

## MULTILEVEL RUGS - ALTERNATE VERSION

Here is a different way to do the multileveled rugs. It does not involve redividing blocks into smaller divisions. To follow the progression from one rug to the next,

EACH ENTRY OF THE PREVIOUS RUG BECOMES A ROW OF THE NEW RUG

Take the example: Little Pig - **Stop after 4 points**

AFTER FIRST DRAW

	Y	R	B
Y	0	1	4
R			
B			

AFTER SECOND DRAW

	Y	R	B
Y	0	0	0
R	0	2	5
B	4	4	4

AFTER THIRD DRAW

	Y	R	B
YY	0	0	0
YR	0	0	0
YB	0	0	0
RY	0	0	0
RR	0	3	6
RB	5	5	5
BY	4	4	4
BR	4	4	4
BB	4	4	4

AFTER FOURTH DRAW

	Y	R	B
YYY	0	0	0
YYR	0	0	0
YYB	0	0	0
YRY	0	0	0
YRR	0	0	0
YRB	0	0	0
YBY	0	0	0
YBR	0	0	0
YBB	0	0	0
RYY	0	0	0
RYR	0	0	0
RYB	0	0	0
RRY	0	0	0
RRR	0	4	7
RRB	6	6	6
RBY	5	5	5
RBR	5	5	5
RBB	5	5	5
BYY	4	4	4
BYR	4	4	4
BYB	4	4	4
BRY	4	4	4
BRR	4	4	4
BRB	4	4	4
BBY	4	4	4
BBR	4	4	4
BBB	4	4	4

NOTE: Columns represent most recent draw.

Also note that once a block has reached 4 (or more) points, it remains at that point level regardless of what happens subsequently. This is because when your score reaches or exceeds 4, you stop and don't continue to draw.

