

Instructions

Pass the Popcorn™ provides you with the game components you need to play two different games:

- **Pass the Popcorn: The Movie Game** is a game in which players compete to identify a movie as quickly as they can based on clues about the actors, characters, story or quotes from the movie.
- **Pass the Popcorn: Star Connection** is a game in which players compete to play out a hand of actor cards by connecting them to other actors based on the movies those actors have been in together.

Rules for Pass The Popcorn: The Movie Game

Game Components

The 32 square **game tiles** (four varieties pictured at right)

The deck of 125 **double-sided movie cards** in a **popcorn-box card holder**. Each movie card has six parts:

- **Genre/Year** – the release year of the movie and the type of movie it is (comedy, drama, action, etc.)
- **Cast clue** – one or more of the actors involved in the movie. Sometimes the director is identified as well.
- **Characters clue** – one or more of the characters in the movie. Sometimes characters are described rather than named.
- **Story clue** – a brief plot summary of the movie.
- **Quote clue** – a quote from the movie, or a tag line used in advertising for the movie.
- **Name of the movie** – what the players will be trying to guess.

Setup

- 1 Place all of the game tiles face-down in the center of the table in a random arrangement.
- 2 Have each player select two tiles at random from the center of the table and place them face-up in front of them. Put the remaining tiles back in the box.
- 3 Choose a player to be the reader. Give the card holder containing the movie cards to the reader.

Object

As you identify movies based on the clues shown on your tiles, you turn your tiles down. The first player to turn down all of his or her tiles wins that round, and starts the next round with one more tile. The first player to win a round with four tiles wins the game.



Game Tiles



Movie Card

Playing the Game

- 1 The reader draws the card out of the front of the card holder (the front of the card holder has the Pass the Popcorn logo on it) and looks at the movie on the side of the card facing forward.
- 2 The reader reads the genre/year clue to the other players.
- 3 The player to the reader's left must decide whether to:
 - choose which of the clues the reader will read first, or
 - swap one of his or her game tiles with another player. In this case, the player chooses which two face-up tiles to swap, and then the player to their left may choose whether to pick the clue or swap, and so on until somebody picks which clue to read.
- 4 The reader reads out loud the clue that was requested.
- 5 Once the reader starts reading, **any player** (other than the reader) may shout out the movie's title. Guesses can be made even if the reader has not finished reading the clue yet. There are two restrictions:
 - A player may only make a guess if they have a tile of a type that matches the clue that was chosen. For instance, if the clue chosen was Character, you may only make a guess if you have a Character tile face-up.
 - Each player may make only **one guess per movie**. Once you have made your guess, you cannot guess again, even after other clues are revealed.
- 6 If no players guess the movie correctly with the chosen clue, the player to the left of the last chooser picks the next clue to use, and so on until the movie is guessed or there are no more clues.
- 7 If a player guesses the movie's title correctly, then they flip the tile matching the most recent clue face-down. For instance, if the last clue read was Story, you must turn down a Story tile.
- 8 Once all clues have been used or a player has guessed correctly, the reader returns the movie card to the box so that the movie that was just used is facing the back of the box. Then the reader passes the popcorn box to the player to their left and that player becomes the new reader.

TIP

For a longer game, deal out three tiles to each player to start, then require five tiles for a win.

IF A PLAYER BREAKS RULE #5, they do not get to turn any tiles face-down, and must also turn one of their face-down tiles back up. Note: there are some situations in which you may choose to break the rules on purpose. For instance, you could guess at a movie in order to block another player from winning this turn, even though it means turning back one of your own tiles.

IF TWO PLAYERS GUESS AT THE SAME TIME, and the rest of the players cannot reach a consensus as to who answered first, then the reader puts the current card back in the box and starts the turn over with a new card.

Winning the Round and the Game

The player who manages to turn all of his or her tiles down first wins the round, and a new round begins. All players start with the same number of tiles as the previous round, except the winner, who starts with one more. The first player to win a round while holding four tiles wins the game.

