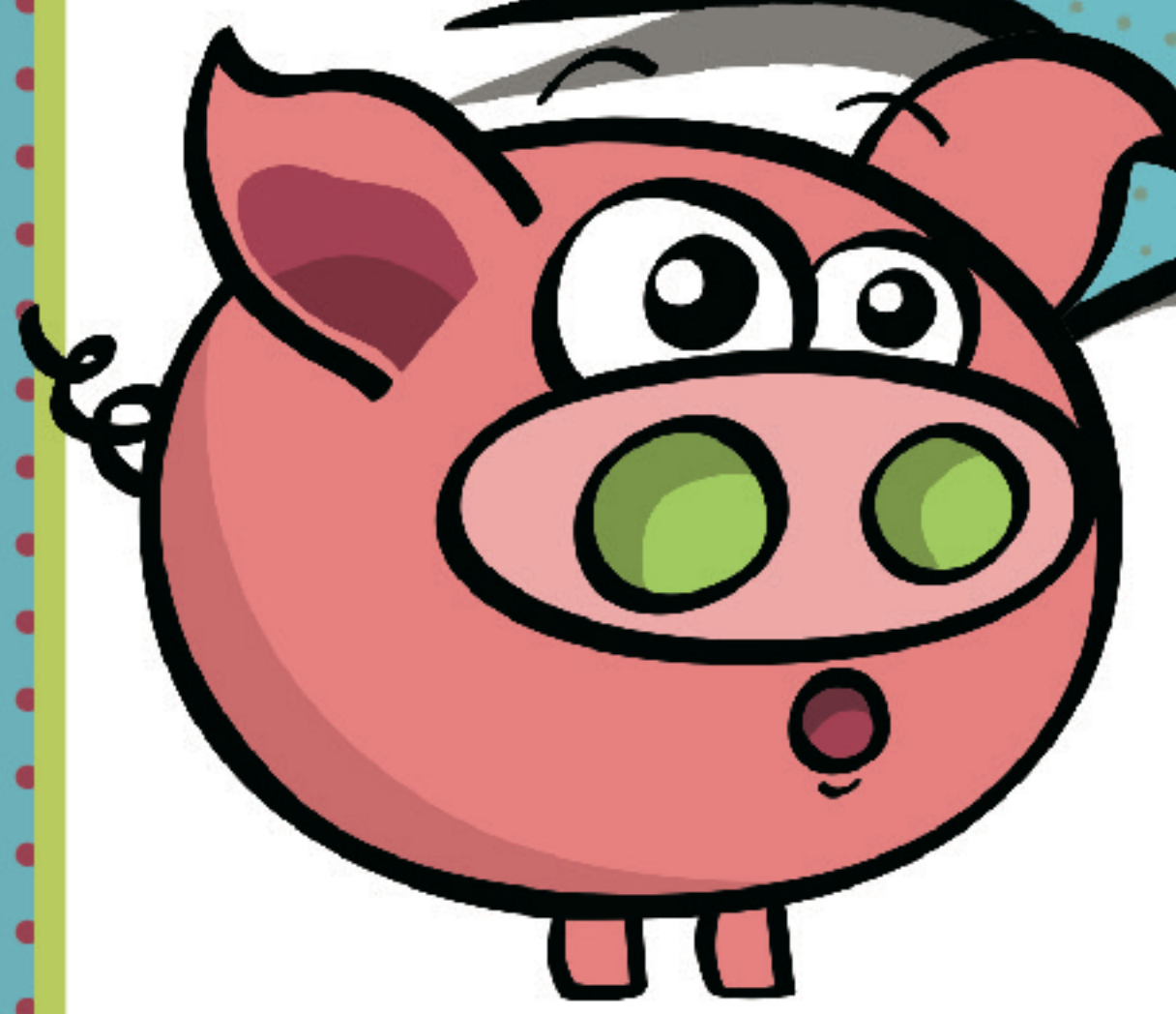




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"How To Play"
VIDEO!



Spank the Pig! Instructions

Spank the Pig! is a fast-paced card game designed to keep you laughing as you test your quick thinking (and spanking) skills!

2-7 Players

(see section on back about 5-7 player games)

5 Minutes of insane fun!

Components

72 cards

12 Pig cards plus 60 non-pig cards
(10 Pugs, 10 Walruses, 10 Cows,
10 Zebracorns, 10 Hippos, 10 Beans)

Instructions Sheet

Setup

Shuffle the deck and deal an equal number of cards face-down to each player.

TIP: Instead of dealing cards individually, **save time by handing out stacks that look roughly equal** to each player. Then when a player runs out of cards near the end of the game, simply redistribute any remaining cards equally.

