

PIGGLES — OFFICIAL RULES DRAFT

Introduction

Piggles is a traditional game of skill and chance originating from the world of *The Bazaar*. Over centuries, the game has evolved from a simple pastime into a competitive sport with standardized rules and collectible components. This rulebook presents two versions of the game:

- **Classic Piggles** — a self-contained tabletop game based on the earliest known rules.
- **Modern Piggles** — the contemporary version played in *The Bazaar*, featuring Piggles with unique colors, runes, and special effects.

Both versions share the same core mechanics, with Modern Piggles adding additional phases and strategic depth.

Classic Piggles

Components

- 1 game board (13" x 13")
- 12 Piggles (6 per player)
- 2 Piggle cups (1 per player)
- Player areas: Pen, Mud, Kitchen

Board Layout

The board is divided into three nested regions:

1. The Fields (Quadrants)

Four triangular areas created by dividing the inner square with an X shape.

These represent the cardinal directions: North, South, East, and West.

Fields are the highest-value scoring zones.

2. The Paths

The Paths consist of two connected areas:

- **Inner Paths** — the X-shaped lanes between the Fields
- **Outer Path Ring** — the square band surrounding the Fields and Inner Paths but inside the Woods

Both areas count as Path for scoring purposes.

3. The Woods

The outermost square ring forming the border of the board.

This is the lowest-value scoring zone.

Boundary Scoring

If a Piggle lands Snout-Up on a boundary line:

- Field / Path line = 2 points

- Path / Woods line = 1 point

Piggles are scored exactly where they land and are not moved for scoring.

Player Areas (Off the Board)

The Pen

Holds up to 6 Piggles. Piggles in the Pen may be Loaded and Rolled.

The Mud

Holds Piggles removed from the board.

Piggles in the Mud return to the Pen at the end of the next turn during the Recoup Phase.

The Kitchen

Holds Piggles that are no longer playable.

Piggles in the Kitchen cannot normally return to the Pen or board.

Gameplay Overview

Each player takes **6 turns**. On each turn, a player may roll **0–6 Piggles**.

Piggles that remain on the board at the end of a round **stay on the board** for the next round.

This allows players to continue scoring even if their Pen becomes empty.

Turn Structure (Classic Piggles)

Turns 1–2:

Load → Roll → Tally
(opponent repeats) → Resolve

Turns 3–6:

Recoup → Load → Roll → Tally
(opponent repeats) → Resolve

Phase Definitions

Recoup Phase (*Turns 3–6 only*)

During the Recoup Phase, the player returns Piggles from the Mud to the Pen.

Procedure:

- Move all Piggles currently in your Mud to your Pen.
- These Piggles may be Loaded and Rolled this turn.

A Piggle must remain in the Mud for one full turn before returning.

Load Phase

During the Load Phase, the player selects Piggles from their Pen to prepare for rolling.

Procedure:

- Choose 0–6 Piggles from your Pen.

- Place the chosen Piggles into your Piggle Cup.
- Only Piggles in the Pen may be Loaded.

Roll Phase

During the Roll Phase, the player rolls the Piggles they Loaded.

Procedure:

- Hold the Piggle Cup at least 2 inches above the board.
- Roll from anywhere on your half of the board.
- Release cleanly without crossing the center line.

Skipping the Roll Phase:

If a player chooses not to roll, they skip both the Load and Roll Phases but still proceed to the Tally Phase.

Tally Phase

During the Tally Phase, the player scores all Piggles that are Snout-Up and in-play.

Procedure:

1. Identify all Snout-Up Piggles on the board (Field, Path, or Woods).
2. Score each Piggle according to its zone:
 - Field = 3 points
 - Path = 2 points
 - Woods = 1 point
3. Apply boundary scoring if applicable.
4. Add bonus points:
 - Knocked into Mud = +1 point
 - Sent to Kitchen = +2 points
5. Apply Kitchen penalties:
 - Each Piggle in Kitchen = -1 point (once per Piggle per turn)
6. A player's score cannot be reduced below zero.

Piggles knocked Snout-Up during an opponent's turn do not score until the player's next Tally Phase.

Resolve Phase

After both players complete their turns for the round:

- **All Snout-Down Piggles on the board are moved to the Mud.**
- **All Piggles "On Their Head" are moved to the Kitchen.**
- All scoring adjustments are finalized.
- Piggles that remain Snout-Up stay on the board for the next round.

This ensures that only scoring-ready Piggles persist between rounds.

Piggle Orientation

Snout-Up

Face visible and oriented upward.

This is a scoring position.

Snout-Down

Face oriented downward toward the board.

These Piggles remain on the board until the Resolve Phase, where they are moved to the Mud unless knocked Snout-Up.

On Their Head

Balancing upside-down on snout and ears.

