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YOUR PIG HAS ESCAPED!

*It's running around your farm at speed!
Can you catch it before you lose it?*

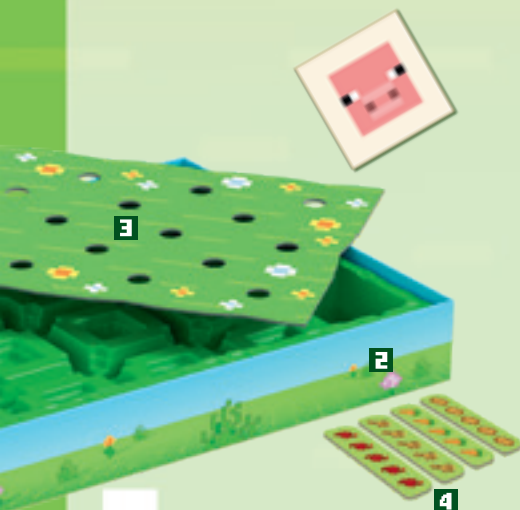
*Quickly, lure the pig to your pen with its favorite food! Roll the dice to see
which fences you can turn. Turn the fences wisely so the pig finds its
way to your pen. Earn a token every time you successfully catch it.*

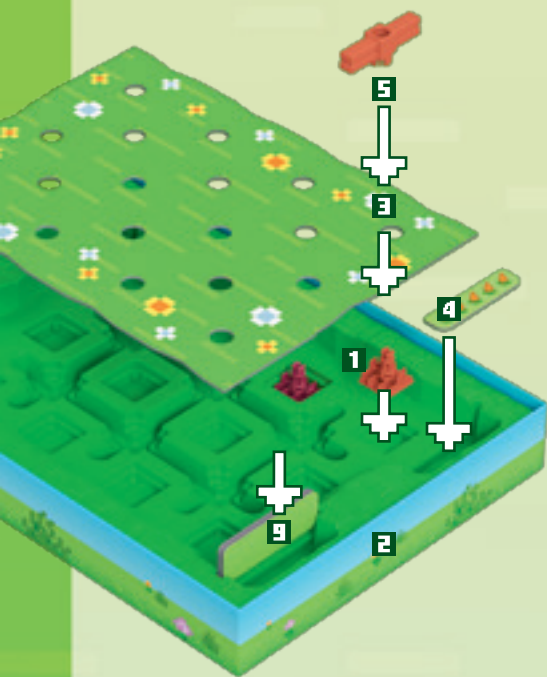
AIM OF THE GAME

The first player to collect
five pig tokens wins!

CONTENTS

- 1** 18 pegs
- 2** 1 box inlay
- 3** 1 game board
- 4** 4 pens
- 5** 18 fences
(6 crimson, 6 acacia, 6 bamboo)
- 6** 1 BrushBug® pig
- 7** 20 pig tokens
- 8** 1 die
- 9** 2 gates



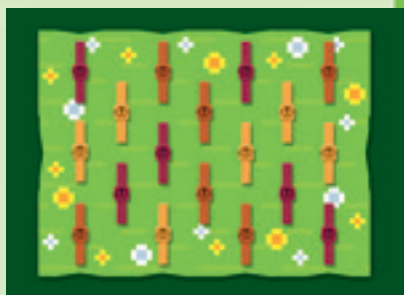
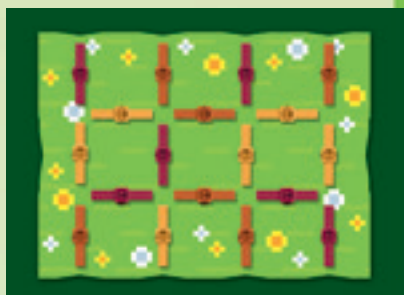


BEFORE YOUR FIRST GAME

Ask a grown-up to help you set up the game. Carefully remove all the pieces from the punchboards.

How to set up the game board:

- Position the **pegs 1** in the 18 indentations of the **box inlay 2**, as show in the illustrations on the left and below.
- Cover everything with the **playing board 3** over the top.
- Place the **pens 4** into the four compartments of the inlay at the corners of the game box.
- Attach the **fences 5** to the pegs as shown.



