

CAN'T STOP

A SID SACKSON GAME



SETUP

- Each player gets **11** traffic cones of a color.

PLAYING THE GAME

- When it's your turn, roll the **4 dice** and take the **3 white traffic cones**.
- Divide the dice into **two pairs** of your choosing.
- Take the **added up number of a pair** and do one of the following:
 - a) Place a **white cone** at the beginning of the column of the added up number **OR**
 - b) If you already have a **cone of your color** in that column, place a **white cone** on the square above that cone **OR**
 - c) If you already have a **white cone** in a column, move that cone up the column by one.
- After each roll, if you ever *can't* do at least **one** of these actions because you ran out of **white cones** to place and you rolled the number of a column where you **don't** have one of the three **white cones**, you remove all three white cones from the board and your **turn is over**. All progress is **lost**.
- Before you roll the dice or after you've used at least one pair of dice, you can choose to **stop**. Replace the **white cones** on the board with **cones of your color**.
- Winning a Column:
 - Once a player has reached the **top** of board with a **white cone** and has decided to stop, they have **won the column**.
 - Remove all other cones from that column.
 - **That column can no longer be played on**.

WINNING THE GAME

- Be the first player to **win three columns**.