

## PIGGY BACK RULES

Number of players: Two
Aim of the game: To get both of your pigs to the delicious food in the trough first!

Equipment: The "Piggy Back" board
4 pig counters
1 dice
The times tables cards, cut up and placed in a pile, face down
Rules:

1. Play begins with the youngest player.
2. The player must take a times table card and answer the question on it. If they answer incorrectly they forfeit their go. If they answer correctly they roll the dice. They can move either of their pig counters to make up the total on the dice. For example, if they roll a five, they may move one pig two spaces and one pig three spaces.
3. If, once they have moved their pigs, they are in the same square then one pig can piggy back the other one! This means that next time it is the player's turn, if they roll a four then both pigs will move forward four squares.
4. If, during their turn, either of the player's pigs moves into the same square as their opponent's piggy backing pigs, their opponent's pigs are knocked off and have to move separately again
5. If a player's pigs are piggy backing when they pass over a mole hill they will trip up! Both pigs will stop at this square and no longer be piggy backing.
6. If one player is not practising their times tables then they do not have to answer the questions, but as a forfeit the first mole hill does not affect their opponent.
7. The first player to get both of their pigs to the trough is the winner.

## PTG MARNERS




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