



# PIG

## **Players**

- 2 - 6 players

## **Materials**

- 6-sided dice
- [Counting chart 0-100](#)

## **Objective**

- To be the first player to reach 100

## **How to Play**

- On your turn, a player can repeatedly roll the die to collect points until one of the following happens:
  1. You roll a 1, then all points you collected for that round are lost.
  2. You decide to end your turn and add that many points to your score for the turn.

## **Scoring Example:**

Example 1:

- Player one rolls a 5 and decides to continue rolling
- They then roll a 4 and decides to continue rolling.
- They roll a 3 they decide to stop and not roll anymore.
- The player now moves their piece on the board up 12 (5+4+3) points.

Example 2:

- Player two rolls a 4 and decides to continue rolling.
- They then roll a 2 and decide to continue rolling.
- They then roll a 1.
- Their turn is over, and they do not gain any points and do not move up the game board.

## **Variations:**

**Two Dice:**

- Two standard dice are used.
- If neither die is a 1, then you add the dice together.
- If one of the dice is a 1, the player does not gain any points and their turn is over.
- If both dice are a 1, then you lose 25 points.
- **OR** if both dice are 1, then you gain 25 points (decide before starting the game).

**100 to 0:**

- The players all start at 100 and work their way to 0 by subtracting the points they “bank” on their turn.

