Pig

PLAYERS 2 to 6 DICE 1 die, plus pen and paper TYPE Push your luck LEVEL Easy TIME 10 minutes

THE GOAL

Be the first to reach 100 points by rolling a die and holding before you roll a 1.

SETUP

One die and a way to keep score. Two to six players. The highest first roll starts, then play goes left.

THE FIRST ROLL

There is no deal. Everyone rolls the die once to see who starts.

A TURN

- Roll the die and add the number to your turn total.
- Roll again, or hold to add your turn total to your score.
- If you hold, the die passes to the next player.

SPECIAL ROLLS

- Roll a 1: you lose your turn total and your turn ends (a pig out).

SCORING

- Only held points count.
- Add each held turn to your running score.

WINNING

The first player to reach 100 points wins.

HOUSE RULES

- **Two dice (Big Pig).** Roll two dice. A single 1 ends the turn with nothing. Two 1s wipe out your whole score. Doubles of any other number score double their total.
- **Hold at 20.** A fixed rule used in strategy tests: always hold at 20 or more. Play a few games with it to see how it does.
- **Final round.** When someone reaches 100, everyone else gets one more turn to beat them.

Our guides and printable sheets may be freely copied and shared for non-commercial educational use.