

SAY PLEASE, LITTLE PIG

INSTRUCTIONS • 2-4 PLAYERS

COMPONENTS

- Game Board • 30 Manners Cards • Spinner
- Manners Key • 4 Piglet Tiles • 2 Stand-Up Pigs

OBJECTIVE

It's the best day of the year—the opening of the county fair! The 2 pigs are excited to go, but have made a mess of the barn. The farmer is very upset and tells them they must learn their manners before they are allowed to attend the festivities. Help the 2 pigs get to the county fair as they learn their manners along the way.

But be careful! The 4 piglets on the farm are misbehaving. They want to splash around in the mud and try to tempt the pigs to join them! Work together to get the 2 pigs to the county fair before all the piglets jump into the mud!

If all 4 piglets jump into the mud before you reach the fair, the 2 pigs can't help but jump in too. They get all muddy and the farmer makes them go back to the barn to clean up!

SETUP

Punch out the 2 pigs and 4 piglet tiles, place the pigs on stands, and assemble the game board. Place the game board and spinner in the center of the playing area so all players can reach them. Shuffle the manners cards and place the deck alongside the game board with cards face down. Place the 4 piglet tiles to the side of the game board, the 2 pigs at the barn, and the manners key (on the back of the instructions) nearby with answers face down.

HOW TO PLAY

This is a cooperative game where everyone plays as a group. Together, decide on names for the 2 pigs, then select a player to go 1st. Player #1 begins by using good manners to ask for the spinner and remembering to say "Please" and "Thank you." It's okay to remind each other to do this too!

Player #1 spins the spinner. If the spinner lands on a **piglet**, the piglets are misbehaving! All players say their best "OINK!" and move one of the piglet tiles to the mud pit on the game board. Moving in a clockwise direction, it's now the next player's turn to spin.

If the spinner lands on a number, all players decide which pig is best to move the corresponding number of spaces on the game board. The pig may land on any of the following spaces:

Ticket: Pick the top manners card from the deck. Show the card to everyone, and then as a group decide if the manner on that card is a good manner or a bad manner.

When all players have decided (and hopefully agreed), use the number on the manners card to locate the correct answer on the manners key. A happy face indicates a good manner and a sad face indicates a bad manner. If it's a bad manner, talk about what makes it so and what could be done to turn it into a good manner.

If the group's decision is correct and matches the manners key, the turn is over. If the group's decision does not match the manners key, choose another manners card and try again.

If players disagree, check the answer on the manners key and discuss. Then pick the next manners card and try again. Place used manners cards in a discard pile.

Blue Ribbon: Move the pig forward 1 space on the game board.

Mud Hole: Go back 1 space.

Blank Space: Remain on that space, and the turn is over.

The pigs can occupy the same space on the game board. Remember, players decide together which pig to move. If one pig moves past the other on the game board, players should say "Excuse me" as they pass by.

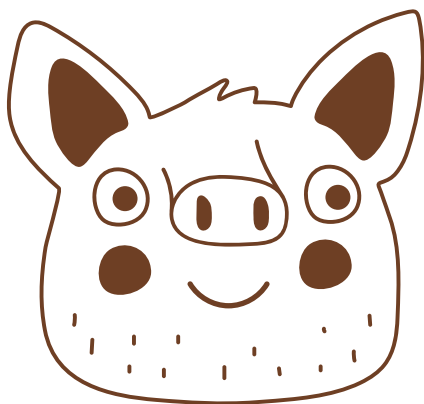
WINNING

If the players successfully move the 2 pigs across the game board to the county fair before all 4 piglets land in the mud pit, the players win! Players do not need to spin the exact number of remaining spaces to enter the county fair.

If all 4 piglets land in the mud pit before the 2 pigs reach the county fair, the piglets win! Either way, congratulate all players on a good game!

MANNERS KEY

GOOD MANNERS



=

1

3

5

8

9

10

13

15

18

20

21

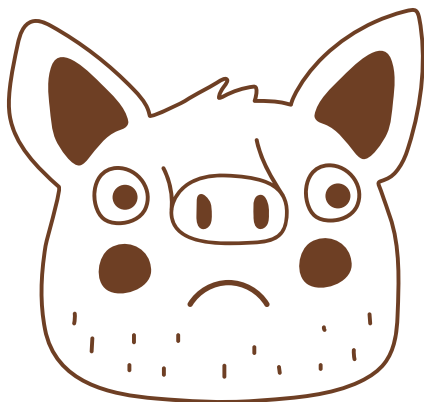
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BAD MANNERS



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2

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6

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