Pig and Little Pig Rug #1 Equal Divisions

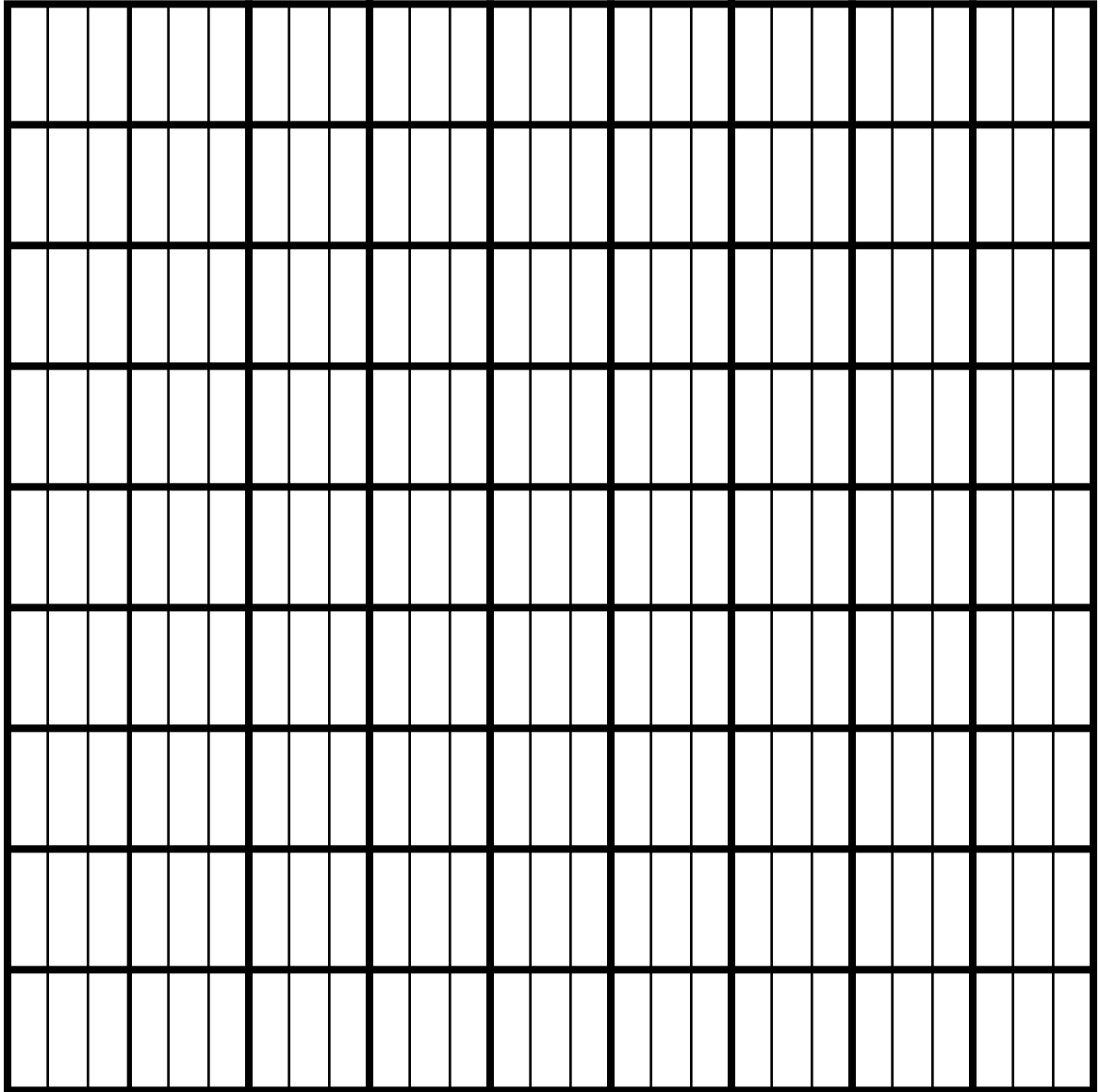
--	--	--

Pig and Little Pig Rug #2 Equal Divisions

