

Piggy in the Middle

Contents:

1 jiggled game board, 1 piggy bank, 4 piggy bank boards, 32 cards play money, 4 counters, 1 spinner, 1 dice

Object

To be the first player to save £5 and arrive at the finish.

To play

- Assemble the game board and place the piggy bank in the centre. Shuffle the cards and place them in a pile, face downwards over the large yellow coin.
- Each player chooses a piggy bank board and a matching coloured counter, which they place on the corresponding piggy bank square on the game board.
- One 50p coin is placed in the piggy bank and each player is given coins as follows, which they keep on their piggy bank board:
 - 2 players: 2 x £1, 1 x 50p
 - 3 players: 2 x £1, 2 x 50p
 - 4 players: 2 x £1, 3 x 50p
- The rest of the money is kept to one side as the bank, and one player is chosen to be the banker. Players may use the bank to change money into larger or smaller denominations.
- The youngest player begins by rolling the dice and moving their counter the number of spaces shown clockwise around the board.
- If the player lands on a 'Miss a go!' space, they must miss their next turn.
- If a player lands on a yellow coin, they take the top card from the pile and read it out. (If it is a 'Spend!' card, the player must pay into the bank. If it is a 'Save!' card, the player receives money from the bank.) The spinner is then spun to see how much the player must give to, or receive from the bank. The card is then placed face upwards on the discard pile shown by a green coin.
- If the card taken shows the piggy bank, the player takes all the money from the piggy bank in the centre of the board and adds it to their savings.
- If the player lands on a piggy bank space that is a different colour to their counter, they take 50p from their savings and put it in the piggy bank in the centre.
- Play then passes to the next player.
- On their turn, players may choose to move between the outer and inner tracks, along any of the four paths. When on the inner track, players must still move only in a clockwise direction.
- If the pile of cards runs out, the discard pile is shuffled and placed face downwards on the large yellow coin.
- Once a player has £5 saved on their piggy bank board, they move up a path to any of the 'Finish' spaces. Players need to throw the exact number to land on one of the 'Finish' spaces. If a player's savings drop below £5 before they reach the 'Finish', they must continue playing until they have at least £5 again.

The winner

The winner is the first player to arrive at the finish with savings of £5.



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Not suitable for children under 36 months due to potential small parts.