

SUPER TRUFFLE & PIGS



Game designed by Jason Corace

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OBJECTIVE

Collect Truffles, complete Missions, and use your Super Powers to evade two roaming Wolf packs. The Pigs with the most Victory Points at the end of the game WIN!

CONTENTS



28 Truffles
(10 white, 11 yellow, 7 black)



20 Forest Tiles
(double-sided)



1 Wolf Board



4 Player Boards
(purple, pink, green, orange)



4 Level Markers
(purple, pink, green, orange)



20 Direction cards
(5 purple, 5 pink, 5 blue, 5 yellow)



12 Super Power Cards



16 Mission Cards



8 Pig Minis
(2 purple, 2 pink, 2 green, 2 orange)



4 Wolf Minis
(2 brown, 2 grey)



1 Wolf Die



4 Reference Cards

SPECIAL TILES

- **Stone Walls** - Pigs and Wolves cannot cross these to move into a tile.
- **Secret Paths** - There are two Secret Paths in each game. Pigs start the season on a Secret Path tile and can jump from one path to the other using one move action. Wolves cannot use the paths.
- **Frozen Ponds** (*Winter Variant only*) - Pigs and Wolves slide across instantly in the direction that they entered.



Stone Wall Tile



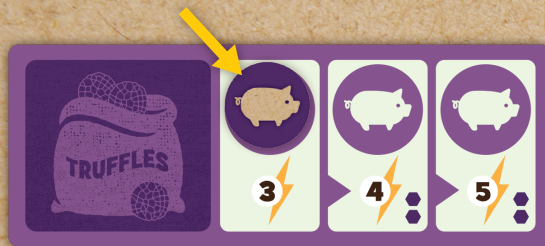
Secret Path Tile



Frozen Pond Tile

SETUP

1. Players take the Pig Minis, Player Board, Direction Cards, and Level Marker in the color of their choice.
2. Place your Level Marker on your Player Board on the 3 Action Space. Each player begins with 3 Actions.



3. Shuffle and stack the Forest tiles with the summer side face up. Pulling from the top of the stack, lay out a 4 x 5 grid. Place the Wolf Board at the top of the Forest. This will be considered North.

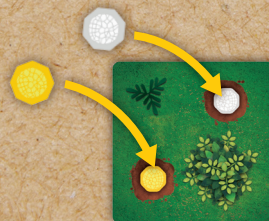
4. Each player places one of their Pig Minis on each of the two Secret Path tiles.



Secret Path Tile

5. Place a brown Wolf on the brown den facing North. Place the remaining three Wolves to the side of the Forest tiles to be kept for later use.

7. Mix up the Truffles, point-side down, and place them on the tiles as indicated by color.



Place Truffles on Tiles

8. Shuffle the Super Power Cards and place three face-up below the Wolf Board.

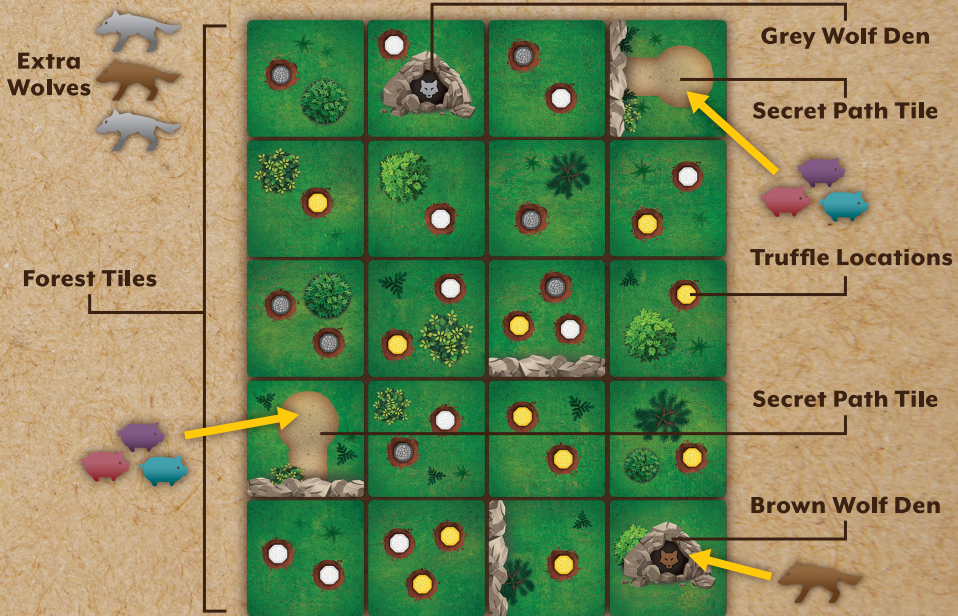
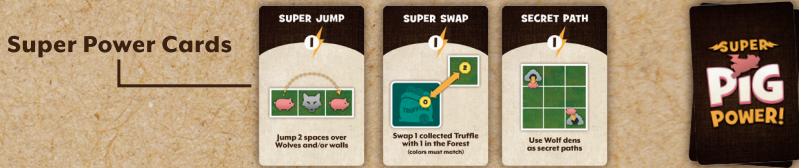
9. Draft Missions:

