

Rules of the game



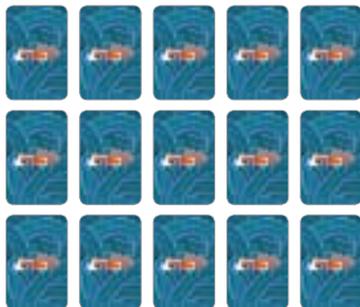
Players: 2 to 5
Age: 5+, 8+ year
Time: 10-15 minutes

You can play three different games using Trafficcars cards.

1. Traffic-Memory game (5+ years)

How to deal the cards

You don't necessarily need to use all cards. You can choose cards with numbers that all players are comfortable with and the quantity of cards is manageable (for instance, from 1 to 12, 1 to 30 or 26 to 50) Take out all Special Cards (without numbers) from the stack.



Initial Setup

Cards are placed on the table facing down in several rows as in any other memory game. Players take turns. The object of the game is to collect the most cards. The youngest player starts the game.

How to play

During your turn you open two random cards of your choice. If these cards have numbers that are not neighbouring numbers (for example, 10 and 22), then you turn both cards back facing down and the turn goes to the next player.



You opened 9, 10, 11 and 22. You take the first three cards. The last card is turned over and stays on the same place.

If numbers on the open cards are neighbours (for example, 10 and 9), then you can open third card.

If the third card has also neighbouring number (for example, 11), then you need to open the fourth card and so forth until the card you open is no longer a neighbouring number.

All the cards with consequential numbers you take and place next to yourself in a pile (to be counted at the end of the game).

The last non-neighbouring card is turned back facing down and stays in the same place. When you open cards, all players must be able to see them – this way all players have a chance of memorising numbers and their locations.

Who wins

Game is over when you cannot create a sequence using the cards left on the table. Player with most cards wins.

Additional Rules

You can also use Special Cards – Police and Ambulance. If you use all 50 cards, then all eight Special Cards can be used in the game. If you are using less than 50 cards, then the number of the Special Cards used also must be reduced accordingly.

These Special Cards can replace any number, but only if you have opened three or more cards. For example, if you have opened 21, 23 and a Special Card, then it can be used as 22. If 3, 4 and Special Card, then it can be used as either 2 or 5. In both cases you will be able to take three cards.

2. Took over! (7+ years)

How to Deal

Take out all the cards without numbers (i.e. Ambulance). The rest of the cards are dealt equally among all players, face down. Each player puts his or her cards in a stack in front of him or her. To make sure the number of cards is equal you can discard last couple cards. To begin with each player takes 6 cards from her or his stack.



Initial Setup

General Rules

During the game cards are laid out on the table in an ascending order. It doesn't need to be a strict order (for example, 5, 6, 7, 8), but they have to go in an ascending manner from left to right (for example, 5, 7, 12, 19).

Players take turns, moving clockwise. The youngest player starts the game. Player to the left of the active player, waits for a chance to "Take Over" by placing his own card (cards). In this case the turn is passed over to him/her. Game continues until the player uses all his or her cards. This player is the winner!

Actions of active player

Player who starts the round, opens the top card from his stack and places it in the centre. Then he places a card from his hand to either the left (if the number is less than) or to the right (if the number is greater than) of the first card. This way the first player is starting to form the sequence.

If the next player clockwise (the one who takes over) cannot place a card, then the active player places second card either to the left or right of the cards already on the table and so forth, until the next player can take over. Cards are played using agreed time period (for example, 3 seconds). This way the player who takes over has time to think.

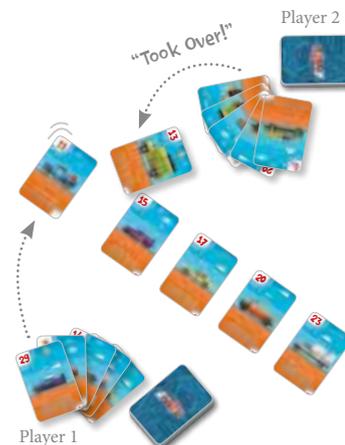
Each next card placed has to be greater than the last card on the right or less than the last card on the left. This way the ascending sequence is strictly observed..

Actions of Taking Over Player

Taking Over Player tries to take over the turn preventing the active player from playing his/her cards. He/she has to find one (or more) cards that fall between the cards already on the table and the last card placed by the active player.

As soon as the Taking Over player sees that he/she has the right card, they shout out: "Taking Over!" and place their card (or several) between the cards on the table. After this the turn goes to the Taking Over player; and all players take cards from their stacks to get six cards in hands.

Now the Taking Over player becomes the Active player and places his/her cards to the left or right from the cards on the table. The next player is trying to Take Over.



Player 1

Player 1 placed card No.11, Player 2 noticed that he/she has card No.13 (that is greater than 11 and less than 15). So he/she places the card between 11 and 15 and takes over the active player.

Situation during the game

If the active player doesn't have any cards to place (greater than the one to the right or less than the one to the left) then they say: "Pass!", and make sure they have 6 cards in the hand, then the turn goes to the next player. If the active player played all cards from their hand, the turn goes to the next player.

If none of the players could place a card (all have announced "Pass"), then the cards on the table are discarded. The new round starts with an active player opening the top card from his stack.