Objective

The player with the **least number of Whammies** at the end of the game is the **WINNER** and is granted the glorious title of

Pig Spanking Champion!



How to Play

Gameplay consists of a series of rounds where all players flip over a card at the same time and react as quickly as possible to **Spank the Pigs** and **Declare the Doubles**.

Flipping Over Cards

When all players are ready, everyone flips over one card each at the same time and places it face-up in front of them. (Note: once flipped over, there should be as many visible face-up cards on the table as there are players.)

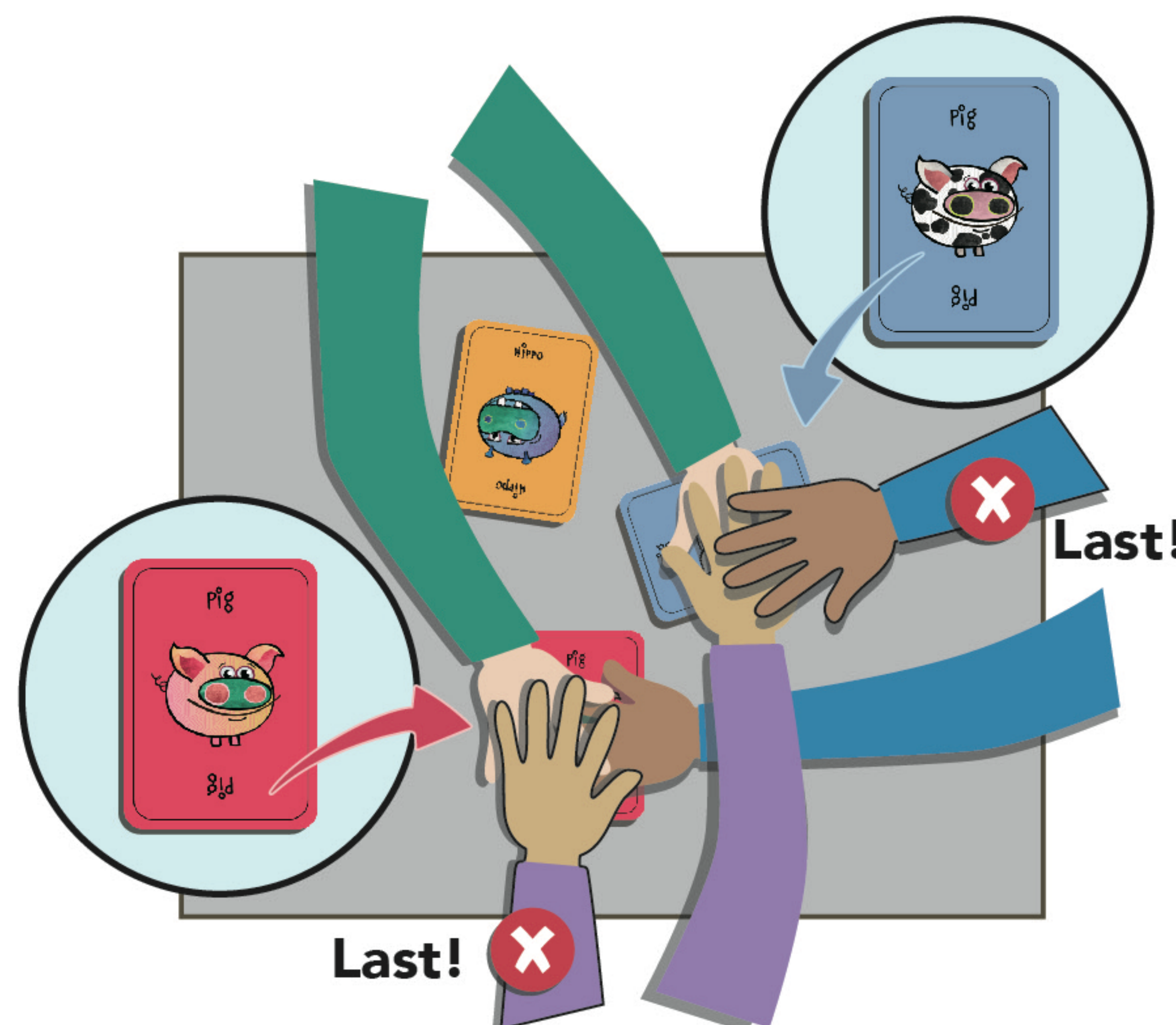
TIP: To ensure cards are flipped over at the exact same time, players should all say "SPANK - THE - PIG!" together and flip their card over on the word "PIG!"