Moved to the Kitchen during the Resolve Phase.

Knocking

Piggles may collide during rolling. Knocking can:

- Flip a Piggle Snout-Up or Snout-Down
- Move a Piggle to a new zone
- Knock a Piggle off the board

Knocking is a legal and encouraged strategy.

Win and Loss Conditions

Victory Conditions

A player wins if **any** of the following occur:

1. Highest Score After Turn 6

After the final Resolve Phase, the player with the higher total score wins.

If scores are tied, proceed to Sudden Snout-Up.

Loss Conditions

1. Total Piggle Exhaustion (Turn 5 Rule)

A player immediately loses if, at the beginning of Turn 5:

- Their Pen is empty, **and**
- All remaining Piggles are in the Mud or Kitchen

Because Piggles in the Mud cannot return until the end of the turn, and Piggles in the Kitchen never return, the player has no legal way to Load or Roll Piggles for the remainder of the game.

2. Voluntary Concession

A player may concede at any time.

Tiebreaker: Sudden Snout-Up

If both players have the same score at the end of Turn 6:

1. Each player rolls one Piggle from their Pen (or Mud if Pen is empty).
2. The Piggle that lands in the superior orientation wins:
 - Snout-Up beats Snout-Down
 - Snout-Down beats On-Their-Head
3. If both land identically, reroll.
4. A player with no Piggles available loses the tiebreaker.

Modern Piggles

Modern Piggles uses the same core rules as Classic Piggles, with the addition of color effects, rune effects, and two new phases: **Action** and **Reaction**.

Turn Structure (Modern Piggles)

Turns 1–2:

Load → Roll → Action & Reaction → Tally
(opponent repeats) → Resolve

Turns 3–6:

Recoup → Load → Roll → Action & Reaction → Tally
(opponent repeats) → Resolve

Action & Reaction Phases

Action Phase

For each Piggle that landed Snout-Up, one at a time:

1. Announce the Piggle being resolved.
2. Declare its color effect.
3. Declare its rune effect (if any).
4. Choose targets using directional influence ([]).

Once declared, the Action Phase for that Piggle ends.

Reaction Phase

Immediately after the Action Phase for a Piggle:

- The declared effect is carried out.
- Piggles are moved, removed, rerolled, rotated, or returned as required.
- After resolving the effect, the player returns to the next Snout-Up Piggle.

This loop continues until all Snout-Up Piggles have been resolved.

Color Effects

Orange — Burn

Remove a Piggle [] and send it to the Kitchen.

Red — Damage

Remove a Piggle [] from the board and send it to the Mud.

Blue — Crit

Reroll a Piggle [] during your Reaction Phase.

Green — Health

Return a Piggle removed on the previous turn [] Snout-Down.

Do not return Piggles from the Kitchen.

Yellow — Shield

A Piggle [] cannot be removed during the next roll.

If that Piggle is knocked during the next roll, place it in your Pen, **even if it is not your own.**

Directional Influence ([])

Directional influence is determined by the quadrant the Piggle lands in.

The four directions are:

- Left of
- Right of
- Across from (rare)
- Adjacent to (same quadrant)

Paths and Woods are not affected by directional effects.

Rune Reference

Speculative Draft — Not Official Rules

Editor's Note:

The runes described in this section originate from Piggles artwork, in-game materials, and community interpretation. Their effects are **speculative** and may not reflect the finalized rules of Modern Piggles. They are included here for historical completeness, thematic flavor, and to support players who enjoy exploring the deeper lore of Piggles.

Overview

Piggles may display one of **nine known runes**.

Three are common and well-documented.

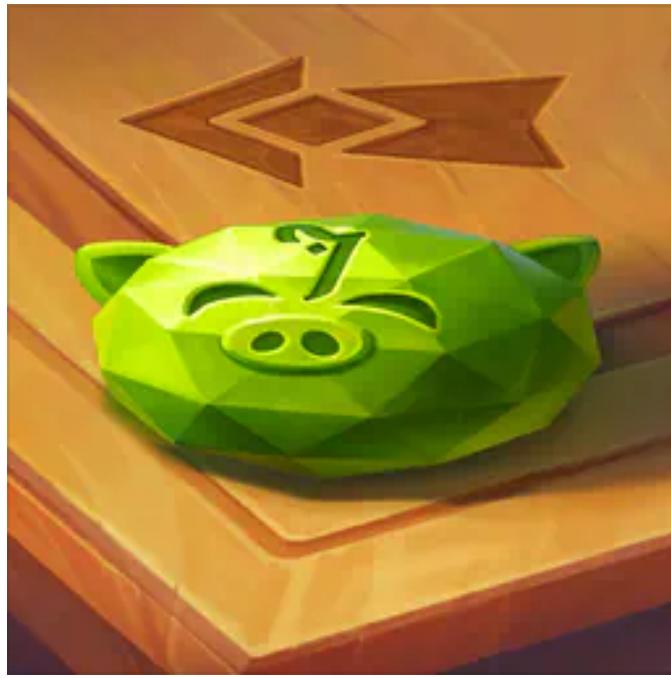
Six are rare, inconsistently depicted, and believed to represent early or experimental mechanics.

