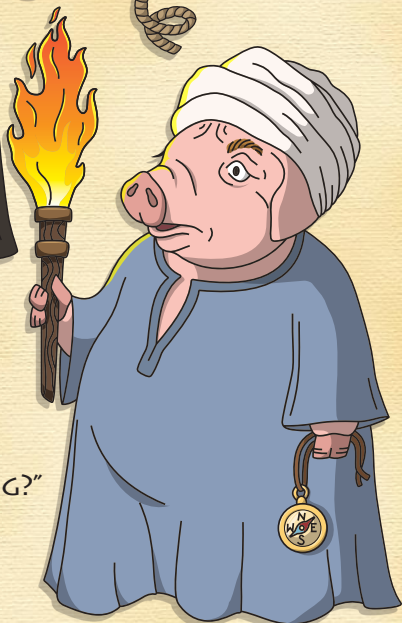
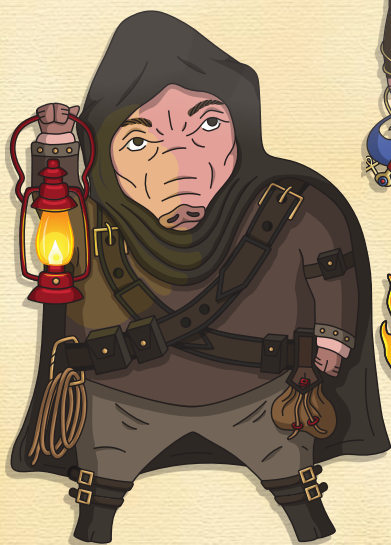


Treasure Hogs

RULEBOOK

*Pre-Release edition. Rules
subject to change.



"WHO WILL BECOME THE
ULTIMATE TREASURE HOG?"

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Treasure Hogs

Attention All Archeologists!

With the recent discovery of an ancient hog burial site, located by renowned Archeologist Professor Bones, Hog-Archeologists from around the world have set out to find riches of extraordinary value.

Beware, Thieves are lurking in the shadows! They are devising a plan to steal your treasure. You, the Archeologist, must also be of cunning wit to both successfully win treasure while defending from looting Thieves.

Who will become the Ultimate Treasure Hog?



Objective

In Treasure Hogs, players take on the role of an Archeologist, using Resource Cards from their hand to match and win the available Treasure Cards in play. Players can also use Thieves to steal an opponent's treasure.

When all Treasure and Curse Cards have been claimed, the player with the highest treasure-point total wins the game.



Card Legend

Archeologist (8)



pg. 11

Feast (10)



pg. 11

Resource (80)



pg. 5

Strategy (11)



pg. 9-10

Curse (6)



pg. 6

Treasure (29)



pg. 6

Setup

1. Let each player select an Archeologist of their choice or shuffle the Archeologist Cards and deal one randomly to each player. Deal a Feast Card to each player and place the remaining Feast Cards in reach of all players.
2. Shuffle the Resource and Strategy Cards (they share the same blue card back) together to create the Resource Deck. Deal a starting hand of seven cards to each player. Resource Cards are kept secret throughout the game, and a maximum of seven cards may be held. If the Resource Deck is depleted, create a new Resource Deck by shuffling the discard pile.
3. Remove the five 4-point Treasure Cards (pg.12) from the Treasure Deck and place them in the game box. They will be used in advanced games. Remove the six Curse Cards from the Treasure Deck. Shuffle the six Curse Cards together and draw three face-down. Shuffle them with the Treasure Cards to create the Treasure Deck. Return the remaining Curse Cards to the game box.
4. Draw six Treasure Cards and line them face-up in the middle of the table next to the Treasure Deck. Place the Resource Deck within reach of all players. Place discarded Resource Cards face-down next to the Resource Deck. Turning the discard pile sideways will help avoid confusion when drawing new cards.



How to Play

Treasure Hogs is played with 2-5 players. The youngest player goes first. In additional games the winner of the previous game goes first. Treasure Hogs is played in clockwise order, each player taking a turn attempting to gain as many Treasure Cards as possible. The game ends once all of the Treasure Cards have been claimed, including Curse Cards. The player with the highest treasure-point total wins.

Turn order:

1. (Optional) Discard three matching Resource Cards, then draw three new ones.
2. Play cards.
3. (Optional) Discard between one to three cards.
4. Draw between one to three new cards from the Resource Deck, not to exceed the seven-card hand limit.
5. Replenish revealed Treasure Cards to six.