3. Rush Hour (7+ years)

Attention! There is a traffic jam! You need to position your cars to take over other players.

How to Deal

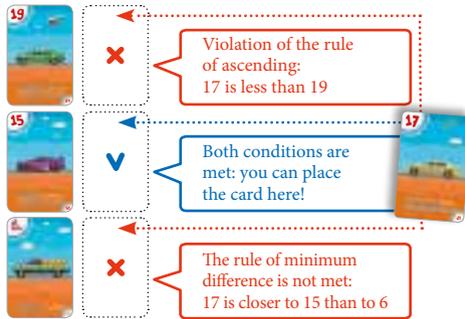
Shuffle the cards and place three cards facing up in a row. These are the first cars in the traffic jam on a three-lane road. All players will place their cards after these three cards. Deal 10 cards to each player. The rest of the pile won't be needed for this round.

How to Play?

Take your cards without showing them to other players. Each player selects one card from the hand and places it facing down on the table making sure no one has seen the card. When all players are ready, the cards are opened at once. The player with the smallest card places it into the traffic jam first, following by the player with the next smallest card, and so forth.

When placing the cards the following rules apply:

1. Rule of Ascending. You can place your card in that row where your card will follow the smaller card (your card's number must be always higher).
2. Правило минимальной разницы.



The object of the game

The object of the game is to get as little penalty cards as possible while playing your cards. You get penalty cards in two instances:

1. Traffic jam is too big. If your card needs to be placed in the row which already has four cards, you then take all the cards from that row as a penalty. Your card then becomes the first card in this row.
2. Your card is too small to be played. If your card is too small to be placed in any row, then you collect all cards from the row of your choice as a penalty. Your smallest card then becomes the first card in the row.



Massive Jam!
Player plays card No 28: it needs to be placed into second row, but there are already four cards in that row

Card is too small!
Card cannot be placed into any row (adhering to the rule of ascending)

Cards collected as penalty are taken out of the game. You need to place them in a pile next to you to be counted at the end of the game. The player with the least number of penalty points wins.

Who wins?

Collected cards carry penalty points. Ordinary cars have 1 penalty point. Special cards have 2 penalty points. The player with the least number of penalty points wins.

Special cards



Trailer. It has a number and it is played as an ordinary card. However, it is not considered to be a full car card – it hooks up at the rear of a car! For example, you can place the Trailer card into the row which already has four cards without having to collect the row as a penalty.

For instance, the trailer card is placed over the ordinary car card. The Trailer can be “piggy-backed” to the other Trailers and any Special Cards – it’s just placed over them (in this case, the Special card underneath the Trailer card is no longer valid). If the Trailer card is placed in the beginning of the row at the start of the game, you need to replace it with another card.



Ambulance. The player who selected Ambulance card goes first. If two players selected Ambulance cards and want to put them on the same place, then one card is placed over the other. If the traffic gets too “massive”, then the player with the highest Ambulance card collects the row as a penalty.

Ambulance surpasses the traffic jam and is placed at the beginning of any row and pushes all cars by one place. If there are more than four cars in the row, then the player who placed Ambulance card collects the row. This Ambulance card then starts the new row – any type of cards can follow. It is up to you, whether you want to place your card following an Ambulance card or you choose to place your card into another suitable row. In this case the rule of minimal difference doesn't apply as Ambulance card doesn't have a number.



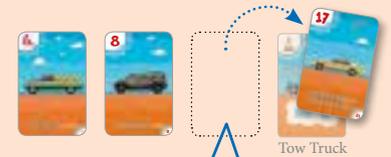
Police car. Police has the priority over any other card except Ambulance. If two players selected Police cards and want to put them in the same spot, then they place their cards on top of one another.

Police can be placed at the end of any row, at player's discretion. Police provides cortege to the next card: this allows any card to follow even with the smallest number. You can choose whether to place your card following the Police car or place it in any other suitable row. In this case the rule of minimal difference doesn't apply.



Tow Truck. Tow Truck is played last from the selected cards. It can be placed at the end of any row. Once placed, the Tow Truck carries the front car on itself (the ordinary car card is then placed over the Tow Truck card). So now these two cards are regarded as one card when calculating the “massive jam”.

The free spot following the Tow Truck can now be used by any player, though the rule of ascending still applies. However, even if this spot remains empty, it is still calculated in the “massive jam”.



In case if there are two (or more) cards stacked up in front of the Tow Truck – the

car with the Trailer, another Tow Truck with loaded car, two simultaneously played Ambulance or Police cards – then Tow Truck loads all cards in front of it.

If the Tow Truck is the fifth in the row, then first it needs to load the car in front of it, and then the player collects the rest of the row. The Tow truck with the loaded car becomes the first in the row.

How to play with younger players

Depending on the age and counting skills, you can use the following simplifications:

- Playing with cards up to 10, 20 or 30.
- Each player is dealt 5 cards, not 10. You can also reduce the number of rows to two.
- Playing without Special Cards (discard them from the deck).
- Playing without the rule “Massive Jam”. In this case, rows can be of any length.
- Playing without the penalty for “Card is too Small”. You can place small cards at the beginning of traffic jam.



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