

Rulebook

PIGGY YELLOW



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7+



2~8



15'

Each round, the leader chooses a word that fits the theme of the round.
All other players play one color card that best matches that word.
If all the cards played match across all six themes, everyone wins together!
If not, get ready for chaos, laughter, and plenty of finger-pointing.

Sync with the other players and prove that you are one connected team!

I. Components



144 Color cards: 18 per player
(17 Different color cards + 1 Piggy Yellow card)



56 Double-side theme cards:
each side has 3 themes



II. Game Setup

1. Each player takes all 17 color cards and a Piggy Yellow card with the same back side.
2. Choose one player to be the first leader. The leader shuffles their 17 color cards (excluding the Piggy Yellow card) and then randomly draws 6 of them to reveal. These cards are the color cards not used in this game.
3. All players find the 6 color cards revealed by the leader and return them to the box. Thus, each player starts the game with the same 11 color cards plus the Piggy Yellow card, for a total of 12 cards.
4. Shuffle all the theme cards, then draw 6 and place them in a row.



III. Game Play

- The game is played over 6 rounds.
- In each round, use one theme card in order, starting from the leftmost card.
 - Rounds 1 and 2: Use the first theme on the theme card.
 - Rounds 3 and 4: Use the second theme.
 - Rounds 5 and 6: Use the third theme.

1R	2R	3R	4R	5R	6R
Dessert	Bird	Liftable	Fruits	Movie characters	Website
Sweet dessert	Fish	Breakable	Vegetables	Cartoon characters	Applications
Bitter dessert	Insect	Throwable	Grains	Game characters	Social media platform

Round Sequence

1. The current leader checks the theme for this round, then chooses and announces a word related to the theme.

Tip Choose a word that helps everyone think of the same color.

- Note** You may not use words that contain a word already found on the color cards.

Examples: “red apple,” “orange,” “White House.”

2. The leader secretly selects the color card that best matches the word and places it face down above the theme card.

Note The Piggy Yellow card cannot be used by the leader.

3. Without discussion, each player (except the leader) secretly selects the color card they believe the leader has chosen. Place these cards face down in a row below the theme card. All cards remain hidden until the end of the game.

Note Players may use the Piggy Yellow card as a wildcard if they are unsure of the leader’s choice.

4. The player to the left of the current leader becomes the next leader.
5. Repeat this process until all 6 rounds have been completed.

“Super Man”



IV. End of the Game

After the 6th round, check the results as follows:

1. Starting with the theme card from Round 1, reveal the color cards in order.
2. First, flip over the leader's card. The leader explains why they chose that color.
3. Then, reveal the other players' cards. If every player's color card matches the leader's color card, the round is a success!

Note Piggy Yellow always counts as matching the leader's card.

4. Continue revealing the cards for all 6 theme cards in the same way.

If all 6 rounds are successful, the players win!

If even one round fails... maybe next time your minds will connect better. Try again!



Variant

If the win/lose condition of the base game feels too tough, practice with this variant rule first!

The game play rules are same as the base game.

At the end of the game, when comparing the leader's card with the players' cards, set aside all color cards that do not match the leader's card. After checking the 6th theme card, count the number of cards in this separate pile to determine your result:

# of players	2-4	5-6	7-8	Result
# of failed cards	0	0	0	Perfect harmony! You don't need this variant.
	1-2	1-3	1-4	So close! Well done. Next time, try the original game!
	3-4	4-6	5-8	You're getting more and more in sync!
	5+	7+	9+	You still have a lot to learn about each other. Talk about your tastes and thoughts, then give it another try!