- Shuffle the Mission Cards and deal three to each player.
- Each player selects one Mission to keep, and passes the remaining two cards clockwise to the next player.
- Choose one of the two new Missions to keep and pass the last card clockwise to the next player.
- Each player should now have three Missions. Mission Cards should be kept face-down and hidden from other players.



Mission Cards

SETUP



Player Board & Level Marker

Direction Cards

Mission Cards

ROUND STRUCTURE

1. The starting player rolls the Wolf Die.
2. Each player takes a turn.
3. The Wolf/Wolves move as indicated by the Direction Cards.
4. Replace any used Super Power Cards.
5. The Wolf Die is passed clockwise to the player on the left.

I. ROLL THE WOLF DIE

The Wolf Die determines how many Direction Cards each player will play, and if any new Wolves will appear that round.




The game starts with a Brown Wolf on the Brown Den tile facing North. Each additional Wolf enters the Forest on its color den tile also facing North. The four Wolves in the game appear in the following order: Brown --> Grey --> Brown --> Grey.

If a new Wolf is rolled when all four Wolves are in the forest, players will only play the indicated number of Direction Cards.

If there is more than one Wolf in the forest, players have a choice to lay their card(s) on one or both tracks.

2. PLAYER TURNS

● SPEND ACTIONS

The lightning bolt icon  represents a number of Actions

Players begin each round with 3 Actions.

Actions are spent to Move, Dig, or Use Super Powers.



Use Actions to buy Super Powers

SPEND ACTION - MOVE

A Pig can move one tile per Action.

More than one Pig can occupy a tile at a time.

Pigs cannot move past stone walls or the edge of the board, and cannot move diagonally.

A Pig cannot move onto a tile occupied by a Wolf. A Pig can move THROUGH a tile with a knocked out Wolf, but cannot stay there.

SPEND ACTION - DIG FOR TRUFFLES

There are three colors of Truffles. Each color requires a certain amount of dig Actions to collect, and each color is worth a number of Victory Points (VP).



Victory Points



White Truffle:
1 Dig Action
Value: 0-1 VP
50% chance of 1 VP



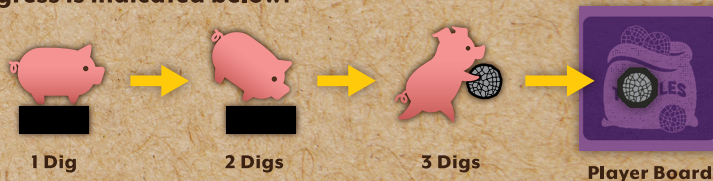
Yellow Truffle:
2 Dig Actions
Value: 0-2 VP
70% chance of 1-2 VP



Black Truffle:
3 Dig Actions
Value: 2-3 VP
100% chance of 2-3 VP

Each dig costs one Action.

Dig progress is indicated below:



Once you dig enough to collect the Truffle, place it in the burlap sack area of your Player Board.

If a Pig is on top of a Truffle, no other Pig can dig for it.

If you leave a Truffle you lose all digging progress.

SUPER TRUFFLES

Some White and Yellow Truffles are **SUPER TRUFFLES**, which are not worth Victory Points but allow players to use an available Super Power Card for free during their turn. Discard the SUPER TRUFFLE to the box once used.



Super Truffles

SPEND ACTION - USE SUPER POWERS

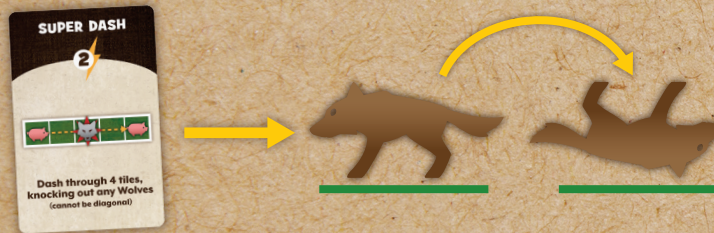
Super Powers cost the number of Actions listed on each card.



Each Super Power Card may only be used once. Used cards are placed into a discard pile.

If you run out of cards, shuffle & reuse the discard pile.

Knocking Out a Wolf - Some Super Powers can knock out a Wolf. If a Wolf gets knocked out, it is laid on its back and does not move that round.



