



PIG*

This is a game to practice addition or subtraction. It makes a player choose if they are going to use their first roll or tempt fate and roll again to add to their score.

Number of players: 2 or more

Materials: 2 dice and pencil and paper

Instructions:



Addition

1. The goal is to be the first to reach 100.
2. On your turn, roll the dice and determine the sum. You can either stop and record that sum or continue rolling and add the new sums together.
3. You may roll the pair of dice and many times as you choose. Again, when you decide to stop, record the current total for your score and add it to the previous score.

But beware! If you roll a 1 on exactly one die, your turn ends and 0 is your recorded score for that turn. If you roll double 1's, your turn ends and your entire score goes to 0.



Subtraction

1. The goal is to be the first to reach 0 from 100.
2. On your turn, roll the dice and determine the sum. You can either stop and record the difference or continue rolling and subtract the new sum from your previous score.
3. You may roll the pair of dice as many times as you choose. Again, when you decide to stop, record the current total for your score and subtract it from the previous score.

*Pig is a simple **dice** game first described in print by John Scarne in 1945. As with many games of folk origin, Pig is played with many rule variations.