

SID SACKSON'S

CAN'T STOP!



Ages 9+



2 - 4 Players



30 - 40 Min

COMPONENTS

- 1 game board
- 4 red dice
- 3 white runner markers
- 44 player markers (11 each of 4 player colors)

THE IDEA OF THE GAME

Players try to win three of the eleven numbered columns as quickly as possible. To do this, they roll the four dice and form two pairs, which determine the columns on which they may first introduce the white runners. During their turn, players may roll the dice as many times as they wish – provided that they can place or move at least one of the runners. If, after rolling the dice, a player is unable to do so, their turn ends immediately and they lose everything that they achieved during that turn.

They should have stopped in time, but they didn't. Everybody likes to try just once more, and then maybe once more. They CAN'T STOP! CAN YOU?

PREPARATION

Place the **game board** in the center of the table.

The board has 11 columns, numbered from 2 to 12. The columns consist of a varying number of squares. The fewer squares a column has, the more difficult it is to roll this number, and vice versa. The goal is to advance your marker to the top square in a column. Players try to be the first to occupy three of the numbered (top) squares with their own markers and thus **WIN the game**.

Each player chooses a color and places the 11 corresponding markers in front of them on the table.

The **youngest player** takes the **4 dice** and the **3 white runners**.

HOW TO PLAY

The youngest player starts, then play continues in clockwise order. On a player's turn, they always roll all 4 dice at once. They must form two pairs of numbers with the dice that they have rolled. The sums of these two pairs determine the column(s) in which the player must introduce a runner.

Example 1: First Roll

Joanne starts. She rolls:



The following combinations are possible:



Joanne places a runner on the bottom square of column 5 and another runner on the bottom square of column 9. (A in Fig. 1).



Joanne places a runner on the bottom square of column 6 and another runner on the bottom square of column 8. (B in Fig. 1).



Joanne places a runner on the bottom square of column 7 and then moves it one square upwards - a total of 2 squares. (C in Fig. 1).

If a player forms two dice pairs that allow them to introduce (or move) two runners, they must do so. (In Example 1, option A or B, Joanne must introduce **both** runners.)

However, a player may deliberately form the two dice pairs so that they are able to introduce or move only one runner (Example 1, option C).

If a player has introduced or moved at least one runner, they **may** choose to continue playing. They reroll all 4 dice and again form two dice pairs. After doing so, they again introduce or move one or two runners.

Note: You may have only a total of 3 runners active on any given turn.

Example 2: Second Roll

Joanne chose option A on her first roll. She then rolls:



She now has two options:



Joanne introduces the third runner on the bottom square either of column 2 or of column 11 (A in Fig. 2). The other dice pair is ignored.



Joanne introduces the third runner on the bottom square of column 7 and moves the runner in column 6 one square upwards (B in Fig. 2).

Figure 1

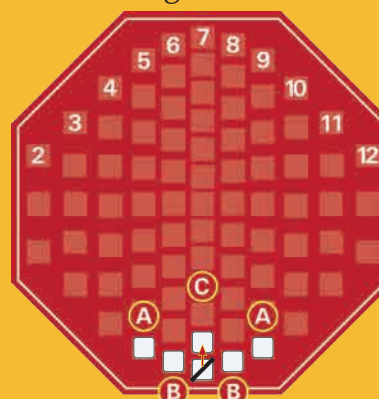
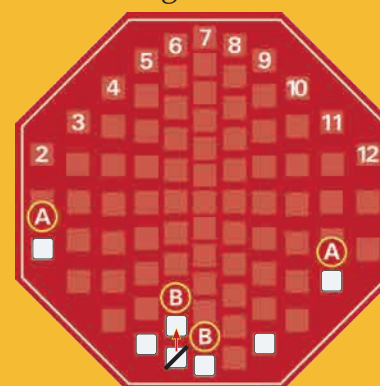


Figure 2



» **Turns continue** like this until the player:

- **Either** stops voluntarily
- **Or** is forced to stop because they cannot introduce or move a runner.

» **If a player stops voluntarily**, they replace each of their runners with one of their markers on the game board. You may only use one of your markers per column (see Example 3, Figure 3).

If during a subsequent turn, the player introduces a runner in a column in which they already have a marker, they place the runner on the square above the one occupied by their marker. If they stop voluntarily later this turn, they move their previously placed marker up the board to this new square to which the runner has advanced and replace that runner with their marker (see Example 3, Figure 4).

