



# How to PLAY

Players take turns rolling the dice to pop popcorn!

Score 30 Pop points or get the 'Perfect Pop' to win!



For a quickstart video, head to [popcorndice.com](http://popcorndice.com) or scan the code above.

VAN RYDER GAMES

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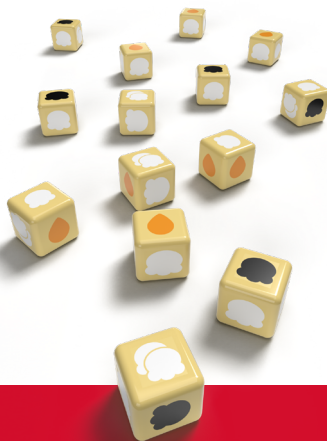
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## Step 1 - Prepare

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.

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.



**Pop!**  
Put these aside.



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



**Burnt**  
You must keep this unless canceled.



## 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.

## Step 5 - Scoring

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



**No Pop Points**



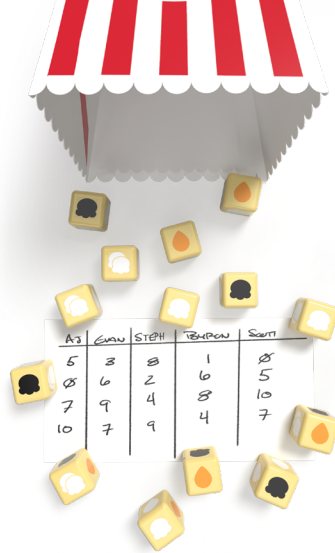
**1 Pop Point**



**No Pop Points**



**2 Pop Points**



A2	EVAN	STEPH	TIM-PON	Score
5	3	3	1	5
8	6	2	6	10
7	9	4	8	7
10	7	9	4	

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

## Winner, Winner, Popcorn Dinner



## Points Victory

Once a player has 30 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:						