



The Yule Hog

Rules

Introduction

Your town is preparing for its Christmas feast and festivities, but everyone is on edge. Every year, the giant pig from the nearby farm breaks out and tries to eat the feast. Can you keep him distracted long enough to save the feast? Or will the Yule Hog be making the Naughty List again this year?

Overview

This is a cooperative card game in which players work together to attempt to anticipate where the Yule Hog card is in the deck and keep him there while they collect the 8 Feast Items. Players use Movement, Distraction, and Scare Tactic cards to manipulate the deck. Collect all 8 Feast Items without drawing the Yule Hog to win the game. If the Yule Hog is drawn and cannot be countered, then the Yule Hog eats your feast and you lose the game. This is partly a game of intuition and prediction, but mostly a game of luck.

Components and Requirements

36 cards (*35 game cards, 1 rules card*)

2 -6 players, ages 12+

< 30 minutes

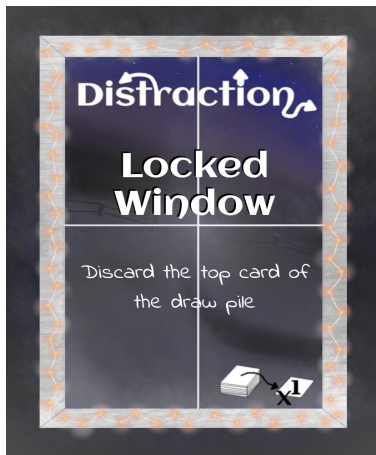
Setup

Remove the Rules card, which is a quick reference if needed. Shuffle the 35 game cards and place the deck in the middle of the playing area, face down, so that everyone can reach it. As you play, there will need to be a space for a discard pile, as well.

Game Play

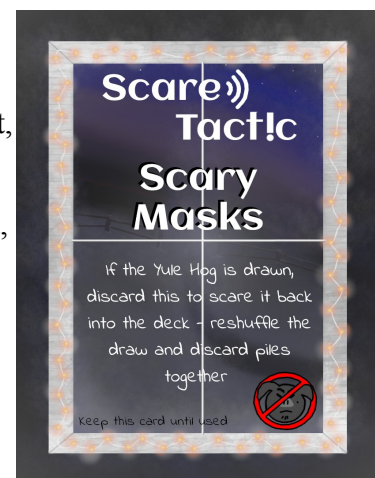
Decide who will go first. That player will draw one card. Some of the cards will manipulate the the rest of the cards in the deck. You will collect other cards as a team. The cards guide play as follows.

Movement cards: These represent the Yule Hog moving around, trying to get into your house and eat your food. Do as these cards say immediately, then discard the card.



Distraction cards: These are attempts that your town takes at keeping the Yule Hog at bay. When you draw this card, you can choose to play it immediately or to hang on to it for another turn. If you choose to keep it for later, place it face-down in front of you or hold it in your hand, not revealed (this just helps create suspense for other players as you go). When you play it on your turn, play the card and discard it instead of drawing that turn.

Scare Tactic cards: When you draw this type of card, hang on to it, not revealed (again, for suspense). You will play this immediately (even when it's not your turn) when someone draws the Yule Hog. When played, discard this card as well as the Yule Hog, but then shuffle the discard and draw piles together again. This is the counter for the Yule Hog, but is also a reset kind of card.





The Yule Hog card: This is the card you want to keep hidden in the deck by using the other cards. As mentioned above, if this card is drawn, use a Scare Tactic card to counter it. If no one has a Scare Tactic card, then the Yule Hog has instantly won the game and you have lost.

Feast Item cards: There are 8 Feast Item cards in the deck. The team's task is to find all 8 before the Yule Hog wins. When this type of card is drawn, simply play it in the middle of the table near the draw pile so everyone can see it.



Whenever one card is played and any directions on it have been completed (or the player has chosen to keep the card for later), that player's turn has ended and play passes to the left.

Winning the Game

When all 8 Feast Items have been drawn and played in the middle of the table, your team has won the game! The Yule Hog being drawn and countered, or revealed and put back by certain cards, do not affect your victory or loss. Only when the Yule Hog is drawn on someone's turn and cannot be countered does your team lose.

Alternate Game Play Option

Another way to play that's competitive instead of cooperative is a last man standing style of play. When you draw a Feast Item, play it in front of yourself instead of in the middle of the table. Whenever a Yule Hog is drawn and cannot be countered, the player who drew is out of the game. Any cards they hold, as well as the Yule Hog, get sent to the discard and everything gets shuffled back together to reset. If you have a Scare Tactic, *you must play it*, even though this is competitive. Play continues until either one person remains or all 8 Feast Items are found. If all 8 are found, the player who collected the most Feast Items wins the game.