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.
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. On your turn, toss both pigs simultaneously into the air.

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. 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.

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

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

If you throw the pigs retains possession until either he decides to stop or he throws a Pig Out or an Oinker, as in the basic rules.

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.

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.)

Leaping Jowler
15 Points

Double Leaping Jowler
60 Points

Bazooka
5 Points

Double Bazooka
20 Points

Pig Out
Lose all points from your turn

Oinker
Lose all points

Mixed Combo
Add Combined Score

One pig lands jowl to the ground leaning on an ear and a front trotter. (The other pig is a Sider!) Trotter 5 Points

One pig lands jowl to the ground leaning on an ear and a front trotter. (The other pig is a Sider!) Double Trotter 20 Points

Two curly tails in the air in the leaping jowler position! Snouter 10 Points

Both pigs land on their back, trotters in the air. (The other pig is a Sider!) Double Snouter 40 Points

Pigs land on opposite sides. Lose all pig points for that turn. Sider 1 Point

Two pigs touching in any position - Lose all pig points up to this throw. Piggy Back Out of game

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

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