

Pig Dice Game Rules

To play you'll need 2 to 10 players, one 6-sided die, and a pencil and some paper for keeping score.

How to play: Choose a player to go first. That player throws a die and scores as many points as the total shown on the die providing the die doesn't roll a 1. The player may continue rolling and accumulating points (but risk rolling a 1) or end his turn. If the player rolls a 1 his turn is over, he loses all points he accumulated that turn, and he passes the die to the next player. Play passes from player to player until a winner is determined.

How do you win: The first player to accumulate 100 or more points wins the game.

Variations:

Two-Dice Pig: This variant is the same as Pig, except two standard dice are rolled. If neither shows a 1, their sum is added to the turn total. If a single 1 is rolled, the player scores nothing and the turn ends. If two 1s are rolled, the player's entire score is lost and their turn ends.

Big Pig: This variant is the same as Two-Dice Pig, except rolling double 1s ends the player's turn, scores 25 points, and eliminates any other points the player may have accumulated that turn. If any other doubles are rolled, the player adds twice the value of the dice to the turn total.

Hog: This variant is the same as Pig except at the beginning of the game the players decide the maximum number of dice which can be rolled on a turn. (10 is a good number.) Then, on a player's turn, they are free to choose any number of dice to roll up to the maximum allowed. This number may change from turn to turn, and they player is allowed to roll the dice as many times as they like. The player scores points equal to the total values of all the dice rolled, however if any of the dice roll a 1 then the player's score is zero for the turn and their turn ends.