

Pig (Card Game)

3-13 players

52 cards

Difficulty: Easy

Duration: Short

Collect four cards of the same rank and avoid being last to notice.

SETUP

- Prepare sets of 4 matching-rank cards (one set per player).
- Shuffle and deal 4 cards to each player.

SCORING

- The 'Pig' each round is eliminated.
- Remove one set of cards before shuffling for the next round.
- Last player standing wins.

Tip: Watch other players while passing cards; spotting a nose-touch early saves you.

ON YOUR TURN

- All players simultaneously pass one card left and receive one from the right.
- Keep passing rapidly until someone gets four of a kind.
- When you have four of a kind, discreetly touch your nose.
- Last player to touch their nose is the 'Pig' and is eliminated.

Pig is a lively card game suitable for 3-13 players, centered around collecting four cards of the same rank as quickly as possible. The game encourages quick thinking and observation skills, making it an enjoyable pastime for gatherings and parties.

Equipment

Standard 52-card pack.

Setup

1. **Prepare Card Sets:** Gather sets of four cards of the same rank for each player participating in the game. For example, if playing with four players, prepare sets of Aces, Jacks, Queens, and Kings.
2. **Shuffle Cards:** Mix the sets of cards thoroughly to create a single deck.

Gameplay

1. **Dealing:** Deal four cards to each player from the shuffled deck.
2. **Passing:** Players simultaneously pass one card to the player on their left and receive a card from the player on their right. Pass and pick up cards swiftly to maintain the game's pace.
3. **Building Sets:** Players aim to collect four cards of the same rank in their hand as quickly as possible. Hold onto cards of the same rank if you already possess 2 or 3 of them.
4. **Signaling:** When a player successfully gathers a set of four cards of the same rank, they discreetly touch their nose to signal their achievement. Other players must promptly follow suit and touch their noses upon noticing a player's signal.
5. **Elimination:** The player who is the last to touch their nose is humorously dubbed the 'Pig' for that round and sits out for the rest of the game.
6. **Starting a New Round:** Remove a set of four cards before shuffling to begin a new round, maintaining one set of cards per player.
7. **Winner:** The last player standing after successive rounds is declared the winner of the game.

Variation: Full Deck Stockpile

For a more random and dynamic game, consider playing with the full deck as a stockpile:

- **Setup:** Shuffle the entire deck and deal four cards to each player. The dealer retains the deck as the 'Stockpile.'
- **Dealer's Role:** The dealer passes one card and draws a new one from the Stockpile to refill their hand. If the Stockpile is exhausted, the dealer can draw from the discard pile.
- **Last Player:** The player to the right of the dealer just sets the cards they don't want into a discard pile.

Tips & Strategy

Try to keep track of the cards being passed around to anticipate which ones you might receive next. Be observant and quick to notice when someone achieves four-of-a-kind.

Focus on quickly identifying opportunities to form four-of-a-kind sets while also paying attention to the cards being passed around by other players. Keep track of the cards you pass and receive to optimize your chances of winning.