

Can't
Touch
This

Rulebook

Designed by Jorge Zhang
1-2 players

Red boxes contain both solo and 2-player rules

Blue boxes contain 2-player specific rules

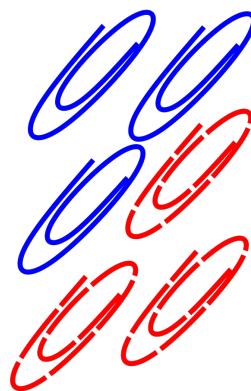
Goal: Score the most points

Set Up: Take the stack of cards in one hand so that the side you intend to play on is on top and a scoring guide is on the bottom. Take the 6 paperclips in your other hand.

Give 3 paperclips of one color to your opponent.



Top



6 Paperclips



Bottom

Whoever is currently holding the cards is the **defender**, and the other player is the **challenger**.

Going first is generally advantageous, but how much so depends heavily on the random layout of each card. Thus, the players will sequentially bid on priority.

The player going second wins ties.

By default, the **defender** will go first and is considered to have started the bid at 0. Starting with the **challenger** and alternating between the two players, each player can either raise the previous bid by 1, or **pass**. This process immediately ends when a player **passes**. The player who **passed** will go second. The other player has won the bid and will go first, however, at the end of the game they will take a penalty to their final score equal to their last bid. Give the stack of cards to the player who won the bid so that they can take their first turn.

On each turn, slide 1 paperclip onto the stack of cards so that it **captures** 1, 2, 3, or 4 **symbols** on the top card. The wider half of the paperclip should be on top. No paperclip can be overlapped with any other paperclip. Paperclips must be placed within a row or column: they cannot be placed diagonally. A paperclip **captures** a **symbol** if the **symbol** is entirely enclosed within the paperclip:



The blue player has captured the ① and ⚡

The players alternate taking turns sliding a paperclip onto the stack of cards.

The game ends when all 6 paperclips are placed.

Calculate points based on which **symbols** were **captured** (also see the scoring guide)



1 point



-1 point, but +1
if you **capture** 3
or more



3 points, but
-1 per **symbol**
captured with it. 0/1/3/6/9
points based
on # **captured**.



2 points



Bombs are
-3 points



Per **captured** star, you
can turn 1 Bomb into
2 points at game end.



2 Wilds become 1 of
any non-Swirl symbol
at game end. 1 Wild
does nothing.

Each player scores points for the symbols they captured. Take the point penalty of the player who went first into account. If the scores are tied, the player who went second wins.

If there is a rematch, the player who won becomes the **defender**.

Solo: Once you think you have found the highest score possible, challenge others to beat your score!

Example scoring:



2 from +
 1 from
 4 from
 -1 from
 0 from
 3 from

 9 total

2 became 1
 2 from
 0 from
 7 from
 2 from
 0 from

 11 total