1. Discard Matching Cards

As the active player you may discard up to three matching Resource Cards at the beginning of your turn, then draw three new Resource Cards, which can be played immediately. The value of the Resource Cards do not have to match. **Wealth Cards** may be used as a matching card since they are wild.

Example: None of the six Treasure Cards in play require Worker Cards to claim them. Amber is holding three Worker Cards, which are of no use to her. She discards the three Worker Cards, showing all players, and then draws three new Resource Cards, which she can play immediately.



2. Play Cards

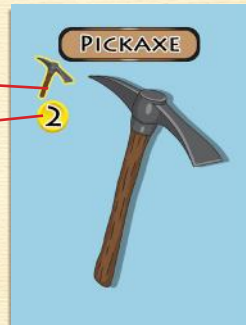
In Treasure Hogs the primary objective is to win treasure. To do this, you will need to play the required resources from your hand by matching Resource Icons displayed on a Treasure Card.

The primary Resource Cards are Pickaxe, Rope, Shovel, Thief and Workers. **Wealth Cards are Wild** and can be used as any of the five primary Resource Cards, they are worth 1-value. **Wealth Icons** will not appear on Treasure Cards since they can be any resource.

The active player may play any number of Resource and Strategy Cards for any amount of Treasure Cards available.

Resource Icon

Value



Value counts as one or more of a resource on a single card. The card above counts as two Pickaxes.

Treasure Cards display the minimum resources required on the left margin representing the cost to win each treasure. You must spend equal or more required Resource Cards from your hand to claim a Treasure Card. Treasures in a player's possession are to remain facedown during the game.



Curse Cards

As the revealed Treasure Cards are replenished, Curse Cards may be drawn that count as negative points at the end of the game. As the active player, if you don't take any treasure on your turn, or all of your treasure is stolen, you must take a Curse Card. If more than one is in play, take the lowest point Curse Card.

Curse Cards remain in play until taken by an active player.

After the active player plays cards used to claim treasure, they must declare the total resource value of all cards played. After the value is declared, an opponent may choose to steal your treasure by shouting, "Oink!" They must play Thief Cards equal to or higher than the

Example (Diagram 1): Jessie has seven total Resource Cards in his hand, which he uses to try to gain three of the available Treasure Cards. Matching the required resources on each Treasure Card Jessie first, plays a Wealth Card on a 1-point treasure, which is Wild, and counts as any resource type. Second, he also plays Rope worth 2-value on a single 2-point treasure, since the card counts as two Ropes. Last, on a 3-point treasure he plays a Worker worth 1-value, a Thief worth 1-value and a Shovel worth 2-value.

***The higher the total resource value played the more difficult it is for other players to steal the active players treasure!**

***A single Resource Card with two or more value cannot be divided up amongst different Treasure Cards, they can only be played under a single Treasure Card.**

Jessie lays his cards down under each of the Treasure Cards he attempts to claim, so all players can see his actions.

He adds up his combined resource value indicated by the gold coin on each card, then states out-loud, "I have a value of 7!"



5-point Treasure Cards award the player an additional Feast Card, which allows an Archeologists to use their ability once per turn. (pg. 11)

Diagram 1



Example Continued (Diagram 2): After Jessie states his resource value total Addyson shouts, “OINK!” She then plays a combination of three Thief Cards totaling 6-value, and adds a Wealth Card, which is Wild, worth 1-value. Wealth Cards can be used as Thieves to steal out of turn. All of Addyson’s cards used to steal total 7-value. She has just enough Thieves to steal poor Jessie’s treasure. She then places all cards used to steal on the table visible to all players.

Jessie then says, "Not so fast!" He plays the Strategy Card *Smoke Cloud* (pg. 9) from his hand, which is used to block all cards used to steal. All of the Addyson's cards are discarded and she does not draw new Resource Cards, since she is not the active player. Jessie grabs his treasure, earning a total of six treasure-points.

*Regardless of who wins any Treasure Cards, they are placed faced-down in front of them.

*Stealing treasure with Thieves is explained in detail on Page 8.

Diagram 2



3. Discard Cards

All Resource, Strategy and Thief Cards used are discarded face-down. You may also discard between one to three cards from your hand, if you have cards you no longer want to keep.

