

# Pig

**Object:** The aim of the game is to avoid rolling 1s and to be the first player who reaches 100 points or more.

**Play:** One player begins, then play progresses clockwise. On your turn, throw the die:

- if you roll a 1, you lose a turn and do not score.
- if you roll any other number, you receive the corresponding points.

As long as you receive points you can throw again, and again. Announce your accumulated points so that everyone can easily follow your turn. You may throw as often as you wish. Your turn ends in one of two ways:

- If you decide to finish your turn before you roll a 1, score your accumulated points on the notepad. These points are now safe for the rest of the game.
- If you roll a 1, you lose your turn and your accumulated points.

Record all scores on the notepad and keep running totals for each player. The first player to reach 100 points or more is the winner.

**Question:** What's the best strategy? Is there even such a thing?