2-6

10+

40min

KURAKI MURA

BIBOUN

HAPPY PIG$



RULES

You are farmers raising pigs over the course of one year, with a goal of selling them at the market.
You can buy or breed pigs, fatten them up, and sell them off for profit. But pay attention to the changing seasons!
They can make all the difference for your pig farm!

CONTENTS

1 MARKET BOARD



20 BILLS



x 10



x 10

64 COINS



x 33



x 15



x 16

24 SEASON CARDS

6 for each season



Spring *Summer* *Autumn* *Winter*

75 ITEM TILES



25 Vaccines



25 Dietary Supplements



25 Amulets of Life

24 ACTION TILES

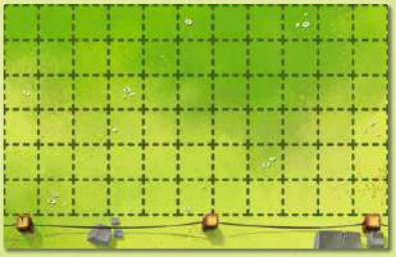
4 actions per player



1 FIRST PLAYER TOKEN



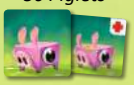
20 FIELD BOARDS



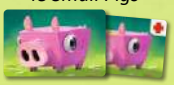
196 PIG TILES

one side non-vaccinated/one side vaccinated

50 Piglets



48 Small Pigs



48 Average Pigs



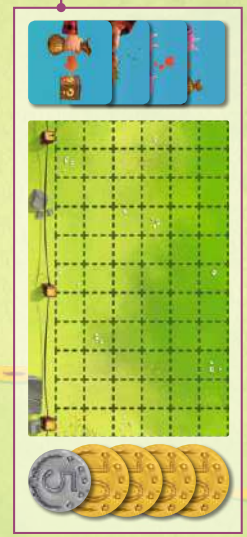
50 Big pigs



SETUP

1 Place the Market and Field boards in the middle of the table.

2 Each player takes the four Action tiles of a color, one field, and $45.



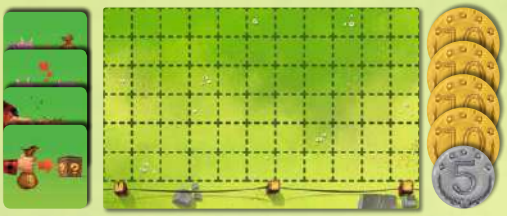






3 Sort the Pig tiles by size (Piglet, Small, Average, and Big), and place them where everyone can reach them.

4 Do the same thing with the Item tiles, sorted by type (Vaccine, Dietary Supplement, and Amulet of Life). Together, the Field boards and Pig and Item tiles make up the market reserve.



5 Set the Coins and Bills next to the market.



6 The player who does the best pig snort places the First Player token in front of himself.







7 Sort the Season cards by season (spring, summer, fall, and winter), and shuffle each season separately. Then randomly discard two cards per season—eight Season cards in total. Gather the remaining Season cards into a stack: spring on top, then summer, fall, and winter beneath, in chronological order. Place this stack of Season cards so that all players can see it.

BEFORE ROUND ONE

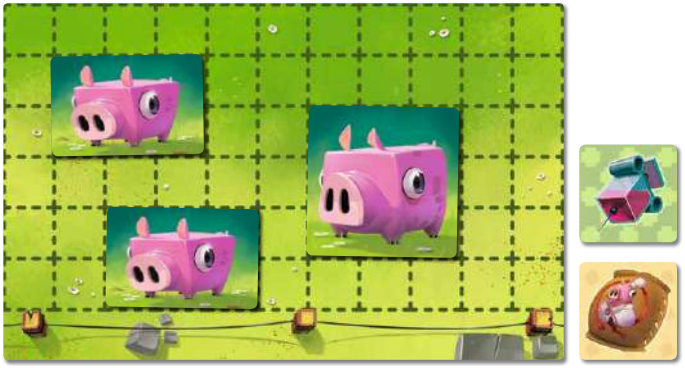
Starting with the First Player and continuing clockwise, each player can buy 5 items from among the available options in the market reserve (pigs, items, or fields). Any pigs bought are placed on their player's field. Items are placed beside a player's field, in a personal reserve. Any fields bought are added to a player's existing field immediately.

NOTE: When placing pigs in your fields, you must always respect the boundaries of the spaces. All pigs must fit within the grid of your field boards, and no pig may overlap another pig. You may rearrange your pigs at any time. If you acquire a pig that cannot fit into your field, you must return it to the market reserve immediately.

EXAMPLE

A player buys:
- *2 Small pigs*
- *1 Average pig*
- *1 Vaccine*
- *1 Dietary Supplement*

He can then arrange his purchases as follows →



ROUND OVERVIEW

A round takes place over 5 phases.