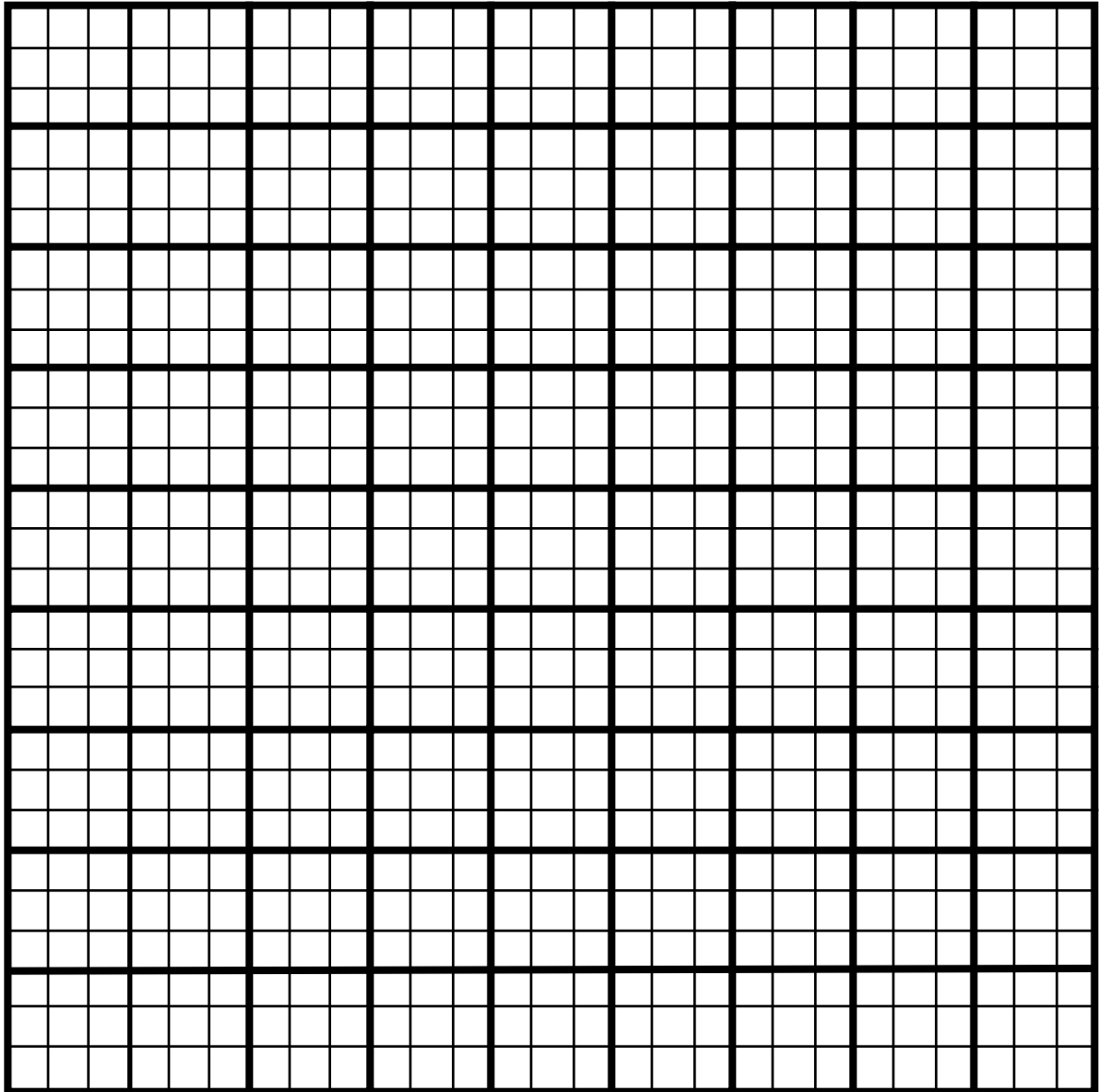





Pig and Little Pig Rug #5 Equal Divisions



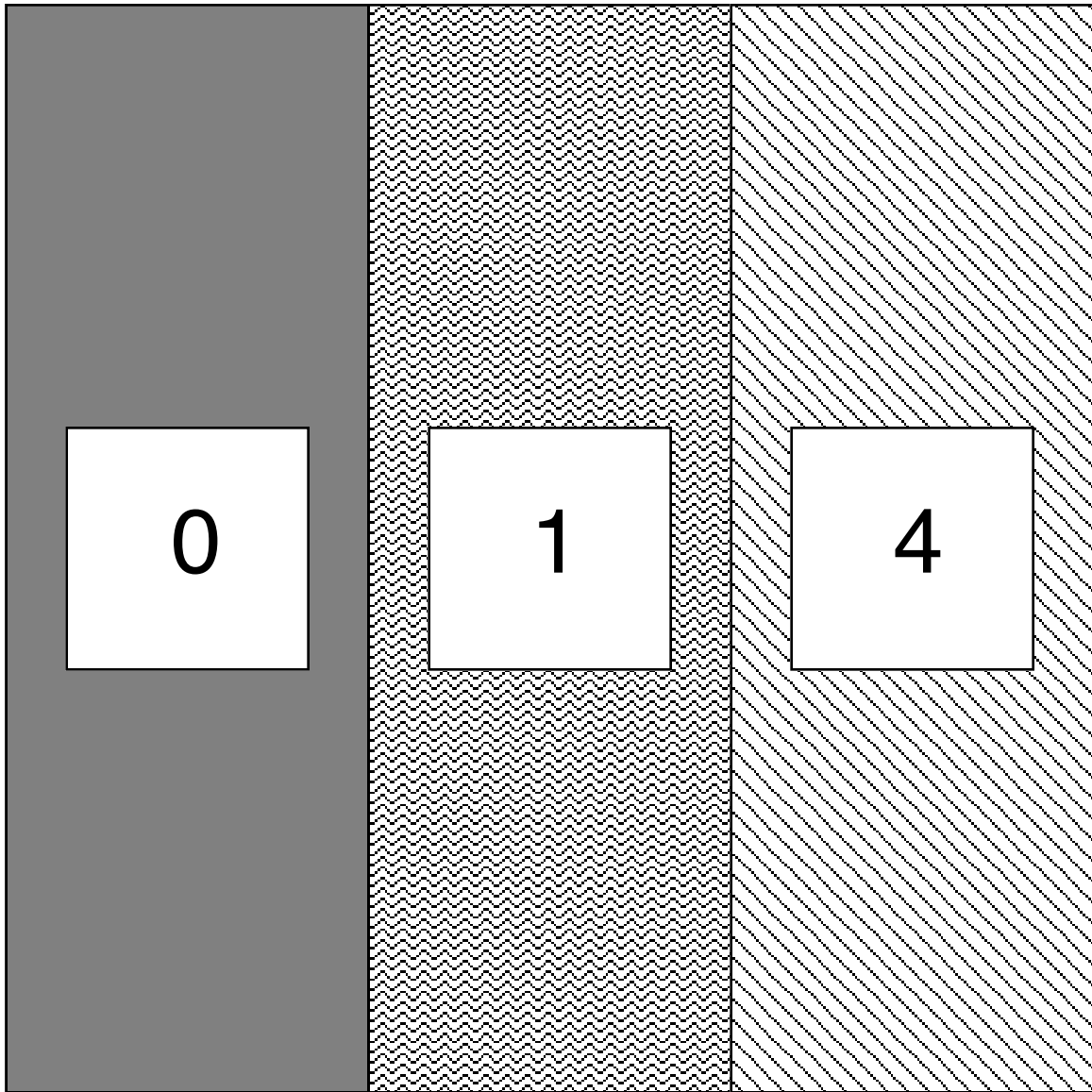
Pig and Little Pig Rug #6 Equal Divisions



