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 more information about Winning Moves product safety and compliance please visit http://www.winning-moves.com/product_safety

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!

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.
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.
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 “Sooee”, 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.)