Some Piggles — especially **Premium Piggles** — appear **without runes**, which is addressed at the end of this section.

Common Runes

1. "To the Left Of" Rune

Indicates that this Piggle's effect targets or checks the Piggle in the field **to its left**.



2. "To the Right Of" Rune

Indicates that this Piggle's effect targets or checks the Piggle in the field **to its right**.



3. "Adjacent To" Rune

Indicates that this Piggle's effect targets or checks **any Piggle in the same field as it**, regardless of side.



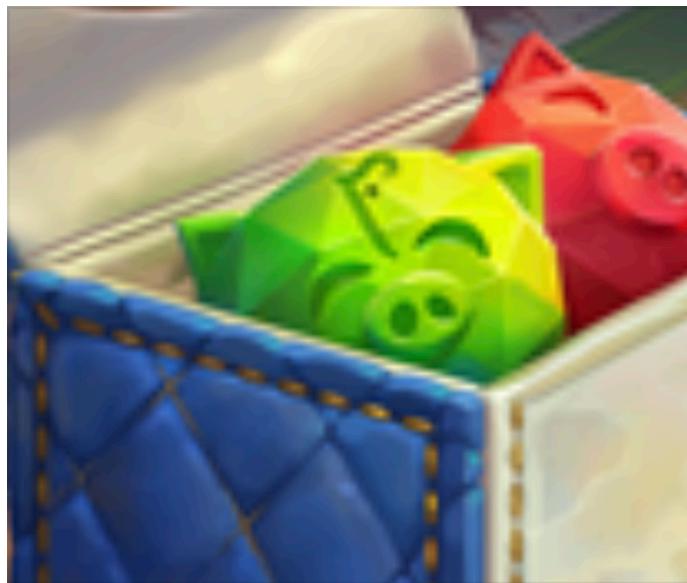
Rare / Speculative Runes

These runes appear in illustrations and are believed to represent additional positional or color-based interactions. Their effects are described for visual context and community consensus.

4. "Across From" Rune

(Depicted as an inverted version of "To the Left Of")

Targets the Piggle **directly across** from this Piggle on the board.



5. Clockwise Arrow

Speculative Effect:

Rotate a **friendly** Piggle of the same color from **Snout-Down** → **Snout-Up**.

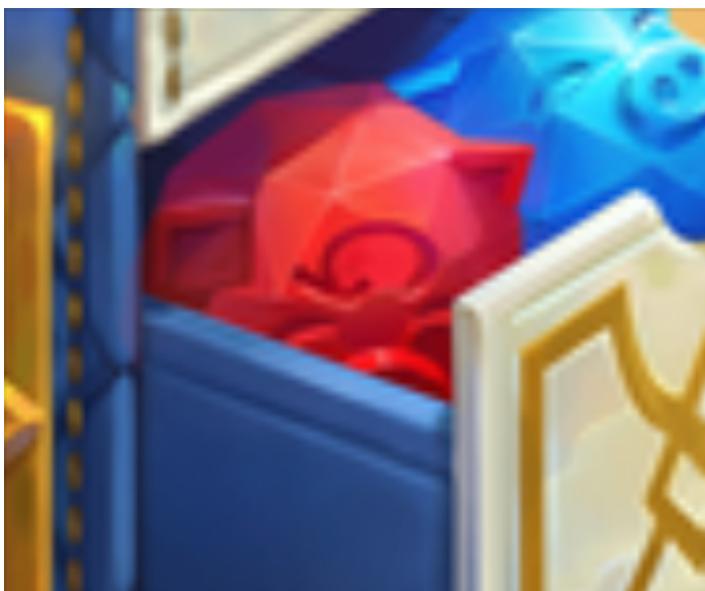
This rune is interpreted as a "self-correction" or "supportive" effect.



