

Greedy Pig

GOAL: Get the greatest amount of points over 4 Games.

- Rolling a “7” kills you and you get zero points for that one game.
- Keep rolling and scoring in that game until each player has either quit or been “killed”
- All players get the first two rolls FREE. You can’t be killed on these rolls, even if you roll a 7.
- After the first two rolls you have to decide each time whether to stay in for one more roll, or quit and keep the total of your scores so far.
- If you stay in, you score the number in the SubTotal when you either quit or make it through the 10th roll, BUT if you roll number 7 at any time and have not yet quit, the killer number, you score zero points that round.
- One player might decide to quit early (not take their chances), but the other player can continue rolling until they decide to quit and take a score, or until they roll 7 and score zero for being a “greedy pig”.
- Total your scores each game.
- Play four games each to make the full game, then calculate your grand total. The winner has the largest grand total.

Challenge

- Investigate when you should quit to get the best possible total.

Game 1		
	Throw	Sub Total
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Game 2		
	Throw	Sub Total
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Game 3		
	Throw	Sub Total
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Game 4		
	Throw	Sub Total
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Game1	
Game 2	
Game 3	
Game 4	
Total	