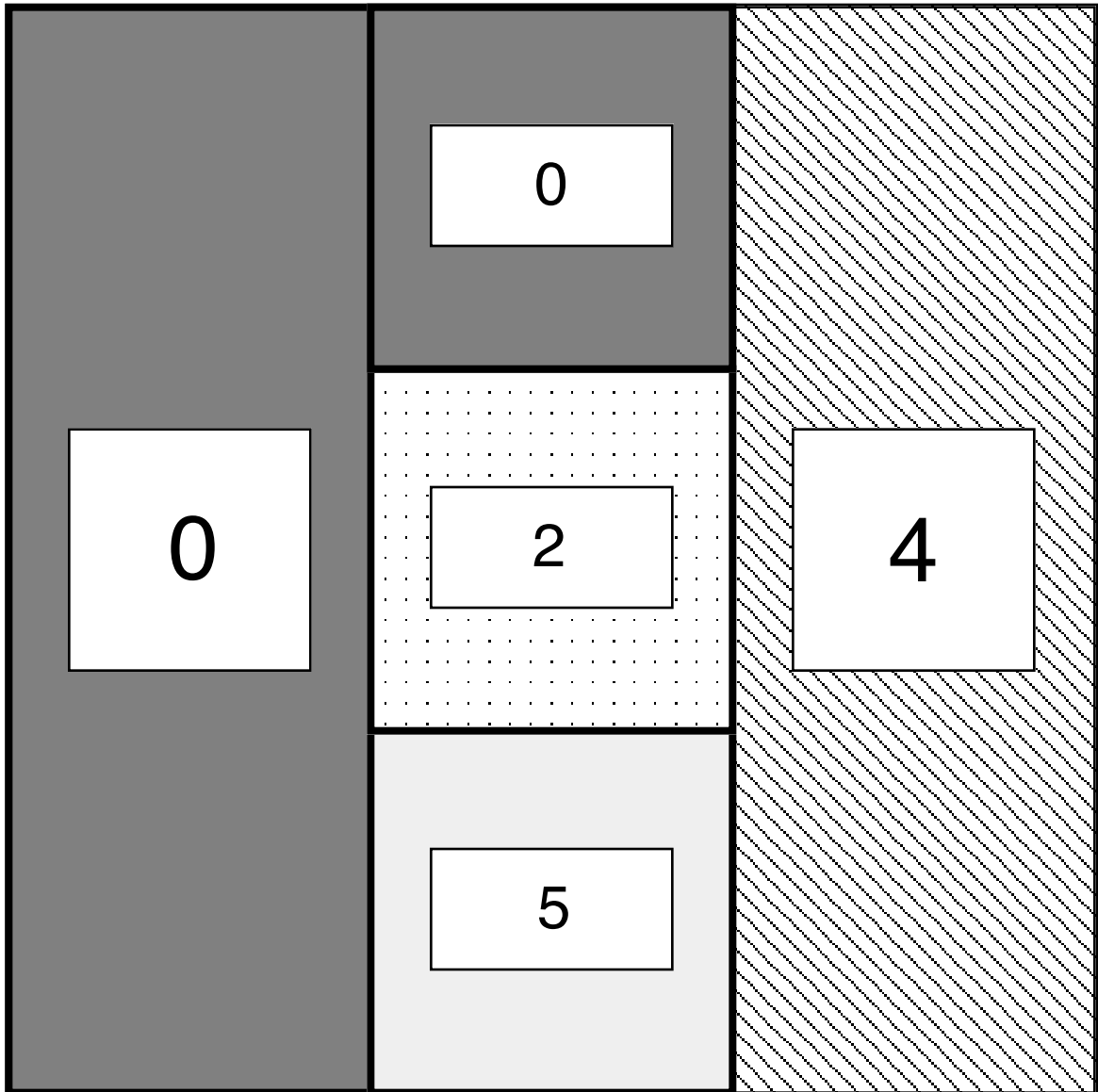
Little Pig

Two Draw, Three Draw, Four Draw, Two Point, Three Point,  
Four Point, Five Point, Six Point Strategy

Rug #1







Little Pig

Two Draw, Three Draw, Four Draw, Five Point,  
Six Point Strategy

Rug #2

