

JessHouse's Soda Pop

	Player 1	Player 2	Player 3	Player 4	Player 5
10+					
20+					
30+					
40+					
50+					
60+					
70+					
80+					
90+					
100+					

What You Need:

1. A 6 sided dice
2. Pen or pencil
3. A printout of this sheet
4. Friends, coworkers, or players
5. Calculator or good math skills
6. Time to kill



How You Play:

1. Points grow by rolling 1 to 5
2. A roll of 6 will wipe you out...
3. You "can" save and stop after every ten point roll...
4. Go for more if you feel lucky...
5. Rolls:
 - one = one can of soda
 - two = good for two cans of soda
 - three = three cans
 - four = four cans
 - five = five cans
 - six = a whole sixpack? Wipe out...
6. First player to get 100+ cans of soda wins!

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Player 2					
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Player 4					
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