PIG DICE

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Any Number May Play

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Equipment for this game consists of a set of specially designed PIG DICE, and a Dice Shaker.

The best place for play is on the floor sitting around in a circle.

The object of each player is to be the first one to roll 100 points or more. Any player in the circle may start rolling. He keeps adding the total of each roll of the dice to the sum total of all his previous rolls in that turn. He keeps the dice in his possession until he throws a seven—then he not only loses the dice to the player on his left but he also loses his accumulated score for that entire turn. He retains the score he has made on previous turns.

(SEE OVER)

A player may surrender the dice to the player on his left at any time. Therefore play your hunches! Give up the dice whenever you feel a "7" coming on.

Play continues in this way until some player's total score for all turns reaches 100 points or more. This player must then decide whether to try to increase this total by further throws or to stand on his score. After this player has made his election, every other player in the game then has one more turn to equal or better this score. The high score wins the game.

SCORING WITH PIG DICE

One Head and one Tail—doubles your score already made on that turn.

One Head and one ordinary die face—doubles the value of that die face only.

One Tail and one ordinary die face—deducts the face value of that single

die from your score. If this combination comes up on first roll—no score, but roll again. For example if a player scores 2 on the first roll and has to deduct 4 on his second roll his score is then 0.

If a Head and a Tail turn up on the first roll, there is no score, so roll again. If a 7 turns up on the first roll, there is no score, but the dice must be passed to the next player.

Questions on PIG DICE will be gladly answered by the Publishers, PARKER BROTHERS, INC., Salem, Mass. Postage should be enclosed for reply.