



Rules

7+

PLAYERS
2-4

Contact Us:

We are happy to hear your comments or questions about PASS THE PIGS® Barnyard Or Bust!
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ITEM # 1266



CONTAINS:

- 4 Plastic Pig Dice
- 4 Oversized Plastic Pig Movers (with removable Bases)
- Deck of 18 Action Cards
- Deck of 18 Mud Puddle Cards
- Gameboard
- Illustrated Instructions

About Pass The Pigs Barnyard Or Bust!

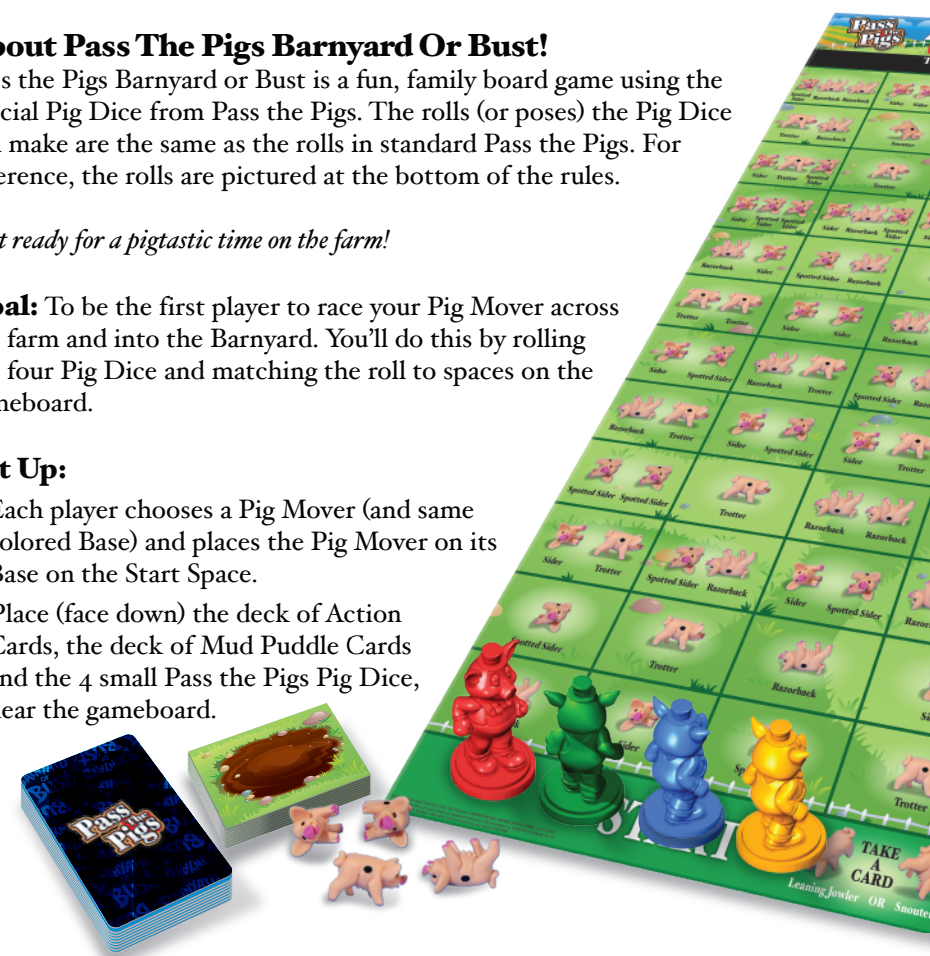
Pass the Pigs Barnyard or Bust is a fun, family board game using the special Pig Dice from Pass the Pigs. The rolls (or poses) the Pig Dice can make are the same as the rolls in standard Pass the Pigs. For reference, the rolls are pictured at the bottom of the rules.

Get ready for a pigtastic time on the farm!

Goal: To be the first player to race your Pig Mover across the farm and into the Barnyard. You'll do this by rolling the four Pig Dice and matching the roll to spaces on the gameboard.

Set Up:

1. Each player chooses a Pig Mover (and same colored Base) and places the Pig Mover on its Base on the Start Space.
2. Place (face down) the deck of Action Cards, the deck of Mud Puddle Cards and the 4 small Pass the Pigs Pig Dice, near the gameboard.



How To Play:

1. The player who most recently was on a farm or saw a pig in real life goes first.
2. The first player takes the four small Pig Dice and rolls them. The goal is to try to match one of the four spaces, shown in the next row, on the gameboard.



If A Roll Matches A Space In The Next Row

The player advances, *their Pig Mover only*, to the space that matches their roll. The Base remains on the space they occupied at the beginning of their turn. In this case, that would be the Start Space.

Then, the player must decide if they want to STOP and stay on that space or continue to roll.

If they decide to STOP, they reposition their Base under their Pig Mover. This “locks in” their move and ends their turn. Play passes to the left.

However, if the player decides to take a chance and ROLL AGAIN, they roll the four Pig Dice and see if they can match one of the four spaces (in the next row) on the gameboard.

Rolling again is risky and fun! If a player gets too greedy, they could go “bust” by not matching a space. When a player goes bust, they return their Pig Mover to their Base in the position where they started that turn. In addition, they must place a Mud Puddle Card to cover a space. (See more on Mud Puddle Cards.)

A player can continue to roll and race up the gameboard as many times as they want. As long as they don't go bust!

If A Roll Does Not Match A Space In The Next Row

If a player's roll does not match one of the four spaces in the next row, their Pig Mover and Base stay on the space they started. Their turn is over and play passes to the left.

Note: When a player rolls their Pig Dice, if any of the Pig Dice are touching when they land, the player rolls again.



Mud Puddle Cards: When a player goes bust, they must place a Mud Puddle Card over one of the four spaces in the row ahead of them. Pig Movers cannot move onto or jump over a Mud Puddle Card, they need to go around it. Why? Because when a pig sees all that glorious mud, they want to stop racing and take a mud bath!

There is a limit of two Mud Puddle Cards to a row. If, at any time, a player goes bust and there are already two Mud Puddle Cards in the next row, they do not place a Mud Puddle Card.



Action Cards: Action Cards give players special advantages. Whenever a player rolls a Snouter or a Leaning Jowler, they earn an Action Card. A player can use their Action Card on any turn (current or future). Once an Action Card has been played, it is placed at the bottom of the deck.



Leaning Jowler

Snouter



Winning The Game:

The first player to get their Pig Mover (& Base) to the Finish Space, by rolling a Three of a Kind, is the winner!



Spotted Sider

One pig lands on it's side with a dot showing.



Sider

One pig lands on it's side without a dot showing.



Leaning Jowler

One pig lands jowl to the ground leaning on an ear and a front trotter.



Trotter

One pig lands on all four trotters.



Razorback

One pig lands on its back, trotters in the air.



Snouter

One pig lands on its snout and two front trotters.