Cards should be flipped over by holding the top and flipping it facing outward (away from the player) to ensure no player peeks at their card before other players can see it.

As soon as cards are flipped over, players rush to **perform the following actions as quickly as possible:**

1 Spanking the Pigs

All players should **spank any Pig cards** in the play area by slapping your hand on top of it! **Do not remove your hand!** Instead, leave it there so you can determine who was first and who was last to spank a Pig card.

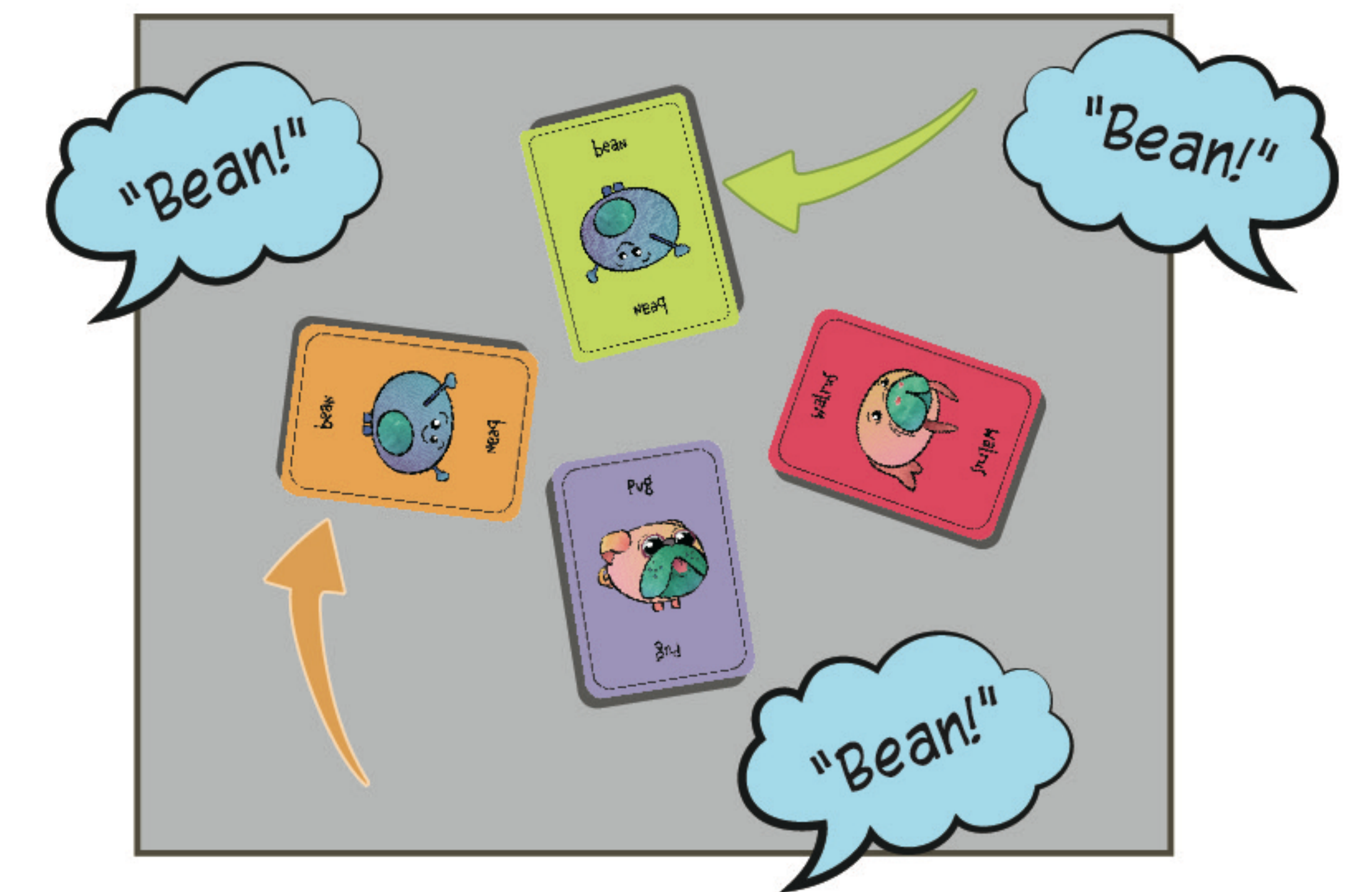


2 Declaring the Doubles

Besides looking for Pigs to spank, you should also be looking for **multiples** of any **non-pig cards**! If you see **2 or more non-pig cards** with the **same character**, shout its name as quickly as possible! (e.g., shout "Bean!" if 2 or more Bean cards were just flipped over.)

