

**2 3 4 5 6 7 8 9 10 11 12**

<b>10VP</b>	<b>9VP</b>	<b>8VP</b>	<b>7VP</b>	<b>6VP</b>	<b>5VP</b>	<b>6VP</b>	<b>7VP</b>	<b>8VP</b>	<b>9VP</b>	<b>10VP</b>
<b>6VP</b>	<b>5VP</b>	<b>4VP</b>	<b>4VP</b>	<b>3VP</b>	<b>3VP</b>	<b>3VP</b>	<b>4VP</b>	<b>4VP</b>	<b>5VP</b>	<b>6VP</b>
<b>2</b>										<b>12</b>
	<b>3</b>									<b>11</b>
		<b>4</b>							<b>10</b>	
			<b>5</b>					<b>9</b>		
				<b>6</b>	<b>7</b>	<b>8</b>				

**THE  
GREAT  
RACES  
By Sid Sackson**

# **The Great Races**

## **By Sid Sackson**

This game is a precursor to Sid Sackson's classic Can't Stop. This board is designed to be used with your (Parker Bros. or Eagle/Gryphon) Can't Stop set. Use the 4 dice, 1 white marker and the colored player markers from the Can't Stop Set. (Other equipment can be substituted: small cubes/small poker chips, etc.)

**Set Up:** Stack 1 colored player marker for each player at the bottom space in each “race track” column on the board. {player roll dice to determine first player, others will go clockwise. Give the first player a white marker to record the turn order—which is needed to break ties later in the game.

**Actions on a turn:**

On their turn, each player will roll all 4 dice and split them into two pairs of two dice each in any way they choose. Then they will advance their marker on the each of those race tracks matching the pairs selected. If they choose pairs that form the same value twice, they may advance their marker twice. They may not advance a marker on a track of a race that has already been won or advance past the top space of the track..

(Note: Each player rolls dice once per turn in The Great Races, not multiple times as in Can't Stop.)

**Winning the races:**

When a player's marker reaches the top space of the race track, they have won the race. Leave their marker there—in the space with larger number of victory points (VP). The furthest advanced marker for another player (Ties go to the player who started later in the turn order.) in a shaded space wins second place points and places their marker on the second from the top space (with the smaller number of VP.) If no other player has reached a shaded space, no second place VP award is made for that race. Remove any other player markers from that race track.

**End of Game:**

The game ends when all 11 races have been won.

Total VP for all players. High total wins, ties go to the later in the turn order.

Board by Richard Irving.