**“Can’t Stop” Pseudocode**

Player Turn Function (Current Player):

Number of Unallocated Runners = 3

While Currently On Turn:

Roll four six sided dice

Choose combination of two pairs

Add pairs up to get two numbers

For each number chosen:

If corresponding column is not completed:

If runners available and runner isn’t on column:

Place currently unallocated runner at the bottom of the corresponding column

Else if runner is on column and runner is not at top of column:

Move runner up by one space

If runner positions were not changed on either number:

Remove runners

End Turn

Else:

Choose whether to continue or end turn:

If you choose to end turn:

Replace runners with coloured beads.

End Turn

If 3 of the current player’s colored beads are on the top of 3 columns:

Player wins the game.

Else:

Do Player Turn Function (Next Player)

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