



2

3

4

5

6

7

8

9

10

11

12

RIVER STAKES

Goal

Be the first player to get three of your team members across the river on to the numbered stepping stones.

Players

2, 3 or 4 players

Setup

4 x dice (six-sided)

11 x team members per player (same colour)

3 x shared leaders (a colour not used by any of the other players)

Start

🎲 Each player rolls 2 dice.

🎲 The player with the highest sum goes first.

During Your Turn

1) Roll & Pair - Roll 4 dice and split them into two pairs (e.g. 2+3 and 4+4, corresponding to path 5 and 8).

2) Move leaders - Place or advance leaders in the matching paths.

🎲 You may have up to 3 leaders in play.

🎲 If you have fewer than 3 leaders in play and a legal placement exists; you must place a leader.

🎲 If all 3 leaders are already on the board, you may only advance the leaders already in those paths.

🎲 Leaders can skip if a position is already occupied.

🎲 A leader may move twice if both dice pairs have the same sum (e.g. 3+4 and 5+2).

3) Decide to continue or stop

🎲 Continue

🎲 Start another turn i.e. go to step 1.

🎲 If you cannot place or advance your leaders, you lose all progress from this turn.

🎲 Remove the leaders from the board and pass them to the next player (clockwise).

🎲 Your turn ends.

🎲 Stop

🎲 Replace each leader with one of your team members to save your progress.

🎲 Pass the leaders to the next player (clockwise).

🎲 Your turn ends.

Reaching the Other Side

When one of your leaders reaches the stepping stones on the other side, that path has been secured.

🎲 Replace the leader with one of your team members.

🎲 Remove all team members in that path and return them to their owners.

🎲 No player may use that path for the rest of the game.

Winning the Game

When three of your team members reach the other side, you win the game.

River Stakes is inspired by Sid Sackson's Can't Stop. This game is not affiliated with Parker Brothers or Hasbro.

© 2026 River Stakes, Licensed under CC BY-NC-SA 4.0, <https://creativecommons.org/licenses/by-nc/4.0/>