Note: Opponents' markers on the game board do not block introducing or moving a runner or placing one's own marker. If necessary, you simply stack the markers.

» **If a player is forced to stop**, because they were not able to place or move a runner after rolling the dice, they lose everything that they achieved **during this turn** and must remove the runners without any effect. In this case, the player neither places new markers on the board nor moves any of their previously-placed markers (see Example 3, Figure 5)

Example 3: Third Roll

Joanne has chosen Option A on her first roll, Option A on her second roll and has established markers on 2, 5, and 9. She has decided not to continue with a third roll and stops as shown in Figure 3.

OR

Joanne has successfully rerolled the dice several times and moved the runners from the X's shown in Fig. 4. Now she stops voluntarily and moves her three markers onto the squares occupied by the runners. It doesn't matter if a square is already occupied by an opponent's marker, such as the yellow one in column 9, just stack the markers.

OR

If Joanne did not stop voluntarily but instead rolled:



her turn would have ended and she would have had to remove the three runners from the game board without any effect.

(shown in Figure 5)

Figure 3

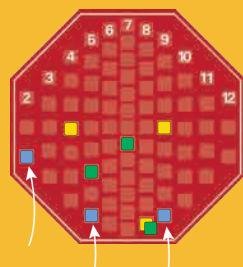


Figure 4

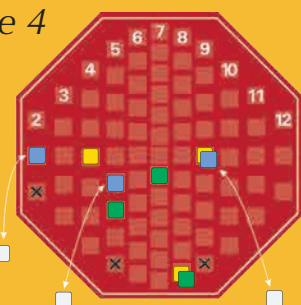
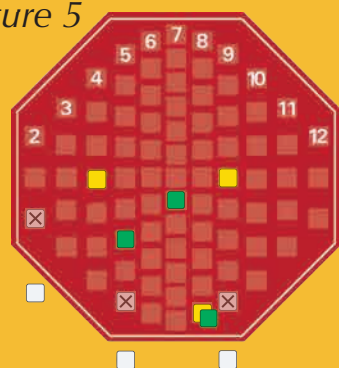


Figure 5



When a player is finished, the next player takes their turn. They take the three runners and the four dice, turning the game board if they wish so they can read the numbers without any problem.

You always need to think about whether or not you're better off stopping voluntarily before losing everything you've gained during your turn. Of course, the game is called "Can't Stop" for a reason!

WINNING A COLUMN

If a player reaches the numbered square at the top of the column with a runner, they may continue to roll the dice or stop voluntarily. However, they should keep in mind that they cannot move that runner anymore – even if they roll this number on the dice again. This increases a player's risk of being forced to stop and consequently losing this column. Thus, it's a good idea to stop voluntarily. In this case, once the player has replaced the runner with their marker, all other markers in this column are then returned to their owners. For the rest of the game, no player can place a runner in this column, including the player who has won this column.

END OF A GAME

If a column has not been won, (i.e. the numbered square at the top is not yet occupied by a marker) each player may try their luck at winning it – provided that they roll the required dice pairs. As soon as a player wins a **third numbered square at the top of the board** the game ends immediately and that player is declared the winner.

VARIANTS

2 or 3-Player Extended Variant

You must win **4 numbered squares** (with three players) or **5 numbered squares** (with two players) in order to win the game.

No Delay Variant

Players must introduce the runners as soon as possible. You cannot deliberately avoid introducing new runners in this variant. At the beginning of their turn, they must form dice pairs in such a way as to introduce two runners, if possible. After this turn, they must introduce the third runner as soon as possible (see Example 4).

No Ties Variant

Players may not stop voluntarily if one or more of the runners are on a **square already occupied by an opponent's marker**. In this situation you must keep on rolling in an effort to move your runner off of your opponent's marker.

Leaping Variant

For a faster game, when a runner is introduced or moved forward, it can never be placed onto **another player's marker**. Instead, it must pass over opponents' markers and onto the first vacant square available.

Example 4: No Delay Variant

Katie rolls:



The column 6 has already been won. Katie must choose the combination:



since with...



...she would only be able to introduce a single runner.

Katie continues and re-rolls the dice:



She may not move the two runners in columns 2 and 9, but must introduce the third runner, either in column 4 or in column 7:



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