***NOTE:** The background color of the card is irrelevant. Matches are determined **only** by the character on the card!

All players must shout the name of the double, even if they are later than everyone else to do so. Players should also only shout the name **ONCE**. This helps clarify who was last to **Declare the Double**.



Scoring

Whammies are like **negative points** you want to **avoid**. Whammies are given to players for the following errors:

Being **LAST** to perform a correct action

- The **LAST** player to Spank a Pig card gets a Whammy
- The **LAST** player to Declare a Double gets a Whammy

Being **FIRST** to perform an incorrect action

- The **FIRST** player to mistakenly Spank a non-pig card gets a Whammy
- The **FIRST** player to mistakenly Declare a non-double gets a Whammy

Players keep track of how many Whammies they have by simply taking 1 face-up card from the play area at the end of a round for each Whammy received. **Place Whammies in your personal "Whammy Pile" near you but out of the way** (so your Whammies aren't confused with other cards in the play area). Each card in your Whammy Pile represents 1 Whammy.

NOTE: Sometimes it won't be clear who should receive a Whammy, especially when Declaring the Doubles. When that happens, it's OK! In that situation, no one receives a Whammy!

It is possible for a player to receive **multiple** Whammies in any given round.

Example Round:

During a 4-player game, the following 4 cards were turned over at the same time: **Zebracorn, Hippo, Pig, and another Zebracorn.**

Blue accidentally **Spanked the Hippo** and was also the **LAST** player to **Spank the Pig!** Therefore **Blue** takes **2 face-up cards** from the play area and adds them to his Whammy Pile. (If another player had accidentally Spanked the Hippo after **Blue**, they would **not** receive a Whammy because they were not the **FIRST** to perform that incorrect action.)

Red was the **LAST** person to **Declare the Double** (the last to shout "Zebracorn!") and therefore he takes **1 card** and adds it to his Whammy Pile.

No one else performed any incorrect actions, so no other players take a Whammy that round.

Once the round is scored, leave the rest of the cards where they are – there's no need to remove them from the play area. The next round of flipped cards are placed on top of the previous ones (forming a stack of face-up cards in front of each player).

(see an Illustration of this example in the next column)



Ending the Game

Players continue rounds of flipping cards, taking actions, and giving out Whammies until there are not enough face-down cards left for each player to flip one over. At that point, the game ends and each player counts the Whammies in their Whammy Pile.

The player with the **LEAST** number of **Whammies** at the end of the game is the **WINNER** and is granted the glorious title of

Pig Spanking Champion!

Breaking a Tie

Ties are a super fun part of playing **Spank the Pig!**

In the case of a tie, the tying players should engage in a "sudden death" face-off! Shuffle the cards, hand a small stack to each tying player, and begin play. Once a tying player receives a Whammy during the sudden death face-off, they are **ELIMINATED!** The **last player** who remains is named the **Pig Spanking Champion!**

(If the tying players all receive an equal number of Whammies at the same time, simply continue the face-off until there is a clear winner.)

5-7 Player Games

For games with **5+ players**, we recommend **only Spanking the Pigs** (not **Declaring the Doubles**). You'll find that with larger groups there will be plenty of mayhem to enjoy by just **Spanking the Pigs!** (It also helps avoid any confusion in determining who was last to **Declare the Double**.)

TIP: Before starting your first game, try playing a few practice rounds to ensure all players understand the rules. This can be especially helpful with younger players.

FAQs

If there are 2 Pig cards do players need to spank both? And if there are 2 different Doubles does each player need to separately Declare each Double? Yes and yes! You should Spank all the Pigs and Declare all the Doubles!

What happens if there are more than 2 Pig cards turned over in 1 round? (Players don't have enough hands to spank more than 2 Pigs!) This can happen in games with larger groups and can be a lot of fun! In this case, instead of giving a Whammy to the **LAST** player to Spank each Pig, you will let the **FIRST** player to Spank each Pig get rid of 1 Whammy from their Whammy Pile! (If they do not have any Whammies yet then nothing happens and the game continues as usual.)

What should we do if it's not clear who should receive a Whammy? Whammies are only given to a player when it's clear they were the last to perform a correct action, or the first to perform an incorrect action. Therefore, if you're unsure who should receive a Whammy, then no one receives one.

What should we do if the cards played in previous rounds are causing confusion during the game? If you find it helpful, you can discard the played cards at the end of each round and keep them in a pile to the side of the play area.

For more FAQs visit [spankthepig.com!](http://spankthepig.com)