my character card?

Yes.

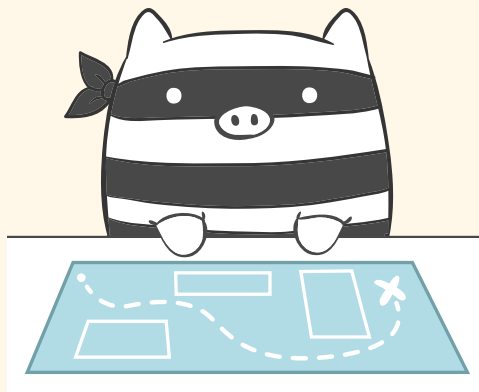
I can’t find my character’s hand size. Where is it?

Look for flipper, hoof, or paw size instead!

Is Big Pig a good pig?

Yes! She just does bad things sometimes.

... A lot.



VERY BAD THINGS

What are these very bad things cards?

What?

Yeah I have these cards that came in the box labeled “Very Bad Things”.

Oh, uhh, don’t worry about those!

But they look cute-

They are not cute! They are very bad!

I want to use them!

Okay well... If someone experienced with board games and eating lots of food wanted a really tough challenge... They could in theory swap out the “Bad Things” deck with the “Very Bad Things” deck and treat all of the Very Bad Things cards as if they are Bad Things cards for all rules and card effects... But they would only do that if they wanted to experience Big Pig having a really bad day.

You have been warned!

Difficulty with Very Bad Things:

Difficulty	Meal Type
★ ★	Breakfast
★ ★ ★	Lunch
★ ★ ★ ★	Dinner



CREDITS

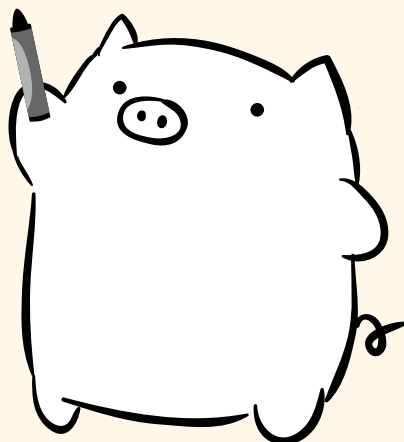
Big Pig and (most) of her friends were created by Holly and her brother Matthew. This game would not have been remotely possible if not for their wonderful imagination. Thank you so much for bringing me into your world and sharing all of the hilarity and fun.

Game Design - Evan Gibbs

Art - Holly Fowler

Emotional Support - Scout

BEST PIG - BIG PIG



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it'll burn the hair
off a jackrabbit!