



WitchPig Rules

About the Deck

- The WitchPig deck consists of 68 cards.
- There are 7 different suits:
 - Swords
 - Suns
 - Triangles
 - Pentacles
 - Moons
 - Comets
 - Glooms
- Three suits are red:
 - Swords
 - Suns
 - Triangles
- Three suits are black:
 - Pentacles
 - Moons
 - Comets
- One of the suits is green:
 - Glooms
- All red and black suits each contain cards numbered [1]-[9].

- The **green** suit contains seven [3] cards, and three [6] cards.
- Additionally there are three *Event* cards: [Thief], [Stunned], and [Death].
- And finally, there is one [Midden] card.

In WitchPig (and any games that use this deck), a 6 is always the highest card, so from smallest to highest, the cards are:

[1], [2], [3], [4], [5], [7], [8], [9], [6].

The Objective

To play the best hand you can and win. See *Winning Hands*.

The Dealer

Anyone or all people can shuffle the deck.

The dealer of the first game is chosen by chance, as follows:

Each player draws a card, and the highest card wins. *Event* cards are treated as [1]. Ties are decided by suit colour, with **green** beating **red**, and red beating black. Event cards are treated as a

black suit. If it is still a tie, then the tying players shuffle the deck and draw again.

How to Play

1. Place the [Midden] card on the table. This will simply be used to mark the *Midden* (or discarded cards) pile, so they are not confused with the available *Field* (or as-yet undealt cards) pile.
2. Shuffle the deck and the dealer deals out 6 cards to each player, starting with the player to their left.
3. Once the hands are dealt, place the *Field* cards on the table (face down) away from the [Midden] card.
4. Starting with the player to the left of the dealer, the player draws a new card from the *Field*. The player can choose to keep this card or not, but must discard a card next to the [Midden] face down. The player should have 6 cards in their hand at the end of their turn.
5. The next player to the left does the same, and so on.

6. At any point in the game, a player may call "WitchPig", and all players must IMMEDIATELY stop what they are doing, and the calling player must show their hand.
7. The best *Winning Hand* wins the game.
8. Players may return all cards to the deck, shuffle and start a new game.

Event Cards

Note that the *Event* cards are all played immediately, and consequently have no value.

Thief: The [Thief] card is played immediately upon drawing, and then moved to the *Midden*. As soon as it is played, the player can draw a new card to replace it. The player to the left reveals their hand to the [Thief] card player, and the [Thief] card player may swap a card between hands. The game continues to play out.

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Stunned: The [Stunned] card is played immediately upon drawing, and then moved to the *Midden*. As soon as it is played, the player draws a new card to replace it. Then, the player to the left skips their next turn. In two player games, this will be your opponent. The game continues to play out.

Death: The [Death] card is played immediately upon drawing, and then moved to the *Midden*. As soon as it is played, the player that draws the card has their game end. All of their cards are placed in the *Midden*, face down. If the game is a two-player game, the opponent wins. If the game has more than two players, the game continues as normal.

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Winning Hands

The following two cards (*Winning Hand Matrix*) show the winning hands, in order of power. The shortform code is used to explain the hands below:

- A = Any Suit (of the colour highlighted). No highlighted colour means any suit, of any colour (black, red, or green).
- S = Same Suit (if coloured red, it would indicate all red Swords, or all red Suns, etc).
- n = any number
- n1, n2, n3 = sequential numbers
- n1, n1, n1 = same numbers
- Colours relate to suit colours

Winning Hand Matrix

7

#	Card 1	Card 2	Card 3	Card 4	Card 5	Card 6
1	Sn1	Sn2	Sn3	Sn4	Sn5	Sn6
2	Sn1	Sn2	Sn3	Sn4	Sn5	Sn6
3	6	6	6	3	3	3
4	An1	An1	An1	An2	An2	An2
5	An1	An1	An1	An2	An2	An2
6	3	3	3	3	3	3
7	Sn1	Sn2	Sn3	Sn4	Sn5	An
8	Sn1	Sn2	Sn3	Sn4	Sn5	An
9	A6	A6	A6	A6	A6	A6
10	An1	An2	An3	An4	An5	An6
11	An1	An2	An3	An4	An5	An6
12	Sn1	Sn2	Sn3	Sn4	An	An
13	Sn1	Sn2	Sn3	Sn4	An	An
14	A3	A3	A3	A3	A3	A3
15	A6	A6	A6	An	An	An
16	A3	A3	A3	An	An	An
17	A6	A6	A6	An	An	An
18	A3	A3	A3	An	An	An
19	6	6	6	An	An	An
20	Sn1	Sn2	Sn3	An	An	An
21	Sn1	Sn2	Sn3	An	An	An
22	3	3	3	An	An	An

WitchPig

The Middelands Card Game

Winning Hands (Top = most powerful)

			Sequential in Same Red Suit		
		Sequential in Same Black Suit			
					3 Grooms with a Value of 3 3 Grooms with a Value of 6
		2 Triplets in Red Suits			
					2 Triplets in Black Suits
		All Grooms with a Value of 3			
					5 Sequential Cards of Same Red Suit
		Any			
					Any
		6 Cards of Any Suit With a 6 value			
					6 Sequential Cards of Any Red Suits
		6 Sequential Cards of Any Black Suits			
					4 Sequential Cards of Same Red Suit
		Any			
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WITCHPIG CRAZE SWEEPING THE HAVEN ISLES

The card game of WitchPig is sweeping across the Haven Isles. The gambling game which is deemed to be esoteric and shrouded in hidden mysticism is frowned upon by those of a theological persuasion, and it is deemed a ritual device of devils, witches, and warlocks.

The Witchfinder General, Lord Tolbein Moorcock of the Grand Malefizhaus in Great Lunden has issued an order to all witchfinders that anyone found playing the game should be arrested and investigated for their allegiances to devilry.



A typical WitchPig card.