1 Turn over the Season card **2** Select an Action **3** Reveal Actions **4** Take Actions **5** Apply the Seasonal Effect

PHASE 1: TURN OVER THE SEASON CARD

The First Player turns over the top Season card on the central stack. The Season tile indicates the maximum number of times that each action can be taken by all players during the round.

Each Season card also has an effect (at the bottom of the card). Effects that modify prices are applied during the round. Other effects are applied at the end of the round.

EXAMPLE

On this summer Season card, the Feed action can be taken a maximum of 8 times during the round, regardless of the number of players who choose this action.

EXAMPLE

On this summer Season card, the effect allows each player to obtain a Piglet for each pair of pigs in his field old enough to mate (Average or Big).



PHASE 2: SELECT AN ACTION

Each player secretly chooses an action and places the corresponding Action tile face-down in front of himself.
You can choose one of four Actions:

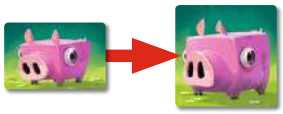


FEED: Increase the size of a pig in your field.

NOTE: This action is available once per pig per round. You cannot feed the same pig twice in one round.

EXAMPLE

After taking the Feed action, this player can exchange a Small pig tile in his field with an Average pig tile from the market reserve. A Big pig has reached its largest size and can no longer grow.



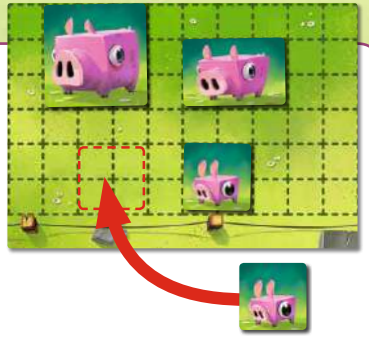


MATE: A pig old enough to mate (Average or Big) gives birth to a Piglet that you must add to your field.

NOTE: This action is only available once per pig per round. You cannot gain two Piglets from the same pig in one round.

EXAMPLE

A player takes the Mate action. Since he has one Big pig in his field, he can take a Piglet from the market reserve and add it to his field, respecting the boundaries of the field spaces.

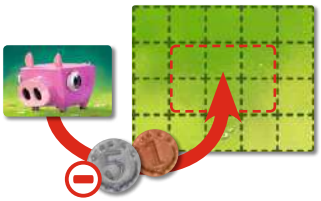




BUY: A visit to the market allows you to buy a pig, an item, or a field—if you have the money to buy it. Pay the cost, then take the tile corresponding to your purchase from the market reserve. Place new fields next to your current field, pigs in your field, and items in your personal reserve.

EXAMPLE

A player takes the Buy action. He has $7, and chooses to buy a Small pig. He pays $6, takes the Small pig tile from the market reserve, and places it in his field.





SELL: A visit to the market allows you to sell one of your pigs at market price. Put the pig you're selling back in the market reserve and take the money you earned from this sale.

EXAMPLE

A player takes the Sell action. He can put a Big pig from his field back in the market reserve and gain $15.



MARKET PRICES (BUY AND SELL ACTIONS)

The market price for each field:

- *first field:* **free!**
- *second field:* **$10**
- *third field:* **$15**
- *fourth field:* **$20**
- *each additional field:* **+$5 cumulative.**



The market price for each pig:

- *Piglet:* **$3**
- *Small pig:* **$6**
- *Average pig:* **$10**
- *Big pig:* **$15**

The market price for each item:

- *Vaccine:* **$1**
- *Amulet of Life:* **$1**
- *Dietary Supplement:* **$1**

PHASE 3: REVEAL ACTIONS

Players simultaneously reveal their Action tiles. All players who chose the same action share the number of times that action can be taken (as specified on the current Season card). Distribute shared actions one at a time in clockwise order, starting with the First Player. Continue around the circle clockwise until players have received all distributions from their chosen actions.



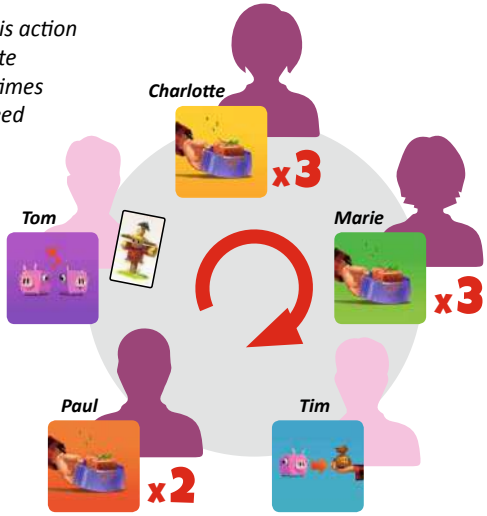
EXAMPLE

*The current Season card **(below)** indicates that you can take the Feed action a maximum of 8 times this round. If **only one player** chose the Feed action, he can take the Feed action 8 times. If **two players** chose this action, each can take it 4 times.*

*If **three players** take this action **(see opposite)**, Charlotte and Marie can Feed 3 times each, while Paul can Feed only 2 times.*

Season Card





PHASE 4: TAKE ACTIONS

Starting with the First Player, each player takes his action as many times as the distribution from the previous phase allows. For each action not taken, a player gets a $1 compensation.

