Deluxe Pass the Pigs
The "Pig-Tastic" Version of the Great Party Game!

For 2 players, ages 7 and up

Contains:
2 Black Pigs, 2 Pink Pigs, 2 Shakers, 1 Pencil, 1 Scorepad, 12 Bingo Chips, Gameboard

A Tale of Two Piggies

Tired of being used as dice in the ancient game of Pig Hurling (and covered in bruises in awkward places), the two pigs, Jack and Hugh Pigfellow decided to craft two small wooden piglets to be used instead of them. Night after night they carved the miniature pigs in their own image. Finally, whilst pork scratching a scoreboard on an old piece of fence posting, Hugh shouted, "Oink, Pass the Pigs, Jack!" and so the first version was invented.

The game was a phenomenal success with the people of Pigalonia. Hugh and Jack rolled in their pens with glee at their astute business sense. The success and profits earned them critical acclaim and saved them a fortune at the pig hospital (not having to bandage their trotters after an unfortunate throw by an overzealous Pigalonian farmer!) We hope you enjoy Hugh and Jack's game, and play it in memory of them—and their bruises!

Classic PASS THE PIGS Rules

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.
<table>
<thead>
<tr>
<th>SIDER</th>
<th>1 point</th>
<th>PIG OUT</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Image of SIDER]</td>
<td>Both pigs land on their same sides. (Ex: both lying dot side up, or unmarked side up.)</td>
<td>Pigs land on opposite sides. Lose all pig points for that turn. (Ex: One lying dot side up, the other unmarked side up.)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TROTTER</th>
<th>5 points</th>
<th>DOUBLE TROTTER</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Image of TROTTER]</td>
<td>One pig lands on all four trotters. (The other pig is a Sider!)</td>
<td>Both pigs land in the trotter position.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RAZORBACK</th>
<th>5 points</th>
<th>DOUBLE RAZORBACK</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Image of RAZORBACK]</td>
<td>One pig lands on its back, trotters in the air. (The other pig is a Sider!)</td>
<td>Both pigs land trotters up!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SNOUTER</th>
<th>10 points</th>
<th>DOUBLE SNOUTER</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Image of SNOUTER]</td>
<td>A snouty pig lands on its snout and two front trotters. (The other pig is a Sider!)</td>
<td>Two snouters are better than one!</td>
</tr>
<tr>
<td>LEANING JOWLER</td>
<td>15 points</td>
<td>DOUBLE LEANING JOWLER</td>
</tr>
<tr>
<td>----------------------</td>
<td>-----------</td>
<td>-----------------------</td>
</tr>
<tr>
<td>One pig lands jowl to the ground supported by an ear and a front trotter. (The other pig is a Sider!)</td>
<td></td>
<td>Two curly tails in the air in the leaning jowler position!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MIXED COMBO</th>
<th>15 points</th>
<th>OINKER</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Any combination of acrobatic pigs! Ex: Trotter + Snouter = 15 points</td>
<td></td>
<td>Two pigs touching in any position—Lose all pig points up to this throw. Pass the pigs to the next player.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>PIGGY BACK</th>
<th>OUT OF GAME</th>
<th>Continuing to Play</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>A totally undignified position for pigs. You are out of the game!</td>
<td></td>
<td>Once you have noted the score for your throw you must decide whether to be a &quot;Pig-head&quot; 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 &quot;Pig Out&quot; and losing all your points. Will the pigs be lucky for you?</td>
<td></td>
</tr>
</tbody>
</table>

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.
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!

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**About Head-to-Head Pass the Pigs**

After more than 25 years of playing classic Pass the Pigs, Jack and Hugh Pigfellow felt it was time to add a new twist, thus, "Head-to-Head" Pass the Pigs was born. Like the classic play of Pass the Pigs, players roll pigs to score points, but in "Head-to-Head" Pass the Pigs players can also score big by winning a pigpen full of chips. Tensions mount as players shrewdly place their chips, hope for their opponent to "Pig Out" and lust after the overflowing pigpen.

**How to Play “Head-to-Head” Pass the Pigs**

For 2 players, ages 7 and up

**Object**—To score points by rolling the pigs and placing chips on the spaces rolled. Chips are sometimes moved into the "Pigpen" and are won through Bonus Rolls. 200 or more points wins the game.

