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.

Contents
• Plastic “Pig Sty” dice cup with lid
• 2 plastic pig dice
• Pigs scoring guide & score pad
• Illustrated instructions
• 1 pencil

Playing the Game
1. Remove the cover of the scorepad. This is to be used as a quick reference score chart during play.

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.

Winning the Game
The first player to score 100 points wins the game!

2. One player is appointed the “swineherd” and is in charge of marking the individual scores onto the scorepad.

3. Choose a player to go first.

How did they land?
At the end of your turn, the swineherd records your score and you pass the pigs to the next player.

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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”.

To make a Hog Call, 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.)

If you make a bad Hog Call:
You subtract double the number of points scored. This time the throwing player earns double the points.

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If you make a bad Hog Call:
You subtract double the number of points scored. This time the throwing player earns double the points.
Both pigs land on their same sides.  (Ex: both lying dot side up, or unmarked side up.)

Pigs land on opposite sides.

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

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

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

Both pigs land in the trotter position.

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

Both pigs land trotters up! Two snouters are better than one!

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

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

Two snouters are better than one! A totally undignified position for pigs. You are out of the game.

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.

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