

## CAN'T STOP THE TURTLES™

For 2-4 players, ages 8 and up  
The Game in a "Turtle Shell"

You win if you're first to claim three race cards. There are eleven races in all, one for each number you can roll with a pair of dice. On your turn, you roll four dice and form them into two pairs. You then place a chip on each of the like-numbered race cards. Each race requires a certain number of chips to win it. You may keep rolling on your turn as long as you dare. But beware—you may only enter three races on a turn. If you don't roll one of these three numbers, you've "flipped your shell" and lose all your chips. If you quit before this happens, you "bank" your scores (on the score sheet, lessening the number of chips you need to win those races on a later turn). Be the first player to finish a race and you claim its race card, wiping out your opponents' progress in this race.

### OBJECT

Claim three race cards and you win the game!

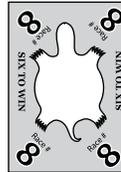
### PLAYING PIECES

11 Race cards, 4 dice, 18 chips, score pad & pencil.

### SETTING UP THE GAME

1. Place the eleven Race Cards in the center of the table, race-number-sides up. You don't need to organize them.

*This is the "8" Race Card.  
The first player to roll (and "bank")  
"8" six times will win this card!*



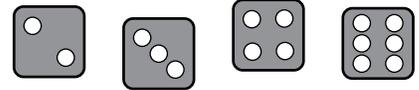
2. Place a score sheet and the pencil in a convenient location. Add the name of each player to a panel on the sheet.
3. Each player rolls two dice. The player with the highest roll will play first. (Since the "turtle" is wild, count it as a "6" if it is rolled).

### PLAYING THE GAME

To start your turn, roll all four dice. Look at the dice carefully.

#### 1. PAIRING THE DICE

Group the dice into two pairs.

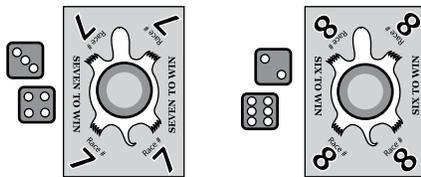


**Example:** You roll a 2, 3, 4 and 6. You could create the following pairs:  $2+3 = 5$  and  $4+6 = 10$ ; or,  $3+4 = 7$  and  $2+6 = 8$ ; or,  $2+4 = 6$  and  $3+6 = 9$ .

**Note:** The Turtle is "wild." If you roll the picture of the turtle, you decide which number it will be (from 1 to 6).

#### 2. RACE CARDS and CHIPS

The pairs you select decide the Races where you earn a chip. So let's say you selected 7 and 8 as your pairs. You take the 7 and 8 Race cards, place them in front of you, and put one chip on each card.



*Here you can see a chip has been placed on the "7" Race Card ( $4+3=7$ ) and on the "8" Race Card ( $2+6=8$ ).*

#### 3. ROLL AGAIN?

You can end your turn or pick up all four dice and roll again. For each additional roll you throw, pair up the dice as desired.

#### 4. EARNING MORE CHIPS

Let's say you decide to roll again and you form a pair that matches one of your Race Cards. That's great; place another chip on this card.

#### 5. ENTERING A NEW RACE

Let's say you form a new number. If that race card is still available (see "Winning a Race," below), put a chip on it.

#### 6. THREE RACE LIMIT

You may not enter more than three races on a turn. Once you have three Race Cards, and you decide to roll again, you can only earn chips in those three races.

#### 7. FLIP YOUR SHELL

If you roll again and discover that you cannot form a number that matches at least one of your three Race Cards, you "flip your shell." This is bad. It means you lose all of your chips and score nothing on this turn. Your turn ends immediately.

**Note:** You're fine if just one pair of dice forms a number that you can use. You only "flip your shell" if both pairs of dice form unusable numbers.

#### 8. SCORING

If you end your turn before you flip your shell, you will score. Take the score sheet and pencil and blacken in one circle for each chip you

earned in each race entered on this turn. (Your score will mount on every turn that you score.)

**9. END TURN**

To end your turn, return the Race Cards to the center of table and gather all the chips together for the next player's use. Play passes to the player on your left.

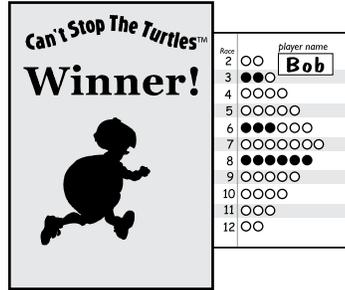
**Note:** On your next turn, you may re-enter some or all of the races in which you previously scored, or you may enter new races. It's up to you and the dice!

**WINNING A RACE**

At the end of your turn, if you are able to blacken in all the circles for a given Race, you have won that race. Take this race card and turn it over to the "win" side. Keep it for the rest of the game. This race is now complete. Its number is now out of play. If any player (yourself included) forms a pair that matches this number, it cannot be used.

During your turn, you may earn enough chips to win a race, but if you keep rolling and flip your shell, you will lose your chips and you will not win the race on this turn. Keep this in mind when you think about rolling again.

As time goes by in the game, fewer and fewer races are available to win. You must roll only these remaining numbers if you hope to score.



The first person to roll "8" six times takes the "8" Race Card and flips it over.

**WINNING THE GAME**

If you are the first player to win three race cards, you win the game!

**Why are some races longer than others?**  
 The length of each race is based on the likelihood of forming its number with a pair of dice.

- 6, 7, and 8 are the numbers most likely to be rolled. Therefore, you need to roll these numbers the most to win their races.
- 2 and 12 are the least likely to be rolled. Therefore, you only need to roll these numbers twice to win their races.
- The odds of rolling the other numbers fall somewhere in between.

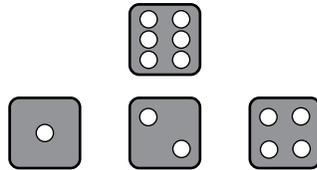
**LONGER GAME**

If two or three are playing, you may increase the number of race cards needed to win to four.

**RELAY RACE VERSION** *A Speedier Game*

In this version, the four dice become a "relay team" headed by a "Captain."

**ALL RULES APPLY EXCEPT for #1- PAIRING THE DICE. Instead...** After rolling the dice, pick one die as your "Captain" die. The other three dice are then individually paired with the Captain to form THREE pairs on a turn.



For example, you roll a 1, 2, 4 and 6. You may pick any one of these as your Captain. Let's say you pick the 6. The "pairs" you then form are:

- 6 + 1 = **7**
- 6 + 2 = **8**
- 6 + 4 = **10**

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