

Rules of the game



ENG

Players: 2 to 5
Age: 5+, 8+ years
Time: 10–15 minutes



- Contents:
- 62 Car Cards
 - 12 Special Vehicle Cards
 - 1 Rules Booklet

You can play as many as three different games using Trafficcars cards. Which one is going to be your favourite?

Basic Version. Rush Hour (8+)

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

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 if:

1. Traffic jam is too big. If your card needs to be placed in the row which already has four cards, you 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.

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.

It Can Look Like This:



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



This card is too small!
The card cannot be placed into any row (by the rules, we play from small to large)

Winner

Collected cards carry penalty points. Ordinary cars are worth one penalty point. Special cars are worth two penalty points. The player with the least number of penalty points wins.

Set Up

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 cars.

Deal 10 cards to each player. The rest of the pile will not be needed for this round.

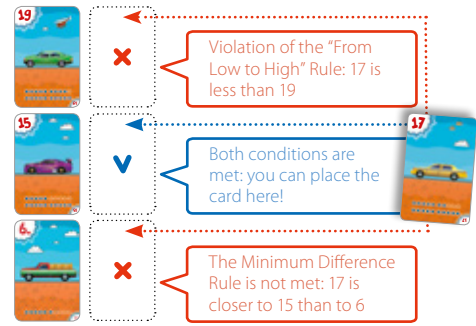
How to Play

Take your cards without showing them to other players. Each player selects one card from the hand and places it face 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. From Low to High Rule. A card can be placed in a row only if its number is greater than the number on the previous card in that row.
2. Minimum Difference Rule. A new card should be placed after the card with the number closest to its own number.

It Can Look Like This:



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 “piggybacked” 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 the 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 “heavy”, the player with the highest Ambulance card collects the row as a penalty.

The Ambulance surpasses the traffic jam and is placed at the beginning of any row and pushes all cars back by one place. If there are more than four cars in the row, then the player who placed the 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 does not apply since Ambulance card does not have a number.



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

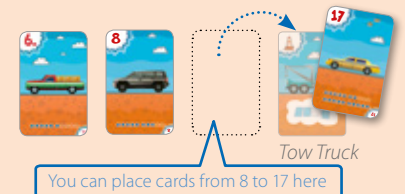
Police can be placed at the end of any row, at player’s discretion. Police provides cortège to the next card: this allows any card to follow even with the smallest number. You can choose to place your card following the Police car or in any other suitable row. In this case, the Minimal Difference Rule does not 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). Now, these two cards are regarded as one when calculating the “heavy jam”.

The free spot following the Tow Truck can now be used by any player, though the “From Low to High” Rule still applies. However, even if this spot remains empty, it is still calculated in the “heavy jam”. In case there are two (or more) cards stacked up in front of the Tow Truck – the car with the Trailer, another Tow Truck with uploaded car, two simultaneously played Ambulance or Police cards – then Tow Truck loads all cards in front of it.

It Can Look Like This:



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

Playing with Younger Children (5+)

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 "Heavy Jam" rule. In this case, the rows can be of any length.
- Playing without the penalty for "Card is too Small".
You can place small cards at the beginning of the traffic jam.

Additional Versions of the Games

1. Traffic-Memory Game (5+)

Object of the Game

The object of the game is to collect the most cards.

Winner

Player with the most cards wins.

Set Up

You may use only some cards. You can choose cards with numbers that all players are comfortable with so that the amount 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 deck. Cards are placed on the table facing down in several rows as in any other memory game. Players take turns. The youngest player begins.

How to Play

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 face down again, and the turn goes to the next player.

If numbers on the open cards are neighbours (for example, 10 and 9), then you can open a third card. If the third card has also a 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. Take all cards with sequence numbers and place them 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. Game is over when you cannot create a sequence using the cards left on the table.

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 are opened, then it can be used as either 2 or 5. In both cases, you will be able to take three cards.

It Can Look Like This:



Picture 1: Initial Setup

Picture 2: You opened 9, 10, 11 and 22. You take the first three cards. The last card is turned over and stays at the same place.

2. Took Over! (7+)

Object of the Game

Be the quickest player on the road! Get ahead in traffic and get rid of your cards as soon as possible!

Winner

You shall be the first to get rid of all your cards to win this game.

Set Up

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

How to Play

Cards are laid out on the table in an ascending order. It does not 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).

The youngest player begins. Players take turns moving clockwise. Player to the left of the active player waits for a chance to "Take Over" by placing his/her 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 starting the round opens the top card from his/her stack and places it in the centre. Then he/she places a card from his/her 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 new 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 Player Taking Over

Player Taking Over 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 Player Taking Over sees that he/she has the right card, he/she needs to say, "Taking Over!" and place their card (or several) between the cards on the table. After this, the turn goes to the Player Taking Over; all players take cards from their stacks to get six cards in hand. Now the Player Taking Over 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.

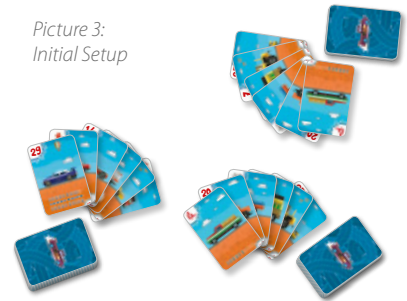
Situation during the game

If the active player does not have any cards to place (greater than the one to the right or less than the one to the left) he/she needs to say, "Pass!"; and make sure he/she has 6 cards in the hand, then the turn goes to the next player.

If the active player played all cards from his/her 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/her stack.

Picture 3:
Initial Setup



Picture 4:



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.

