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Pass.the pigs rules

Learn How to Score in Pass the Pigs Pass the Pigs is an exciting game that's perfect for all ages! The objective is to earn points by rolling two pigs like dice and landing them in specific positions on the table. Some positions add points, while others can end your turn or even wipe out your score. We've got a cheat sheet to help you track your scores and a refresher on the game's rules. **Players:** 2+ **Required Materials:** Pass the Pigs game, pencils **Objective:** Be the first to earn 100 points by rolling two pigs as dice so they land in scoring positions 1. Pig Out: 0 points - both pigs land on their sides, ending your turn immediately 2. Sider: 1 point - both pigs land on the same side 3. Trotter: 5 points - one pig lands on all four feet while the other lies on its side 4. Razorback: 5 points - one pig lands on its back with all four feet in the air and the other lies on its side 5. Snouter: 10 points - one pig balances on its snout and two front feet, with the other lying on its side 6. Leaning Jowler: 15 points - one pig balances on its ear, snout, and one front leg, while the other lies on its side 7. Mixed Combo: 10-25 points - any combination of Trotter, Razorback, Snouter, or Leaning Jowler positions is worth the sum of the individual points 8. Double Trotter: 20 points - both pigs land on all four feet 9. Double Razorback: 20 points - both pigs land on their backs with all four feet in the air 10. Double Snouter: 40 points - both pigs balance on their snouts and two front legs 11. Double Leaning Jowler: 60 points - both pigs balance on their snout, ear, and one front leg But beware! Some positions can hurt your score or even eliminate you from the game: 12. Oinker: lose all points - if the pigs are touching each other in any position, you'll lose all your points and go back to zero 13. Piggyback: eliminated from the game - if one pig lands on all four feet and the second pig lands with all four feet on top of it, you're out of the game So, what are you waiting for? Roll those pigs and start scoring! To play Pass the Pigs, start by tossing two small pig-shaped dice onto a flat surface. Note how they land and assign points based on their position. The game can be played with or without a special dice cup. A player's turn continues as long as they haven't rolled a Pig Out, Oinker, or Piggyback. If they choose to risk it, they can roll the pigs again to add more points to their score. Keep track of the points earned during each turn and stop rolling when you're ready to end your turn. Add the accumulated points to your total score and pass the pigs to the next player. The game is won by reaching or exceeding 100 total points. It's a fun and simple game that's perfect for family gatherings or parties with 2-8 players. Pass the Pigs is an exciting dice game where players throw two pig-shaped dice and earn points based on the position they land in. The positions include: * **Piglet**: 1 point * **Trotter**: 5 points * **Snouter**: 10 points * **Double Snouter**: 20 points (both pigs on their snouts with bodies elevated) * **Double Leaning Jowler**: 60 points (both pigs with snouts down and a foot or ear in the air) * **Mixed Combo**: 0 points (pigs landing in different positions) * **Pig Out**: 0 points (pigs landing on opposite sides, one on left, one on right) * **Oinker**: 0 points (pigs touching each other, loses turn score) * **Making Bacon**: 0 points (pigs touching each other, loses total score) Players take turns rolling the pigs and can continue rolling to accumulate more points or end their turn and add their points to their total score. The game is won by the first player to reach a total score of 100 points. Special throws in Pass the Pigs provide an opportunity for players to score big points, or sometimes lose them! For instance, scoring can range from 20 points with a Double Trotter to 60 points with a Double Leaning Jowler, while some throws like the Pig Out or Oinker can lead to losing. Pass the Pigs can be enjoyed with 2 to 4 players, making it a fun game for small groups of friends or family members. This game involves taking turns trying to hit the 100 points mark. To summarize, Pass the Pigs involves two players taking turns rolling dice with pig-shaped pieces. The objective is to score points by achieving specific combinations of pig positions. For each roll, a player must decide whether to stop and earn points from previous rolls or continue rolling in hopes of scoring more. However, certain combinations like "Pig Out" or "Oinker" will end the turn and result in losing all earned points for that round. The game continues with players passing the pigs to the next player, who then takes their turn. Pass the Pigs Game Rules: A Leaning Jowler occurs when one pig lands on its jowl, ear, and front foot, while another pig lands on its side. It is worth 15 points. To roll a Double Leaning Jowler, both pigs must land in the same position, scoring 60 points. The game involves rolling two dice to determine pig positions. A mixed combo occurs when one combination appears on each die. The score for a Mixed Combo is the sum of individual scores. An Oinker happens when the two pigs touch, resulting in the loss of all earned points since the start of the game. The current player's turn ends, and they pass the pigs to the next player. A Pig Out occurs when both pigs land on different sides, indicated by a visible dot on