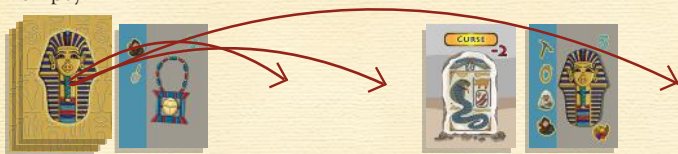
***It is recommended to turn the Resource Discard pile sideways to avoid placing discarded cards into the Resource Deck.**

4. Draw Cards

As the active player, after your turn is completed, draw between one to three new cards from the Resource Deck, making sure not to exceed the seven-card hand limit. When you are not the active player do not draw new cards after playing Thieves used to steal.

5. Replenish Treasure Cards

Draw new Treasure Cards. There should always be six Treasure Cards available at the start of a turn unless the Treasure Deck is empty.



Stealing With Thieves

Out of turn, you may use one or more Thief Cards (including Wealth Cards) to steal the active player's treasure. Once the value has been declared, if your Thieves' combined value is equal or more, shout "OINK!" to steal all the treasure the opposing player was attempting to claim. Discard any cards used to steal. Do not draw any new cards unless you are the active player.



Additionally, some Thief Cards have a steal bonus value that is applied when stealing an opponent's treasure. For instance, a Thief Card that is worth 2-value with a steal bonus of 1-value, would total 3-value when stealing. You can use a combination of Wealth, Raider (pg.10) and Thief Cards to steal.

***Steal Bonuses are not added when you are the active player using Thieves as a Resource Card.**

Hog-Tie Challenge

If two or more players state-out-loud, “Oink!” Then a Hog-Tie Challenge begins between players attempting to steal the active player’s treasure. Players that are not participating must close their eyes. Thieving players decide how many cards they are willing to use in order to steal. You may not play a lower value declared from the active player. The more cards used to steal, increasing the overall Thieving value, the higher chance of winning treasure.

When ready, Thieving players countdown, “3,2,1,” then simultaneously reveal their combined Thieving value to each other. The player with the highest Thieving value wins the active player’s treasure. Players that didn’t win, place any cards used back into their hand. Players not participating may now open their eyes. The winner of the Hog-Tie Challenge discards any cards played into the discard pile and steals the treasure from the active player.

If competing players tied in their revealed Thieving value, they place their cards back into their hand and the active player wins all Treasure Cards.

*A **Smoke Cloud Card** (pg. 10) may be played by the active player to stop the winner of a Hog-Tie Challenge from stealing treasure. The winner of the Hog-Tie Challenge loses, then discards any cards played. The active player wins all Treasure Cards.

Strategy Cards

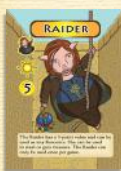
Strategy Cards have a bronze name plate, a small icon of the card type on the upper left corner, as well as Sun Icon indicating that it is a Strategy Card. At the bottom of the card is the ability text. Any number of Strategy Cards may be played during a player’s turn, and some may be played out of turn. All Strategy Cards are to be discarded into the discard pile after use.



Strategy Cards



Smoke Cloud – Use immediately to block an opponent from stealing your treasure, including the Raider Card. Any cards used to steal are discarded. Keep any treasure you win.



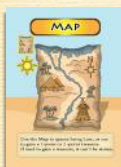
Raider – The Raider has a 5-point value and can be used as any resource. She can be used to steal or gain treasure. When stealing, the Raider may be used in combination with other Thief and Wealth Cards to attempt to steal treasure out of turn. The Raider can only be used once per game and is returned to the game box after use.



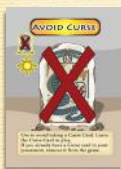
Lantern – At the beginning of the active player's turn, draw the top three Resource Cards, choose one, then return the other two cards to the top of the Resource Deck. The chosen card may be played immediately.



Lost - As the active player give this card to an opponent to make them Lost. That player remains Lost and cannot steal until after they are the active player, then discard this card. You cannot make yourself Lost.



Map – This card has a dual function. If you become Lost, you may play the Map Card immediately to ignore its effects. You may also use the Map Card to take a 1 or 2-point treasure, in play, if you are the active player. An opponent cannot steal the claimed treasure.