NOTE: Once players are familiar with the different actions, you may resolve actions simultaneously.

EXAMPLE



The current Season card indicates that the Feed action can be taken a maximum of 8 times. The second and third players chose this action. The second player can feed 4 of his pigs and increase each one's size by one step.

If he chose to feed only two pigs, or if he cannot feed more than two, he gets $2 (see opposite) before passing to the next player.



PHASE 5: APPLY THE SEASONAL EFFECT



Players apply the effect indicated on the Season tile and the round ends.
The First Player passes the First Player token clockwise. Begin a new round with Phase 1.

CHANGE OF SEASON

When the last card of a season has been turned over, go to the next one. This is a change of season.

At each change of season, you lose all unvaccinated pigs. Return them to the market reserve. Players who have Vaccines in their personal reserves can use them immediately to avoid losing too many pigs.



Spring *Summer* *Autumn* *Winter*



END OF THE GAME



The game ends when all Season cards have been turned over and played. Players suffer the effects of one last Change of Season and lose all unvaccinated pigs.

Then, all players sell their vaccinated pigs at market price and gain their profits. **The player who has the most money wins the game.**

In case of tie, players sell all items and fields they have at market price. The player who has the most money at the end of these sales wins the game.

ITEMS

When you purchase items from the market reserve, keep the tokens next to your field in your personal reserve. You may only use items in your personal reserve. When you use an item, move its token back to the market reserve.



VACCINE Vaccinating a pig allows you to keep it in your field from season to season. When you use a Vaccine, flip over the Pig tile of your choice to its vaccinated side. You can vaccinate your pigs at any time, even during a change of season. **A vaccinated pig stays vaccinated, even when it grows, until sold.**



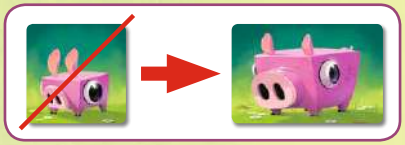


DIETARY SUPPLEMENT Giving a Dietary Supplement to a pig allows it to grow one step in size. This item can only be used when taking the Feed action and **only works for Piglets or Small pigs.**





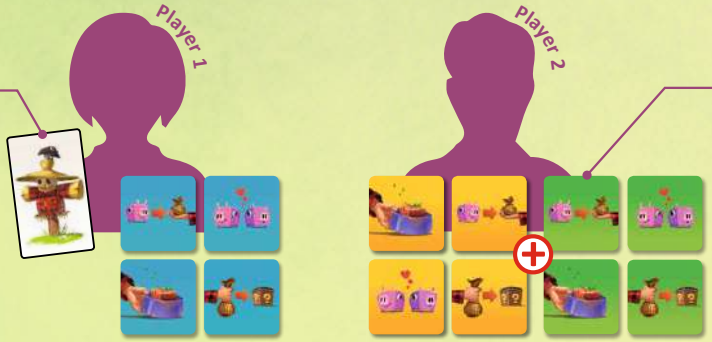
AMULET OF LIFE This item allows you to skip Piglet size and go straight to a Small pig when mating. This item can only be used when taking the Mate action.



TWO-PLAYER VARIANT

BY BRUNO CATHALA

1 The first player receives the First Player token as usual.



2 The second player receives, in addition to the four Action tiles in his color, another set of four Action tiles in a neutral color.

While choosing his action, the player with the neutral tiles chooses a neutral action in addition to his primary action. The neutral action is used to interfere with the opponent to attempt to get him to split his actions. If an opponent is successfully hindered by the neutral action, the neutral Action tiles pass to the opponent, and he may attempt to interfere back on the following round. Continue passing the neutral Action tiles throughout the game, as appropriate. The rest of the game plays normally.

TACTICAL VARIANT

Once you are familiar with the gameplay, you can increase complexity by adding these variants. Each can be played separately or combined in a single game. **A tactical game plays like a standard game, with changes to the first and second phases of the game:**

VARIANT DURING PHASE 1: TURN OVER THE SEASON CARD

During the first phase of the game, the First Player turns over the top Season card of the stack and places it on the table. This card is active during the first round. Then, he turns over the second Season card and leaves it face-up on the stack. This second Season card allows players to anticipate actions for the following round. At the end of the first round, the second Season card becomes active, you reveal the third card on the top of the stack, and so on.

Active Season Card →



← Season Card to Come

VARIANT DURING PHASE 2: SELECT AN ACTION

During the second phase of the game, the First Player chooses his action and reveals it to all other players. The next player can then choose his action according to this information and reveals it in the same manner at the First Player, and so on until all players have chosen an action.

Phase 3, then, only involves distributing the number of actions among players.



Action Tile ↑ Played Face-up



CREDITS

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