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.