Rules for Pass The Popcorn: Star Connection

Game Components

For this game, you will need the deck of 75 cards that have the Pass the Popcorn logo on the back. This deck includes 70 actor cards and 5 wild cards. Each actor card has three parts:

- 1 The name of the actor described by the card.
- 2 The value of that card (used for scoring). The higher the number, the easier the card is to match to other cards, but the more it will count against you if you are stuck with it when another player goes out.
- 3 A list of movies in which that actor has appeared. This list is not meant to include all of the actor's movies, it is just a selection meant to use as a reference.

Setup

- 1 Shuffle the 75 actor cards thoroughly. The deck includes 70 actors, plus 5 Wild Cards.
- 2 Choose a player to be the dealer. The dealer deals out seven actor cards to each player.
- 3 Place the actor cards face-down in the center of the table.

Object

The object of the game is to be the player with the **lowest score** after three hands.

- To obtain the lowest score, you must try to get rid of all of your cards before the other players can.
- You get rid of cards by matching the actors on your cards to those that have been played before.
- A hand ends when one player plays his or her last card.
- Players still holding cards when the hand ends are penalized by receiving points based on the cards they have left in their hand.

Playing the Game

- 1 The dealer turns the top card of the deck face-up and places it next to the deck.
- 2 The moment the first card is turned face-up, all players must race to find and play a matching card from their hands.
 - Two cards match if the people named on the two cards worked on a movie together. As you play a match, you must lay your card on top of the old one and announce the movie being used for the connection. For example, if Brad Pitt is the current face-up card and you have George Clooney in your hand, you might play George Clooney down and say "Ocean's Eleven".
 - **Wild Cards** can stand for any actor you want, but you must name the actor and the movie you are using when you play them. Any card played on top of your Wild Card must match the actor you named.



Actor Card

TIP

For a longer or shorter game, adjust the number of hands in the game.

- The movie does not have to be listed on the actor card for you to use it as a match. You can use any movie. The movies listed on the cards are just for reference.
 - If you disagree with a connection, you may challenge it. See “Challenging a Play”, below.
- 3 This process continues until no more plays can be made by any player. Once that happens, the player who played the last card sweeps away all the cards that were played and plays a new starter card face-up from his or her hand.
 - 4 As soon as a player plays his or her last card, the hand is over and all players must add up the values of any cards they have left to make their point total for the round. Keep a running total of each player’s score for the game on a pad of paper. If the required number of rounds has been played, the game is over (see “Winning the Game”, below). Otherwise, the player who won the previous round sweeps away the used cards and deals seven more cards to each player. If you run out of cards, collect all the used cards together, shuffle them, and deal the remaining cards from this new deck.

Winning the Game

Once you have completed the required number of rounds, the game is over and the player with the lowest score wins!

Challenging a Play

If an opponent plays a match that you think is incorrect, you may challenge them. Challenging another player involves these steps:

- 1 Call out the challenge by saying something like, “Brad Pitt was not in *Ocean’s Eleven* with George Clooney.”
- 2 All players must put their cards face-down on the table until the challenge is resolved.
- 3 If you have access to a book or online reference to check whether the actors were indeed together in the stated movie, you may use it. Otherwise, the players not involved in the challenge must serve as a jury and come to a consensus as to whether the match should stand.
 - Note that the challenge refers to the specific actors and specific movie that were named by the player when they played the match. In the example above, it could be that Brad Pitt has been in several movies with George Clooney, but all that matters for the purpose of the challenge is whether *Ocean’s Eleven* is one of them!
- 4 If a consensus cannot be reached, the defender should be given the benefit of the doubt.
- 5 If the jury agrees that the match is no good, the defender must take back the card and must also draw two new cards from the deck.
- 6 If the jury agrees that the match is acceptable, the challenger must draw two new cards from the deck as a penalty for making a false accusation.
- 7 Play then resumes as normal.

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