Avoid Curse – If the active player doesn't have the required Resource Cards to claim a treasure, or if an opponent steals the active player's treasure, then use the Avoid Curse Card to avoid having to take the Curse. The Curse Card remains in play. If you already have a Curse Card in your possession, use this card to remove the Curse from your Treasure.

Archeologists



Archeologists each have an ability they may use throughout the game by spending a **Feast Card**. Spent Feast Cards are to be placed into the Feast Card reserve pile. An ability can only be used once per turn. Each 5-point treasure gained also grants the player an additional Feast Card.



Agnus Pigsty loves to recycle trash; as the active player after using Resource Cards to claim treasure, before the draw step, Agnus may secretly choose a Resource Card, not a Strategy Card, she played and take it back into her hand. Place the remaining cards into the discard pile.

Sir Hogsalot hogs all the resources for himself; he can add two additional value to any Worker, Shovel, Rope or Pickaxe.



Professor Bones, a master of ancient discoveries; he may draw up to two cards at the beginning of his turn. Professor Bones may not exceed the seven-card hand limit.

Amelia Swinehart is one of the best pilots to take to the sky; she may claim a two-point treasure, which can't be stolen, during her turn.



Napigleon, a General and Head of Command; he can add one additional value to a Thief Card. This ability may also be used out of turn to steal a treasure, as well as during a Hog-Tie Challenge.

Laura Slop discovered a rare magical talisman on a recent expedition; she now can avoid or destroy a Curse in play. If she chooses to destroy a Curse, then the card is removed from the game.





Grumple Porkskin, a wizard for conjuring resources; use a single Strategy Card as any resource type once per turn to gain treasure.

Marilyn Sizzlyn is always cooking up a plan; she can randomly draw two Resource Cards from an opponent's hand. Keep one and give the other card back.



End of Game

After the last Treasure Card has been claimed, including Curse Cards, the game ends. Players count all the treasure-points they have and subtract points for Curse Cards.

Each Feast Card not used adds an additional treasure-point. Any Strategy Cards left in a player's hand each count as one additional treasure-point.

The player with the highest point total is the Ultimate Treasure Hog!

If there is a tie, the player with the highest combined Resource Card value in their hand wins.

If there is still a tie, the player with the highest Thief value in their hand wins.

Advanced Rules

Once players become more familiar with Treasure Hogs, there are five additional 4-point Treasure Cards that add additional strategy to the game. When using Resource and Strategy Cards to claim a 4-point Treasure Card, they cannot be stolen from the active player. The crossed out Thief Icon is a reminder that a 4-point Treasure Card cannot be stolen. Any

4-point Treasure Cards are to be placed immediately into the active player's claimed treasure face-down. **Resource Cards used for 4-point Treasure Cards are to be discarded immediately.** Cards used to claim 4-point Treasure Cards are not used towards the combined resource value when claiming additional treasure. The active player may attempt to gain additional treasure.



Frequently Asked Questions

1. Can I use additional **Resource Cards** to claim Treasure Cards, even if the requirement to claim them has been met? **Yes! This is a great strategy to increase the overall combined resource value, which lowers the chance of having your treasure stolen.**
2. Can I use Thief and Wealth Cards, when stealing, with a **Raider**? **Yes.**
3. Can I use Resource and Wealth Cards to add additional value with a **Raider** when attempting to gain a single treasure? **Yes, as long as the Resource Cards used match the Resource Icons on the treasure.**
4. If the active player is claiming multiple **Treasure Cards**, can I **steal** a single treasure? **No, you must be able to steal all treasure the active player is attempting to win.**
5. Why discard **Resource and Strategy Cards** face-down? **Agnus Pigsty** uses an ability where she secretly discards Resource Cards. (Pg. 11) **Players also can discard cards secretly at the end of their turn.**
6. Can I play all seven cards in my hand in one turn? **Yes! You can play as many cards as possible during your turn. Remember, you can only draw up to three cards at the end of the active player's turn.**
7. Is it common to have less than seven cards in your hand throughout the game? **During the game you may have anywhere between zero to seven cards in your hand depending on Thieving choices and how you decide to play your Resource and Strategy Cards.**
8. What happens if there are only Curse Cards left to claim and no Treasure Cards? **Players take the remaining Curse Cards in Clockwise order.**

Credits: Game & Graphic Design: Brian Farr
Art & Art direction: Tracy Farr
Additional Art: Thomas Blue
Rules Editor: Calli Wright, Alyson Al-mulla
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