

Nonstop • Rules

Source: <https://tablepress.space/nonstop/rules/> · Rebuilds with the site.

Nonstop

Time only goes forward. 2–4 players · 25 min · ages 8+ · 52 event cards + 2 table cards (54) · a pencil for scores.

> This game is about who writes the next sentence of a shared story, felt as the click when one thing really leads to the next — or the jump when it does not, decided by whether you spend a later card to end the round or save it.

What is in the box

- 2 table cards (How to play, And then and score) — leave them out
- 52 event cards. Each has a kind (Earth ○, Make □, Power △, Word ◇) and a big number 1 (earliest) through 13 (now)

No dice. No app. Print from <https://tablepress.space/nonstop/print.html>

How to start

Put the 2 table cards out. Mix the other 52. Give 8 each (3 or 4 people). Put 4 face-up as Open. The rest is the face-down pile.

Oldest player starts round 1. Play 6 rounds. After each round, the person with the lowest score starts the next one.

How you win

Most points after 6 rounds.

A turn

The leader plays one card, starting the middle line. Going left, play one card whose big number is the same or bigger than the last card, or say pass. Once you pass, you are out of this round.

Once per round, when you play, you may play an Open card instead of one from your hand. Put a new Open card out from the pile right away.

The middle line holds at most 6 cards. A sixth card ends the round.

And then

If your card is the same kind as the last card and its number is the same or only one bigger, say “And then.” Score 1 point now.

Any other legal card is a jump. You may still play it. You score nothing now.

You may not play a smaller number than the last card. Time does not go backward in a round.

End of a round

When everyone else has passed, or when the sixth card is played, the last person who played scores:

- 1 point per card in the middle
- 3 extra points if one kind appears 3 or more times in that line

Sweep the line aside. Lowest total starts the next round (not the person who just scored).

Between rounds

Draw back up to 8 from the pile (skip if the pile is empty). Fill Open back to 4. Time starts over: the next leader may play any number.

Sample turn

Ana leads The Earth Is Born (Earth 1).

Bo plays Plants Eat Light (Make 1). Same number, different kind: a jump.

Cam takes Open People Plant Seeds (Make 2). Make after Make, one step later: "And then." Cam +1.

Ana plays Cheaper Metal (Make 3). "And then." Ana +1. Three Make cards: the 3-point bonus is live.

Bo plays Law on a Stone (Power 3). Jump. Five cards.

Cam plays Fever on the Roads (Earth 4) as the sixth and ends the round: 6 cards + 3 = 9. This round: Cam 10, Ana 1, Bo 0.

Stuck? Read this

Same number as the last card. That is legal (they happened around the same time).

No Open cards / empty pile. Play from your hand. Do not fill Open.

Two people reach for Open. It is the person whose turn it is.

I could play but I pass. That is allowed.

My hand is empty. You pass. Draw after the round. You are not out of the game.

Can I say And then from planting seeds to pages that link? No. Same kind but the numbers jump more than 1. That is a jump, not And then.

I have only smaller numbers. You pass. That is not a stuck game. The round can still end.

2 people

Give 10 each. 4 Open. Play 8 rounds. When one person passes, the other may play one more card or end the round.

Young table (8–9 years)

Ignore the 3-point bonus in round 1. Add it in round 2. An adult may read the table cards out loud once.

So everyone can play

- Kinds have a word and a mark. Do not teach them by color.
- Play the big number. The year line is extra.
- 8 cards may sit in a row.
- Fever, war, and holy-text cards are facts, not jokes. Skip the small italic line if you want.