

If you make a bad Hog Call:

You subtract double the number of points scored. This time the throwing player earns double the points. The player throwing the pigs retains possession until either he decides to stop or he throws a **Pig Out** or an **Oinker**, as in the basic rules.

CARING FOR YOUR BIG PIGS

First, some interesting pig facts. Contrary to popular belief, pigs are very clean animals. The reason they wallow in mud is because they have very few sweat glands and can't sweat like humans do. The cool mud keeps them comfortable. Dried mud protects their sensitive skin from sunburn and insect bites!

Your Big Pigs might get a little dirty after they've enjoyed many rousing games of Pass The Pigs. A damp cloth and some mild soap can be used to freshen them up. However, Big Pigs are not intended as bath and pool toys and should never be completely submerged in water.

Store your Big Pigs in the enclosed storage pouch and they'll be well rested and happy the next time you're ready to play with them!

Please contact us with questions and comments about **PASS THE PIGS!**

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Item # 1199

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Ages 7+



2+ Players

Object of the Game

To throw the pigs and score as many points in one turn as you can. The first player to score 100 points is the winner. BIG PIGS can land in all of the same positions as a standard set of Pass The Pigs pig dice.

Contents

2 Oversized Foam Pig Dice

1 Oversized Score Pad

1 Drawstring Pig Storage Pouch

1 Pencil

Illustrated Instructions & Pass The Pigs History

Playing the Game

1. Remove the cover of the score pad. This is to be used as a quick reference score chart during play.
2. One player is appointed the "swineherd" and is in charge of marking the individual scores onto the score pad.
3. Choose a player to go first. On your turn, toss both pigs simultaneously into the air.

NOTE: BIG PIGS are made from soft and durable foam. They tend to bounce more than a standard pair of Pass The Pigs pig dice. Once players get comfortable tossing Big Pigs they will discover that throwing them in different ways helps them achieve trickier poses.

For example, some players find that tossing

the pigs into the air and into each other makes for a great acrobatic landing. Others throw the pigs by carefully sending them aloft by their tails. Toss them any way you like, just remember to ***always be kind to your swine!***

How did they land?

At the end of your turn, the swineherd records your score and you pass the pigs to the next player.

Winning the Game

The first player to score 100 points wins the game!

Continuing to Play

Once you have noted the score for your throw you must decide whether to be a “Pig-head” and continue for more points, or to quit while you’re ahead.

Remember, if you go for more points you take the chance of throwing a “Pig Out” and losing all your points for that turn. Will the pigs be lucky for you?

You can take as many turns as you dare until either:

1. You decide to stop and record your total score for that turn.

Leaning Jowler 15 Points



One pig lands jowl to the ground supported by an ear and a front trotter. (The other pig is a Sider!)

Double Leaning Jowler 60 Points



Two curly tails in the air in the leaning jowler position!

Razorback 5 Points



One pig lands on its back, trotters in the air. (The other pig is a Sider!)

Double Razorback 20 Points



Both pigs land trotters up!

Pig Out Lose all points from your turn



Pigs land on opposite sides. Lose all pig points for that turn. (Ex: One lying dot side up, the other unmarked side up.)

Oinker Lose all points



Two pigs touching in any position—Lose all pig points up to this throw. Pass the pigs to the next player.

Mixed Combo Add Combined Score



Any combination of acrobatic pigs! Ex: Trotter + Snouter = 15 points

Trotter 5 Points



One pig lands on all four trotters. (The other pig is a Sider!)

Double Trotter 20 Points



Both pigs land in the trotter position.

Snouter 10 Points



A snouty pig lands on its snout and two front trotters. (The other pig is a Sider!)

Double Snouter 40 Points



Two snouters are better than one!

Sider 1 Point



Both pigs land on their same sides. (Ex: both lying dot side up, or unmarked side up.)

Piggy Back Out of game



A totally undignified position for pigs. You are out of the game

2. You throw a “Pig Out” and score “0” for that round.
3. You throw an “Oinker” and lose all your points accumulated in the game so far.

Game 2 - For Pig Fanatics

Play the game in the same way as described

earlier. When players have scored 20 points or more they may choose to “Hog Call”. The “Hog Caller” predicts what position the pigs will land in.

NOTE: *Hog Calls can only be made by players who are not throwing the pigs!*

To make a Hog Call, first you must shout “Sooe”, before the pigs are thrown by

another player. The first player to shout is the one to Hog Call for this round.

If you Hog Call correctly:

Earn double the number of points scored for that throw. At the same time the throwing player subtracts double the points from his total. (A player can never go below zero.)