

# The Greedy Pig Game

## Instructions

1. A game can consist of 5 rounds
  2. Each round consists of a series of rolls. A die is tossed. If a 2-6 is tossed, players write down the corresponding number as their score. If a 1 is tossed, all player's scores become 0, and the round is over. Players accumulate points each roll.
  3. Before each roll, each player can choose to end their turn. In doing so, the points they have accumulated thus far becomes their score, and they will no longer continue accumulating points on the rolls that follow. On the other hand, a player may choose to risk their accumulated points and keep rolling the die to add to their score.
  4. Once a 1 is rolled, all remaining players lose their accumulated points, and their score for the round is 0. Players who had previously ended their turn keep their accumulated points.
  5. Play for each round continues until a 1 is rolled, or all players have voluntarily ended their turn.
  6. The objective is to have the highest grand total of points at the end of 5 rounds.
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## Can you adapt the game?

You could change the target score e.g 50 or 200

You could go up in 10's e.g a 4 = 40 and make the target score bigger

What else could you change? BE CREATIVE