BEFORE YOU PLAY

- Have the **pig 6**, **pig tokens 7** and **die 8** ready. For the basic game, you only need the front side of the pig tokens (pig side). The back (food side) is for the play variation "Piggy Pandemonium" (see p. 4).
- Each player chooses a corner with a pen showing some of the pig's favourite food. This is where you must lure the pig to earn pig tokens. If there are less than four players, use a **gate 9** to block the pen(s) you're not using. Set any spare gates aside.
With only two players, choose pens opposite from each other.
- Turn all of the **fences** to one of the starting positions shown here on the right.

BEGIN PLAYING!

1. SET THE PIG LOOSE

The youngest player starts. Switch the pig on by flipping the switch on the underside and set it loose in the middle of the playing board.



2. ROLL THE DIE



*Did you roll a **crimson (red)**, **acacia (brown)** or **bamboo (yellow)** fence? Quickly turn a fence in this color.* For example: if you roll a **crimson (red)** fence, turn a **red fence**.



*Did you roll a question mark? Then turn **one fence** in the **color of your choice** – so either **crimson (red)**, **acacia (brown)** or **bamboo (yellow)**.*

3. TURN A FENCE

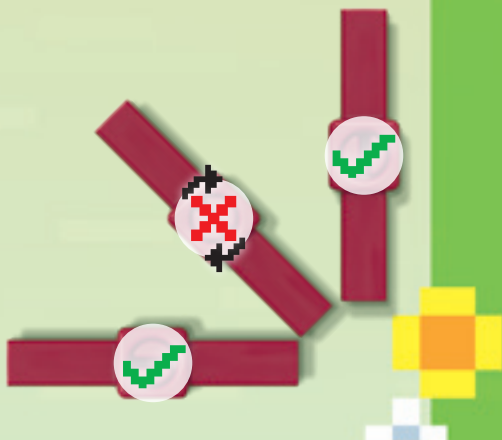
Always turn the fences so that they lock into place.

Don't leave them angled diagonally.

Don't wait too long to turn the fences.

If someone is too slow, then tell them to hurry up.

Play then continues in a clockwise direction and it is the next player's turn to roll the die and turn a fence.



4. CATCH THE PIG

The pig will run around the board. You can try to lure it into your pen by strategically turning the fences. Try to change its path so it ends up in your pen. As soon as it falls into a pen, the player who owns that pen receives a pig token.

Switch the pig off for a moment and set all of the fences back to one of the starting positions. The person who just earned a pig token begins the new round.

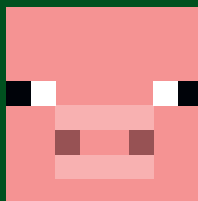
END OF THE GAME

The first player to collect five pig tokens wins!



Instructions for using the BrushBug® pig:

- Please store the pig in its original packaging.
- Don't get it jammed when you turn the fences.
- Help it get back on its feet if it falls over.
- If it gets stuck in a corner, give it a gentle nudge.
- To clean the device, please turn it off and remove the batteries. Wipe the surface with a dry or slightly damp cloth. Do not use chemical solvents. After the device is completely dry, the batteries can be put back in and the device can be used again.





PLAY VARIATION: PIGGY PANDEMONIUM



Shuffle the pig tokens with their pig sides showing. Each player draws a pig token at the start of the game instead of selecting a pen. Take a look at the **back** of the pig token you've drawn. It shows one of the 4 foods matching the pens. **Don't show your token to your fellow players!** Now you know which pen you must lure the pig in this round.

Following the standard rules, try to lure the pig into your pen. Have you managed to catch the pig? Show your pig token with the pen side up to your fellow players to prove you've successfully caught the pig. Then turn your pig token to the pig side and keep it. Now take a new pig token and secretly look at the pen side.

Several players might have drawn the same pen. Once the pig has been caught, all of the players with the matching pen on their pig token can turn it over.

The first player to collect five pig tokens wins! If several players manage this in the same round, they share the victory!



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