● UPGRADE A LEVEL

At any point during your turn, you can upgrade either one or two levels to get more actions which may be spent immediately.

Upgrading a level costs two Truffles of any color and value.

Place spent Truffles back in the box.

Move the Level Marker on your Player Board.

Pay four Truffles of any color (two per level) to move from Level 3 to Level 5.



● COMPLETE MISSIONS

When you complete a Mission, turn that card face up and place it in front of you. You score that many Victory Points at the end of the game.

Once a mission is complete, those Truffles may be used to upgrade a level.

Truffles may be used to complete multiple missions at once.



Mission Completed! You score 4 Victory Points at the end of the game.

● PLAY DIRECTION CARDS (TO PROGRAM THE WOLVES' MOVEMENT)

At the end of your turn, you must play as many Direction Cards as indicated by the roll of the Wolf Die that round.

Players select their Direction Cards and place them face-down on either the brown or grey wolf track next to the last card played in either track. Players can choose to work alone or together to plan the Wolves' movements.

Direction Cards are only played on the grey track once a Grey Wolf has entered the Forest.

Players will **NOT** play a Direction Card if:

- A moon is rolled on the Wolf Die. The Wolves sleep.
- All the Wolves have been knocked out.
- There are no more free spaces on the Wolf Board.



Wolf Die shows a 1; each player plays 1 Direction Card this round

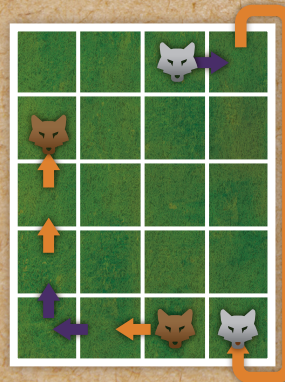
3. THE WOLVES MOVE

After all players have taken their turns, the Wolves move as indicated by the Direction Cards played that round. Turn over each Direction Card in order. Wolves move following these rules:

- Wolves enter the game facing North, then face the direction they are moving.
- The N, E, S, W Cards move all Wolves from that track one tile in that direction.
- The 2 Card moves all Wolves from that track two tiles in the direction they are facing.
- Wolves stop when they hit a stone wall but loop to the other side of the board when they reach an edge.
- Knocked out Wolves do not move that round.
- More than one Wolf may occupy a single tile at any time.
- If a Wolf moves through or lands on a tile occupied by a Pig, that Pig runs away scared and is removed from the board.
- If both of your Pigs run away from the Forest, one must remain out for the rest of the game. If you would like to return one Pig to the Forest, pay two Truffles total to the player(s) of your choice, and place that Pig on a Secret Path tile. You may only do this once per game.
- You may also choose to keep your Pigs out of the Forest for the rest of the game. You will still roll the Wolf Die and play Direction Cards.



Direction cards are revealed



Brown Wolf: West 1, West 1, North 1, 2 tiles (North)
Grey Wolf: East 1, North 1 (loops to other side)

END OF MOVEMENT

If all five spaces on a pack's track have been filled, return the Direction Cards to their respective players. If a track has not been filled, the face-up cards stay until the track is complete. All knocked out Wolves are revived and stand up.

4. REPLACE SUPER POWER CARDS

If any Super Power Cards have been used during the round, replenish as needed so there are always three Super Power Cards below the Wolf Board.



5. PASS THE WOLF DIE (END OF A ROUND)

If there are still Pigs in the Forest and more than three Truffles left, start another round. The player who started the round passes the Wolf Die clockwise to the next player and a new round begins.

END OF THE GAME

- If there is only one player left in the Forest, the game continues one more round, then ends.
- If a round ends with three or less Truffles in the Forest, the game ends immediately.

Players add up the Victory Points on their Mission Cards and their collected Truffles. The player with the most Victory Points WINS!



TIE BREAKER: If there is a tie, the player with the most Truffles wins.

VARIANTS

TWO-PLAYER RULES

WOLF BOARD

Only the first four spaces are used on both the brown and grey tracks.



GETTING BACK IN THE FOREST

If both of your Pigs run away from the Forest, one must remain out for the rest of the game. If you would like to have your other Pig re-enter the Forest, pay one Truffle of your choice to the other player and place your Pig on a Secret Path tile. You may only do this once per game

END OF GAME

The game ends when either there are no players left in the Forest, OR when there are three or less Truffles in the Forest.

WINTER TILES!

Flip the summer Forest Tiles over to reveal a winter wonderland! Game play is the same but watch out for Frozen Pond tiles!



FROZEN POND TILES

On some tiles are frozen ponds that cause both Pigs and Wolves to slide through a tile in the direction they entered.

