

PIGZUP!

PUT YOUR PIGS UP!

CONTENTS

8 WOODEN PIGGIES
48 CARDS
1 DIE

QUICK RULES

IN TURN, PLAYERS FLIP THEIR TOP CARD.
AS SOON AS ANY 2 CARDS MATCH, BOTH PLAYERS WITH MATCHING CARDS RACE TO STACK UP THE REQUESTED NUMBER OF PIGGIES.

IF YOU ARE THE FASTEST PLAYER TO BUILD A STABLE PIGGY PILE, DISCARD ALL YOUR FLIPPED CARDS.

THERE IS MORE THAN ONE FUNNY WAY TO STACK UP YOUR PIGGIES. BE THE FIRST PLAYER TO GET RID OF ALL YOUR CARDS TO WIN THE GAME!

OBJECT OF THE GAME

BE THE FASTEST TO PUT YOUR PIGGIES UP TO GET RID OF ALL YOUR CARDS.

SETTING UP

PLACE ALL 8 PIGGIES IN THE MIDDLE OF THE TABLE. SHUFFLE THE ENTIRE DECK OF CARDS AND DISTRIBUTE THEM EVENLY AMONGST THE PLAYERS. PLAYERS KEEP THEIR PILE OF CARDS FACE DOWN IN FRONT OF THEM.

BASIC GAME

STARTING WITH THE YOUNGEST PLAYER AND MOVING CLOCKWISE, PLAYERS FLIP THEIR TOP CARDS OVER AND FORM THEIR OWN PERSONAL DISCARD PILES.

AS SOON AS TWO PLAYERS REVEAL MATCHING CARDS, THEY RACE TO STACK UP THE REQUESTED NUMBER OF PIGGIES.

TWO CARDS MATCH WHEN BOTH THE NUMBER AND ONE OF THE COLORS ON THE CARDS ARE IDENTICAL.

NOTE! CARDS MUST BE FLIPPED RAPIDLY AND WITHOUT PEEKING.



PIGGY PILES

A PIGGY PILE NEEDS TO CONTAIN AS MANY PIGGIES AS THE NUMBER ON THE TWO MATCHING CARDS (FROM 2 TO 4 PIGGIES).

EXAMPLE: IF THE NUMBER ON THE CARDS IS "3" THE PILES MUST CONTAIN ONLY 3 PIGGIES.

WINNING A MATCH

AS SOON AS YOU HAVE PUT YOUR LAST PIGGY UP, PUT YOUR HANDS IN THE AIR AND SHOUT "PIGZUP!"...

...IF YOUR PILE STAYS UP, YOU WIN THE MATCH.

...IF YOUR PILE TOPPLES OVER AFTER YOU SHOUT "PIGZUP!", YOUR OPPONENT WINS.

WHENEVER YOU WIN A MATCH, PUT YOUR FLIPPED CARDS IN A COMMON DISCARD PILE.

WHENEVER YOU LOSE A MATCH, RETURN YOUR FLIPPED CARDS FACE DOWN TO THE BOTTOM OF YOUR STACK.

AT THE END OF A MATCH, THE PIGGIES ARE RETURNED TO THE MIDDLE OF THE TABLE AND THE WINNER OF THE MATCH RESUMES PLAY BY FLIPPING A CARD.

WINNING THE GAME

THE FIRST PLAYER TO RUN OUT OF CARDS WINS THE GAME.

NOTE! IF ALL PLAYERS STILL IN PLAY HAVE FLIPPED ALL THEIR CARDS AND NO MATCH WAS DECLARED, THE PLAYER WITH THE LEAST AMOUNT OF CARDS WINS.

VARIATION : USING THE DIE

THE VARIATION IS PLAYED LIKE THE BASIC GAME EXCEPT THAT BEFORE STARTING THE GAME, THE YOUNGEST PLAYER STARTS BY ROLLING THE DIE. THE DIE INDICATES HOW TO PICK UP AND STACK THE PIGGIES.

PLAYERS INVOLVED IN A MATCH MUST PICK UP AND STACK THE PIGGIES IN THE DESIGNATED STYLE.



ONE HAND: PICK UP AND STACK YOUR PIGGIES USING ONLY ONE HAND.



FINGERS: USE ONLY YOUR LEFT AND RIGHT POINTER FINGERS TO PICK UP AND TO STACK THE PIGGIES.



BY THE EARS: PICK UP AND STACK THE PIGGIES USING ONLY THEIR EARS.

BOTH PLAYERS INVOLVED IN THE MATCH MUST PICK UP AND STACK THE PIGGIES IN THE STYLE DESIGNATED ON THE DIE.

DURING A STACKING MATCH, IF ONE PLAYER USES THE WRONG STACKING STYLE, THE OTHER PLAYER AUTOMATICALLY WINS THE MATCH.

AT THE END OF A MATCH, THE PIGGIES ARE RETURNED TO THE MIDDLE OF THE TABLE AND THE WINNER OF THE MATCH RESUMES PLAY BY ROLLING THE DIE AND FLIPPING A CARD.

2 TO 4 PLAYERS • AGES 4 AND UP
PLAY TIME: 10 MINUTES

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