

Popcorn Dice Game

There are 14 identical dice with 4 different icons:



- **yellow unpopped** kernel is on **3** sides
- **White single pop** is on **1** side
- **White double pop** is on **1** side
- **Black burnt** popcorn is on **1** side

Choose a player to be the "first player". Take turns rolling the dice going clockwise around the table. On your turn you can continually do 1 of 2 things:

1. End your turn. Add your points to your score (1 for single, 2 for double pop dice).
2. **OR** roll all **remaining** dice again.
 - a. Warning: Black burnt is bad and if you end a dice roll with 4 or more your turn ends with 0 points.

Separate the dice you roll like this:

- Save all the single pop dice in a saved area (you won't roll them again - each is 1 point)
- All the yellow unpopped kernels go back in the shaker bin (they are 0 points)
- White double pop dice are worth 2 points (save them in your saved area) **OR** each one can be put back in the shaker bin with a black burnt that you just rolled
- Move any leftover black burnt into your saved area. If you now have 4 or more black burnt dice your turn ends with zero points.

When you choose to stop and end your turn, tally the points for the single and double pop dice and add the points to your score for the game. 30 points or more is a winning score (but everyone must get the same amount of turns before declaring a winner, highest score wins). **BONUS:** if you end your roll and ALL 14 dice are white pop (single or double) this is a "Perfect Pop" and you are an **Instant Winner** regardless of your "score" - however all players must get the same number of turns and if someone else rolls a Perfect Pop in that round then the highest score between all Perfect Pop players wins (in this case, non-perfect pop players don't win even if their score is higher).