



PIG and the FENCE

Two Player Strategy Game

GAME RULES

1. Choose who will be the Pig, and who will be the Fence. Choose who goes first.
2. Place game tokens on the board as indicated; one Pig token, four Fence tokens.
3. Players take turns moving one token at a time.
 - a. Fence tokens may only move diagonally forward, one space at a time, always staying on White squares.
 - b. Pig token may move one space diagonally forward or backwards each turn, always staying on White squares.
4. If Pig gets past Fence, he/she is **THE WINNER**. If Fence traps Pig, he/she is **THE WINNER**.