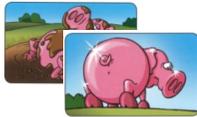


Setting the game up

Each player receives a number of the clean/dirty 2-sided pig cards and places them on the table in front of themselves with the **clean pig facing upwards**.



Four players: 3 pigs each

Three players: 4 pigs each

Two Players: 5 pigs each (the remaining two pigs are not used)

The rest of the cards are shuffled and 3 cards are dealt to each player. The stack of cards are placed in the centre of the table. You are now ready to play. The youngest player goes first.

Playing the game

The aim of the game is to get all of your pigs dirty, as a dirty pig is a happy pig. On your turn you may do one of three actions:

1. Play one of the following cards by putting it on the discard pile next to the stack of cards: mud card, rain card, farmer card or lightning card.
2. Play one of the following cards by placing it above one of your pigs: stable card, lightning conductor card or the barn lock card

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3. Discard one of your three cards

After you have done any one of the above actions you then take a card from the face-down stack so that once again you have three cards in your hand.

Note: Occasionally you may be unable to use any of your three cards (eg. you may have 3 lightning conductors but no barn to install them on). In this case you may change all three cards. To do this show the cards to your fellow players and then discard all three and take three new cards from the stack. That is the end of your turn.

After your turn the play moves around in a clockwise direction.

The Cards



Pig In The Mud

One of your pigs has been playing in the mud. Immediately turn over one of your clean pig cards so that the dirty pig is displayed. Discard this card after you have played it.

3



Rain Storm

When you play this card a mighty rain storm occurs and all of the dirty pigs in the game, which are not protected in barns, are washed clean. **This affects your own pigs too.** All the dirty pigs affected are turned over to their clean side. Discard the card after use.



The Barn

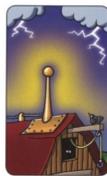
You can build a barn to protect one of your pigs from rain. Place this card above one of your pigs. You can build a barn for a clean pig or a dirty pig.



Lightning Strikes!

You can make lightning strike one of your fellow player's barns and burn it down. When you play this card state which barn you are burning down. It must be a barn without a lightning conductor. If the barn has a lock on it then the lock is destroyed too. This card and the barn card (and lock card if there was one) are all discarded.

4



Lightning Conductor

To prevent lightning destroying your barn you can install a Lightning Conductor on it. Place this card above one of your barns. You have to have a barn on which to play this card.



Farmer

Send the farmer to any one of your fellow player's dirty pigs and he will wash it clean. Your farmer can wash dirty pigs in the field or in barns...unless the barn is locked. The washed pig is turned over to its clean side. Discard this card after use.



Barn Lock

To prevent your dirty pig being cleaned by the farmer you can lock the barn door. You have to have a barn on which to play this card, and **the barn has to have a dirty pig inside**. Place the card next to the barn.

5



If you manage to have a dirty pig in a locked barn with a lightning conductor installed, then your pig is a happy pig as nothing can get him clean.

When the cards run out then shuffle the discard pile and make a new stack.

The end of the game



The first player to have only dirty pigs is the winner.

Varient

To play a faster game deal out four cards instead of three.

Designer & illustrator: Frank Bebenroth

Game idea: Arpad Fritzsche

Translation: Peter Duckworth

Graphics: Katja Witt

Editing: Vincent Gatzsch

Game Copyright: 2012 KOSMOS

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Dirty Pig

2-4 Players

Ages 7 and up

Pigs like to be dirty. The problem is, if you're a dirty pig then if the rain doesn't wash you clean you can bet that the farmer soon will. The only way to be sure to stay dirty is to take cover from the rain in your barn, and lock the door from any meddling farmers. Even when you have done this you might find that a bolt of lightning destroys your lovely barn.

The aim in this delightful card game is to be the first player to get all of his or her clean pigs dirty and to keep them dirty.

Game components: 66 Game cards...

12 double-sided pig cards (clean/dirty); 21 mud cards; 4 rain cards; 9 barn cards; 4 lightning cards; 8 farmer cards; and 4 barn lock cards.

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