



Player 1	Player 2	Player 3	Player 4

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**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.

**Playing the Game**

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

