+1 & Steal 2
1 START
2 +1 to 1 unused die
3 Nom 2
4 Take another turn
5 Nom ½ your (round up)
6 Gain 2
7 Flip 1 unused die
8 Go back 5
9 Steal 1 from anyone
10 Nom 1
11 Gain 1
12 Steal 1 from everyone
13 Reroll remaining dice
14 Change 1 unused die
15 Go back to start
16 Gain 1
17 Give all to player in last
18 Steal 1 from anyone
19 Reuse all used dice
20 Flip 1 unused die
21 Give 1 to everyone
22 Take another turn
23 Change 1 unused die
24 Nom 4
25 Steal 2 from 1st place
26 Go back 5
27 Gain 3
Steal 2
+1
Move any player in either direction using remaining dice

Nom Nom Pretzel

A ridiculous board game for 2–5 Players

Object

Be the first player to collect 20 pretzels… Or just roll 5 pretzels all at once.

Necessary Bits

- 1 Game Board
- 5 PretzCon pretzel dice
- A big bag of pretzels (for keeping score)
- A pawn or token for each player

Setup

All players place their pawns on the start space. The bag of pretzels should be easily accessible to all players. The game board is placed in the center of the table with the players surrounding it.

Rules

The player who most recently had a giant pretzel will start the first round. Play passes to the left.

Game Turn

Each player will get one turn per round. On each turn, the current player rolls the 5 dice. Any dice that show a pretzel (the one face) are immediately set aside and the player receives a pretzel for each from the bag. The remaining dice can be spent on actions if they meet the criteria for them. All other dice must be used to travel the pretzel board. The player gets to choose which of these remaining dice to count out first and each space landed on directly is evaluated. Players keep pretzels they've earned in front of them, separate from all other players and the bag, but visible to everyone. Each player's pretzel count is public knowledge.

Available Actions

- One pair—Take a pretzel from the bag
- Three of a kind—Steal two pretzels from an opponent of your choice
- Four of a kind—Take a pretzel from the bag AND steal two pretzels from an opponent of your choice
- Run of 3 (2,3,4 or 3,4,5 or 4,5,6)—Use remaining dice to move any other player against their will

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The Pretzel Board

All dice not scored as pretzels or used in actions are used to travel the pretzel path. Dice used in this way must be used in the forward direction toward the end of the path. The player chooses the order in which the dice are counted, but each space landed on directly is evaluated. Any player that lands on or passes the last space on the board is awarded three pretzels. The board should be treated as a loop. Any movement that would pass beyond the last pretzel space transfers around to the start. Any space that directs players to nom pretzels mean those pretzels are consumed and no longer counted towards the score for any player.

Game End

The game ends immediately whenever any player has 20 pretzels in their collection. Alternatively, if at any time a player rolls all 5 dice at once and the result is the pretzel face for each one of the 5 dice, then that player immediately wins the game. (Three pretzels and a pair of twos don't count, it must be 5 pretzel faces.)

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