Pig is a folk jeopardy dice game described by John Scarne in 1945, and is an ancestor of the commercial game **Pass the Pigs**® (© David Moffat Enterprises and Hasbro, Inc.)

PIG

The object of the game **PIG** is to be the first player to score 100 points. Each turn, a player repeatedly rolls a single die until either the player decides to *hold* (stop rolling) or a 1 is rolled. (Both end the turn.)

- If a 1 is rolled, the player scores nothing.
- If the player holds before a 1 is rolled, the player scores the *turn total,* the sum of the rolls of that turn.

Players take turns until one player wins by holding and reaching a score of 100 or more points.

For example, the first player, Ann, begins a turn with a roll of 5. Ann could hold and score 5 points, but chooses to roll again. Ann rolls a 2, and could hold with a turn total of 7 points, but chooses to roll again. Ann rolls a 1, and must end her turn without scoring. The next player, Bob, rolls the sequence 4-5-3-5-5, after which he chooses to hold, and adds his turn total of 22 points to his score.

This game is often played with special dice where the "1" is replaced by an image of a pig.

TWO-DICE PIG

This variation 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 the turn ends.

BIG PIG

This variation is the same as **TWO-DICE PIG**, except:

- If two 1s are rolled, the player adds 25 to the turn total.
- If other doubles are rolled, the player adds twice the value of the dice to the turn total.

SWINE HERD

by Todd Neller, based on the group variation Skunk

This variation allows a large group of people to play **PIG** together quickly. All players take turns *at the same time* as follows: At the beginning of a turn, all players stand up. One player (the "swineherd") directs play and rolls a single die for everyone. After each roll, the swineherd calls out the current turn total, and pauses to allow players to hold. A player holds by sitting down. The swineherd directs holding players to call out their new scores. If all players are seated or a 1 is rolled, the turn is over. In the event of tied scores of 100 points or more, all tied players share the victory.

PLAY PIG ONLINE

http://cs.gettysburg.edu/projects/pig

- Play a perfect computer Pig player.
- See 3D visualizations of perfect strategy.
- Learn about the game's history and more variations.