

PORG FOOT

PLAYERS 2-4

SABACINOS



SETUP

- Tiles per Player: 7 tiles (2 players) or 5 tiles (3-4 players).
- Shuffle tiles face down, each player draws their hand.



GAMEPLAY

- **STARTING THE GAME** - Instead of the lowest double, players roll a die.
- Lowest roller places the starting double tile (if no doubles exist in anyone's hand, redraw until one appears).
- This tile is placed in the center as the "hub."

BUILDING PORC FEET

- Whenever a double is played, it must be placed perpendicular to the matching tile.
- Immediately, 3 branches (a porg foot) must be built off of it before any other plays continue elsewhere.
- Example: If someone plays a double-4, the next 3 plays must all connect to that double-4 to form the foot.
- Once the porg foot is "complete," play may resume on any open ends.

NORMAL PLAY

- On your turn, match one end of a tile in your hand to an open end on the layout.
- If you cannot play, draw one tile from the boneyard (if available). If still no play is possible, you pass.

ENDING THE ROUND

- Round ends when one player uses all their tiles, or no legal moves remain.
- Scoring: Each opponent's unplayed tiles are summed and added to the winner's score.
- Optional twist: Doubles left in hand count as double their value (penalty).

VARIANTS

- HoloNet Interference – Instead of drawing, you must roll a die. On a 1-3, you draw; on a 4-6, you pass (simulating a scrambled transmission).
- Smuggler's Standoff – If two doubles are played back-to-back, players must "complete" both porg feet before resuming



LEARN MORE @ AMROD'S!