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. 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
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 “Sooee”, 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. At the same time the throwing player is docked double the points.

(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.
Please contact us with questions and comments about PASS THE PIGS!
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Both pigs land on their same sides. (Ex: both lying dot side up, or unmarked side up.)
SIDER 1 point

Both pigs land on opposite sides. Lose all pig points for that turn. (Ex: One lying dot side up, the other unmarked side up.)
PIG OUT Lose all points from your turn

A snouty pig lands on its snout and two front trotters. (The other pig is a Sider!)
SNOUTER 10 points

One pig lands on all four trotters. (The other pig is a Sider!)
TROTTER 5 points

One pig lands on its back, trotters in the air. (The other pig is a Sider!)
RAZORBACK 20 points

Two snouters are better than one!
SNOUTER 5 points

Two curly tails in the air in the leaning jowler position!
DOUBLE LEANING Jowler 15 points

Two pigs touching in any position— Lose all pig points up to this throw. Pass the pig to the next player.
OINKER Lose all points

A totally undignified position for pigs. You are out of the game.
PIGGY BACK Out of Game!