

# PASS PIGS™



## INSTRUCTIONS

*For 2 Or More Players*

CONTENTS: 1 Pocket-size Pig Case, 2 Pigs, 1 Score Pad, 2 Pencils

OBJECT: *Be the first player to score 100 points  
by rolling two pigs as dice.*

# PLAYING THE GAME

One player must keep score. This player is known as the “swineherd.”

Choose a player to go first. Play then continues to the left.

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## ON YOUR TURN

Roll *both* pigs together onto a smooth surface and *mentally* note the score. Points are scored according to how the pigs land. (See Scoring.)

After noting your points, you must now decide whether to stop rolling and score, or to keep rolling to try and add points to your score.

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## STOP ROLLING

If you choose to stop rolling, add up the points that you have rolled so far on this turn and have the swineherd mark your score on the score pad. This ends your turn. Pass the pigs to the next player.

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## KEEP ROLLING

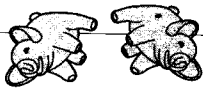
You may continue to roll the pigs again and again on your turn, each time mentally keeping a running total of the points rolled. You may keep rolling until one of the following occurs to end your turn:

- You decide to stop rolling and score.
- You roll a “Pig Out” which means you score 0 points for this turn. (See Scoring.)
- You roll an “Oinker” which means you lose *all* of your points accumulated in the game so far. (See Scoring.)

At the end of your turn, have the swineherd mark your score (if any) on the score pad. Pass the pigs to the next player.

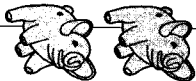
# SCORING

Points are scored according to how the pigs land. The greater the degree of difficulty, the higher the score.



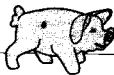
## **PIG OUT ~ 0 POINTS**

Pigs land on opposite sides. (One on its right side — no dot showing; one on its left side — dot showing.) You score 0 points for this turn. This ends your turn. Pass the pigs to the next player.



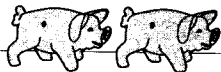
## **SIDER ~ 1 POINT**

Both pigs land on the same side. (Right side — no dots showing; left side — dots showing.)



## **TROTTER ~ 5 POINTS**

One pig lands on all four feet. The other pig lands on its side. NOTE: If the other pig lands in any other position, you have a Mixed Combo.



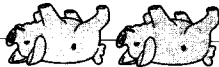
## **DOUBLE TROTTER ~ 20 POINTS**

Both pigs land on all four feet.



## **RAZORBACK ~ 5 POINTS**

One pig lands on its back. The other pig lands on its side. NOTE: If the other pig lands in any other position, you have a Mixed Combo.



## **DOUBLE RAZORBACK ~ 20 POINTS**

Both pigs land on their backs.

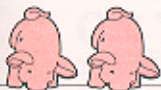


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**SNOUTER ~ 10 POINTS**

One pig lands on its snout and two front feet. The other pig lands on its side. NOTE: If the other pig lands in any other position, you have a Mixed Combo.

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**DOUBLE SNOUTER ~ 40 POINTS**

Both pigs land on their snouts and two front feet.

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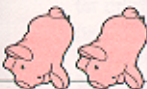


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**LEANING JOWLER ~ 15 POINTS**

One pig lands on its jowl, supported by an ear, snout, and one front foot. The other pig lands on its side. NOTE: If the other pig lands in any other position, you have a Mixed Combo.

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**DOUBLE LEANING JOWLER ~ 60 POINTS**

Both pigs land on their jowls, supported by an ear, snout, and one front foot.

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**MIXED COMBO**

Pigs land in any combination of Trotter, Razorback, Snouter, or Leaning Jowler positions. Add each individual position score for a combined total score. (For example: A roll of a Trotter (5 points) and a Snouter (10 points) equals a combined total score of 15 points for that roll.)

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**OINKER**

Both pigs land and touch in any position. You lose all of your points accumulated in the game so far. This ends your turn. Pass the pigs to the next player.

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**PIGGYBACK**

One pig is standing on top of the other pig. This is an unnatural pig position. You are out of the game!

# WINNING THE GAME

The first player to score a total of 100 points wins the game.

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## ANOTHER WAY TO PLAY

**(FOR GUTSY PIG PLAYERS!)**

Follow the rules for the basic game, but add in the option to “Hog Call.”

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### WHAT’S “HOG CALL”?

To “Hog Call” means to predict what position the pigs will land in. Just *before* the pig-rolling player rolls the pigs, any player (except for the pig-roller) with at least 20 points may scream “Sooee!” The first player to scream is the one who earns the right to Hog Call. As the Hog Caller, you must now attempt to predict in what position the pigs will land before they are rolled.

**IMPORTANT:** When predicting a Mixed Combo, the Hog Caller must specify the exact position of both pigs. (For example: “Trotter and Razorback.”) *The Hog Caller cannot predict a Pig Out, Oinker, or Piggy Back.*

**CORRECT PREDICTION:** If you predict correctly, you earn *double* the number of points scored on the roll. At the same time, however, the pig-roller must subtract from his or her total score that same amount. NOTE: A player can never go below 0 points.

**INCORRECT PREDICTION:** If you predict incorrectly, you must subtract from your total score *double* the points scored. At the same time, however, the pig-roller gets to add that same amount to his or her total score.

The player rolling the pigs may continue as the pig-roller until he or she decides to stop rolling, or until he or she rolls a Pig Out, Oinker, or Piggy Back as previously described.

# PIGERICKS

*There was a young pig whose delight  
Was to follow the moths in their flight.  
He entrapped them in nets,  
Then admired his pets  
As they danced on the ceiling at night.*

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*There was a young pig from Racine  
Whose botanical interests were keen.  
He planted a sock  
In a bright window box,  
Where it blossomed and sprouted a bean.*

■

*There was a poor pig on the street,  
In the dustbin found tidbits to eat.  
Though his hot garbage stew  
Smelled exactly like glue,  
He declared that its taste was a treat.*

■

*There was a young pig who, in bed,  
Nightly slumbered with eggs on his head.  
When the sun at its rise  
Made him open his eyes,  
He enjoyed them for breakfast in bed.*