one pig but not the other. This results in an immediate end to the current player's turn and loss of all points earned during that turn. If a pig lands on its back, it is a Razorback, worth 5 points. A Sider happens when both pigs land on the same side, indicated by both dot facing up or down. It scores 1 point. A Snouter occurs when one pig lands on its snout with two front feet, scoring 10 points. The first player to score 100 points wins Pass the Pigs. There's an advanced variant allowing players to choose specific rules or Hog Call, where a player shouts "Sooe" before rolling dice and predicts their combination. Pass the Pigs is a wildly unpredictable dice-rolling party game that's a classic for a reason. Players take turns rolling two pig-shaped dice, earning points based on how they land. The twist: each pig features a small dot on one side, which plays a crucial role in determining specific scoring positions. If a player correctly predicts the roll, they score double the normal amount, but also subtract the same amount from their total. If they guess incorrectly, they lose the doubled points and earn the roller's points instead. Players can never reduce their score below zero with a Hog Call. The game requires strategy, as players need to know when to press their luck or play it safe to reach the coveted 100-point victory. Pass the Pigs is a fun adaptable game that you can play with any piece of paper, like a napkin or an old envelope. It's not just for kids, you can even make it more exciting by using oversized foam pigs called "Big Pigs". This variation adds a new level of challenge and unpredictability to the game. But be warned, those large pigs might bounce around unpredictably and could require a bigger playing area and some safety precautions. The objective of the game is to be the first player to reach 100 points by rolling two pig-shaped dice and accumulating points based on how they land. Each roll can result in different positions, each with its own point value. You'll have to decide whether to take risks and roll again for more points or bank your current score and pass the dice to the next player. Here's a breakdown of the scoring system: * A Sider is when both pigs are on the same side, worth 1 point. * A Trotter is when one pig is on all four feet, worth 5 points. * A Razorback is when one pig is on its back, also worth 5 points. * A Snouter is when one pig is balancing on its snout and two front feet, worth 10 points. * A Leaning Jowler is when one pig is balancing on its ear, snout, and one foot, worth 15 points. * A Double Trotter or Double Razorback are when both pigs are in the same position as above, each worth double the points. * A Double Snouter is when both pigs are balancing on their snouts and two front feet, worth 40 points. * A Double Leaning Jowler is when both pigs are balancing on their ears, snouts, and one foot, worth 60 points. But watch out for these game-changers: * If you get a "Pig Out" (one pig on each side), your turn ends with zero points. * If you get an "Oinker" (pigs touching), you lose all your points for that turn. * And if you get a "Piggyback" (one pig on top of the other), you're out of the game. You can also combine different positions to get mixed combos and add up their point values. But be careful, those high-scoring rolls come with risks, so it's up to you to decide when to take chances and when to play it safe. To become a pig-tossing legend in Pass the Pigs, you must be the first player to reach a score of 100 points, combining strategic play, risk assessment, and luck. The game isn't just about rolling recklessly; it's about making informed decisions. If you exceed 100 points, you usually win, but some groups prefer a stricter rule where landing exactly on 100 is required. To spice up your gameplay, consider optional rules like Hog Call, where players predict pig positions for double the points or lose double if wrong. Other house rules include Speed Pigs for a faster game, Pig Out Penalty to raise stakes, and Creative Chaos, encouraging custom rules. For advanced strategies, analyze risk by understanding probabilities of each pig position, embracing expected value to weigh potential points against likelihood, and adjusting your strategy based on the score, with higher risk tolerance in the early game and more conservative approaches as you progress. To dominate the game of Pass the Pigs, analyze your scoreboard as you progress and adjust your strategy accordingly. In the endgame, prioritize securing your lead unless you're behind drastically. Keep a pig journal to track your rolls and identify patterns. This data will help you make informed decisions about your rolling technique. With practice and observation, you'll develop a better understanding of your pigs and gain an edge over your opponents. Pass the Pigs is an easy-to-learn game that's ideal for families or casual game nights. The goal is to score points by passing the pigs, but if the total exceeds 100, players win the game. Some versions add extra scoring rules or a die to extend player time at the table, increasing suspense and strategy.

Pass the pigs game. Pass the pigs drinking game rules. Pass the pigs. Pass the pigs rules oinker. Giant pass the pigs rules. Pass the pigs pig party rules. Pass the pigs game rules. Pass the pigs party edition rules. Pass the pigs rules makin bacon. Pass the pigs official rules. Pass the pigs year. Pass the pigs how to play. Pass the pigs big pigs rules.