**Set-Up**—Place the gameboard in the center of the play area. Each player will place chips on the side of the gameboard facing him. Each player begins the game with 6 chips, a pair of
pigs of the same color (black or pink) and a pig dice shaker. Prepare a score sheet with the names of both players.

**How to Play**—Youngest player plays first. Players alternate taking turns until all chips are placed, which ends the round. Several rounds are played until one player wins the game.

1. **SHAKE YOUR PIGS**
   Shake and roll your pair of pigs (to the side of the gameboard, not on the gameboard.)

2. **PLACE YOUR CHIPS**
   - Place chips on your side of the gameboard, corresponding to your roll. Place one chip for each pig rolled.
     
     *For example, you roll a Sider and a Trotter. Place one chip on the Sider space (worth 1 pt.) and one chip on the Trotter space (worth 5 pts.).*
   - If you’re fortunate enough to roll a double, you only place one chip on its corresponding space (you’ll soon see why it is good to conserve your chips).

3. **MOVING A CHIP INTO THE PIGPEN**
   - After chips exist on the gameboard, you have an option.
     You may either...
     a. Place chips on the board as usual, according to your roll, or...
     b. If your opponent has placed one or more chips on a space(s) that corresponds to your roll, you may decide to move one of his corresponding chips (your choice) into the Pigpen, instead of placing one of your own. This not only preserves your remaining chips but, hopefully, it will lower your opponent’s final score.
For example, you roll a Trotter and a Razorback. Your opponent has chips on his Razorback space. You decide to move one of these into the Pigpen rather than placing a chip on your Razorback space. You do, of course, place a chip on your Trotter space.

4. PIGOUTS and BONUS ROLLS
   - If either player rolls a “Pig Out” the other player gets a “four pig” Bonus Roll.

Whenever your opponent rolls a Pig Out, he must temporarily give you his pair of pigs and put two of his unused chips (or one if he only has one) into the Pigpen. You now shake, roll and place chips for all four pigs.

Ignore the color of the pigs when determining Double Trotters, Snouters, etc. (in other words, a pink and a black pig that land on their backs combine to form a Double Razorback). Score the roll by taking chips from the Pigpen and placing them on the spaces you rolled. If there are not enough chips in the Pigpen, you must use your own chips to make up the difference. (You may not move an opposing chip into the Pigpen during a Bonus Roll.) After your Bonus Roll, return your opponent’s pair of pigs. He then takes the next turn.

NOTE: On a Bonus Roll, ignore a single Pigout. Score it as a pair of siders instead. However, if you roll a “Double Pig Out” (the black pair of pigs form a Pig Out and the pink pair of pigs also form a Pig Out), you score nothing and your opponent gets a Bonus Roll. Hand all four pigs to your opponent and place two of your own chips into the Pigpen.

5. OINKERS
   - If you roll an “Oinker” you must remove all of your chips from the board and retire from the round. Your score will be “0.” Your opponent wins the chips in the Pigpen (adding them
to his unused chips) and continues playing until he has placed all of his chips onto the board. If your opponent rolls a Pig Out after you roll an Oinker, he must stop throwing; the round now ends.

6. ENDING A ROUND / SCORING
   - Once you run out of chips, your opponent continues to roll until all of his chips are placed. (The chips you placed on your spaces are now “frozen” and cannot be moved into the Pigpen by the opponent.) If chips exist in the Pigpen, your opponent will continue to roll and use them after running out of his own chips. However, if your opponent rolls a Pig Out after you run out of chips you are entitled to a Bonus Roll, according to normal Bonus Roll rules.

   NOTE: When either player has insufficient chips to score an entire roll, he scores for the most valuable pig(s) thrown.

   - Your score equals the value of each chip placed on spaces on your side of the board. Record your score on the scoresheet.

   For example, if at round’s end you have two chips on your Sider space, two on your Trotter, one on your Snouter and one on your Double Jouler space, your score is 82 points.

How to Win—Alternate who goes first on each round. Play as many rounds as necessary for one player to reach or surpass 200 points. Higher score wins if both players exceed 200 points. If neither player reaches 200 points after 10 rounds, the player with the higher score is declared the winner.
If you have any questions or comments about Deluxe Pass the Pigs® please contact us.

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