Pig 10

The game in which everything revolves around 10.
For 2–8 clever calculators, 6 years and up
by Ayelet Pnueli

NINE is nothing special. But TEN is awesome. From ELEVEN on, however, it's getting really crummy… Whenever you are able to play a card that turns the result in the middle of the table into TEN, all laid-out cards are yours… but it must not be even a tiny bit more – otherwise, only the rascal who had his turn before you gets the pleasure of it.

Idea and Object of the Game

Whoever plays a card adds its value to the cards already laid out – until TEN is reached or exceeded. Whoever often reaches TEN and has collected the most cards by the end of the game, wins.
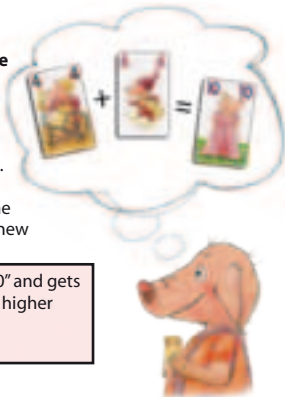
Game Materials and Set-up

Shuffle the cards thoroughly; give each player **three** of them to take in his hand. Form a **draw pile** in the middle of the table from the remaining cards.

Course of the Game

The player who can count to ten the fastest, begins. You play **clockwise in turn**. On your turn, you play a card and then shout the **pile value** out loud. In the **text box on page 2**, you find how to calculate the new pile value.

Whoever reaches the pile value TEN shouts "PIG 10" and gets all the cards in the pile. If the pile value reached is higher than TEN, his right neighbor wins the cards.
Lay down the cards you won in front of you.

After your turn, you immediately draw another card from the draw pile, so that you always have 3 cards in your hand.

This is how you calculate the pile value:

When playing a card into the **empty middle of the table**, you state the number of this card as the pile value. Whoever has his turn **after that**, simply adds the number of his card to the previous value.

Now Claudio plays a 6 and says "fifteen". Since this number is higher than TEN, Claudio's right neighbor, Jane, gets all the cards in the pile. If Claudio had played a 1, the pile value would have been exactly TEN and Claudio would have gotten all the cards.

Steve goes first. He plays a 4 and says "four".

Sally plays a 3, adds it to Steve's 4 and says "seven".

Jane plays a 2 and says "nine".

The last number to have been called is always the currently valid "pile value".

Special Cases:

The pigmaid (FIVE)

If you play a FIVE, you may decide whether you add or **subtract** this 5 to or from the pile value. However, the pile value may never be less than zero.

Steve plays a 5 and says "five".

Sally plays a 1, increasing the pile value to "six".

Jane plays a 5 and says "one".

The frog (ZERO)

If you play a frog (ZERO), you say "ZERO", because the frog **always** sets the pile value back to ZERO.

Steve plays a frog and says "ZERO".

Same card, same number

If you lay out **the same card as the player before you** or a card that equals the current **pile value**, you may either add the number on the laid-out card to the pile value (as usual) or make the number on the card played the pile value.

Claudio lays out a 3 and says "three".

With a 4, Steve increases the pile value to "seven".

Now Sally also lays out a 4 and makes the card value "four" the pile value.

Now Jane plays a 4 too. In doing so, she could leave the pile value at the card value of "four", but she decides to increase the pile value by 4 to "eight".

Now Claudio plays an 8, leaving the pile value at "eight".

End of the Game

When the draw pile has been used up, you go on playing your hand cards **until you have no more cards left**. The winner is the player who has won the most cards.