

Gourmet POPCORN DICE

How to PLAY

Players take turns rolling the dice to pop popcorn!

Score 50 Pop points or get the 'Perfect Pop' to win!



For a quickstart video, head to popcorndice.com or scan the code above.

VAN
RYDER
GAMES

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Step 1 - Prepare

Put the dice in the bucket and shake 'em up!

Step 2 - Roll

Roll the dice onto the table to pop your popcorn.

Step 3 - Results

Check the results and make your decisions:



Kernel

Put the Kernels back in the bucket.



Pop!

Put these aside.



Double Pop!

Put these aside **OR** use it to cancel a Burnt.



Burnt

You must keep this unless canceled.

Uh oh!

Did you roll 4 or more Burnt on your first roll? You get a do over! Toss all the dice back in the bucket and roll again.

Step 4 - Stop or Pop?

All Popped Out

If you rolled only kernels and/or burnt popcorn, your turn ends. Go To Step 5.

Burnt Batch

If you have 4 or more total Burnt popcorn, your turn ends and you do not score any points this round! Skip Step 5 and pass the bucket to the next player.

All done!

If you're happy with your dice, you may stop and score your batch.

Keep Poppin'!

You may repeat Steps 2-4.



Any Double Pop can be used to cancel a Burnt Pop on a roll. To do so, take the Double Pop(s) and the Burnt Pop(s) and put them back in the cup. This step is optional.

Step 5 - Scoring

Use a pen and paper to tally your Pop Points. Keep a running total.



No Pop Points



1 Pop Point



No Pop Points



2 Pop Points

Bonus Points

Count your color pairs for dice that show either a Pop or Double Pop and score additional Pop points as follows:

Number of Pairs	Pop Points
2	2
3	3
4	5
5	8
6	12
7	perfect pop

Your turn is over, now pass the dice and bucket to the next player.

Winner, Winner, Popcorn Dinner



Points Victory

Once a player has 50 or more points, finish the current round so everyone has an equal number of turns and the player with the most points wins!

The Perfect Pop

If you successfully pop ALL of your dice on your turn, that is, all dice have a Pop or Double Pop, **YOU WIN!** (other players that have not had a turn this round get one chance to match your Perfect Pop).

Tiebreaker

A Perfect Pop will always beat any score. If players are tied on points or there were multiple Perfect Pops, the players will each roll 4 dice and score them. Most points wins!

Rule Clarifications

Can I put a single Pop back into the bucket?

No, you must keep it. Only Kernels go back in the bucket.

Can I cancel a burnt I previously rolled?

Nope, you can only use a double pop to cancel a burnt from the same roll.

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
Round 1						
Round 2						
Round 3						
Round 4						
Round 5						
Round 6						
Total:						