6. Counter-Clockwise Arrow

Speculative Effect:

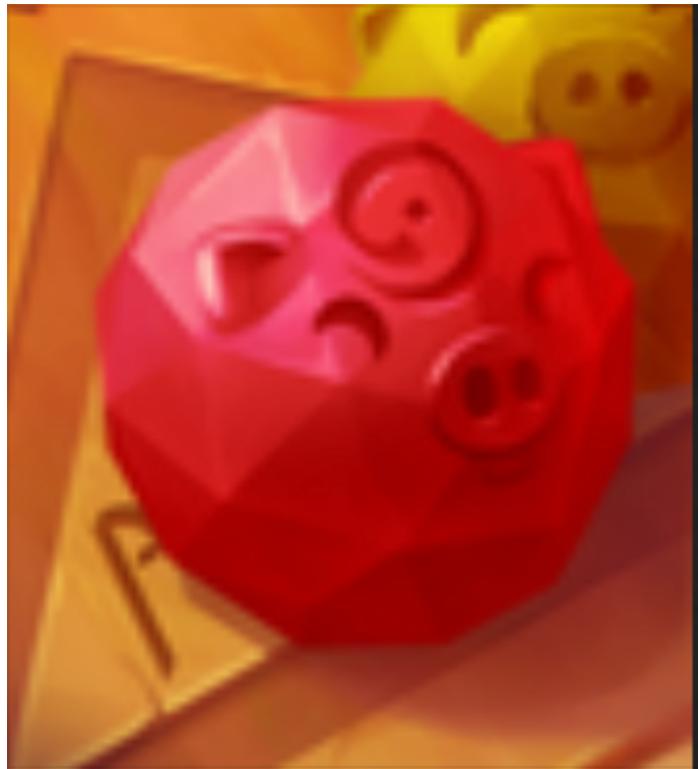
Rotate an **opposing** Piggle of the same color from **Snout-Up** → **Snout-Down**.
This rune is interpreted as a "disruption" or "interference" effect.



7. Clockwise Spiral with Dot

Speculative Effect:

If a Piggle of the same color is in the **Mud**, move it to **your Pen**.
This rune is interpreted as a "recovery" or "rescue" effect.



8. Counter-Clockwise Spiral with Dot

Speculative Effect:

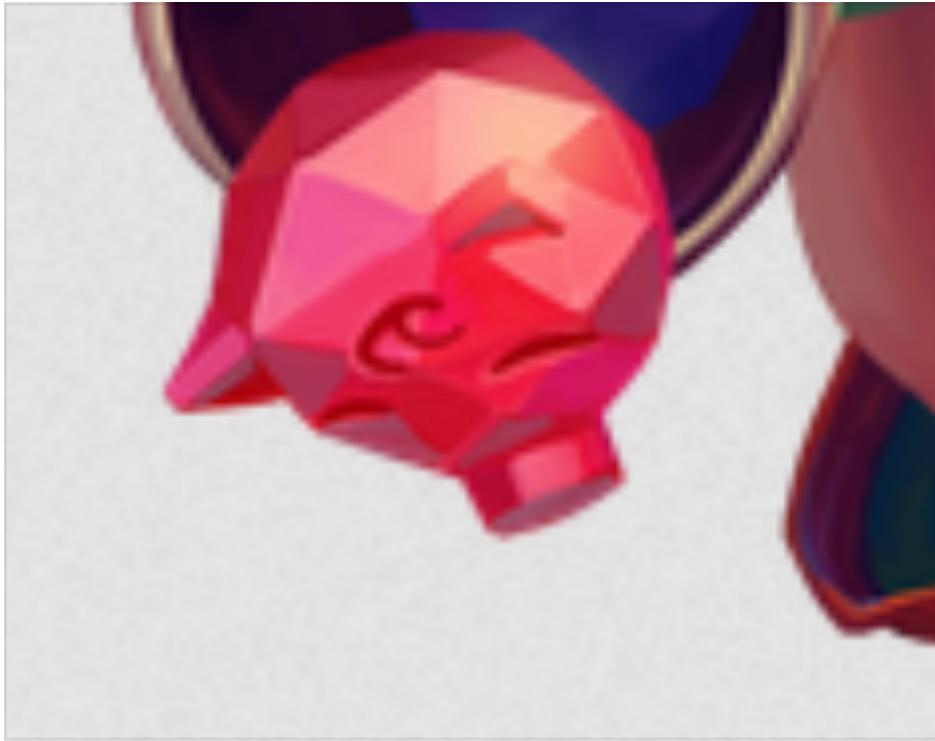
If a Piggle of the same color is in the **Kitchen**, move it to the **Mud**.
This rune is interpreted as a "downgrade" or "penalty" effect.



9. Split Curved Downward Line

Speculative Effect:

Place a Piggle from your **Pen** onto the board **adjacent** to this Piggle.
This rune is interpreted as a "reinforcement" or "summoning" effect.



Piggles Without Runes

Piggles that lack runes are believed to:

- Produce **no color effect** when rolled Snout-Up
- Serve as **neutral bodies** for adjacency, blocking, and positional scoring
- In the case of Premium Piggles, be **weighted** to reduce the chance of landing Snout-Down
- Function as **filler Piggles** that interact with other runes but do not initiate effects themselves



