

For 2 or more 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.

Contents

1 case, 2 pigs, 1 scorepad, 2 pencils

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.

Game Version II 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 "Soooo", 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.

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.

SIDER

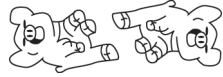
1 point



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

DOUBLE TROTTER

20 points



Both pigs land in the trotter position.

DOUBLE RAZORBACK

20 points



Both pigs land trotters up!

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!)

MIXED COMBO

Add Combined Score



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

PIGGY BACK

Out of Game!



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

SNOUTER

10 points



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

TROTTER

5 points



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

RAZORBACK

5 points



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

DOUBLE SNOUTER

40 points



Two snouters are better than one!

DOUBLE LEANING JOWLER

60 points



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

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.

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