



# Road Trip™

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## **The Object**

*Road Trip* is a game of luck and skill. You have to travel as far as you can, facing all kinds of road hazards. The player who collects the most points after all cards have been played wins.

[\(SEE POINT CHART\)](#)

## Playing

Each player is dealt six (6) cards at the start of the game. The starting player starts by drawing a card from the draw pile to make a total of seven (7) cards in their hand. The player then starts play by making one of the following moves:

1. Play a [Go card](#) to start traveling.
2. Play a [Construction Zone card](#) to slow the opponent.
3. Play a [Protection card](#).
4. Discard a card to the discard pile.

Travel can start after you have played a Go card. Once you have a Go card on your battle pile you can start playing **Mile cards** on your next turn. As the players start their trip with the Go card, their opponent can play Hazard cards to stop them. In the event of a Hazard card, the corresponding Solution card needs to be played or the use of a Protection card can remedy the hazard. The player can not play any more Mile cards until the hazard has been fixed and a Go card or a Right of Way card has been played.

In order to draw a card, you single click on the deck. To see a card, the player clicks on the left mouse to see any card in their hand. To move a card, you just simply drag and drop where you want to play it. This may be done quickly by double clicking the left mouse button, with the exception of discarding.

Once all the cards have been played from the draw pile and there are no more play in your hand the game is over. At the end of the game points are given out to various plays during the game and the total miles traveled. The registered version of Roadtrip will keep a high score list, but only if you beat the computer opponent will your score be recorded.

[\(SEE POINT CHART\)](#)



Stop Card



Crash Card



Flat Card



Empty Card



Construction Card



Go Card



Gas Card



Repair Card



Spare Card



End of Construction



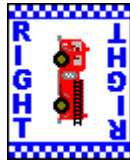
Free Card



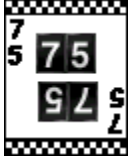
Driving Ace Card



Puncher Proof Card



Right of Way Card



**Mile Card**

## **Point Chart**

**Miles** **1 per Mile.**

1 point for every mile traveled.

**Protection cards** **100 points per**

100 points per card played.

**Protection bonus** **200 points**

The player who plays all of the Protection cards.

**Safe Trip** **200 points**

Completing the game without using a 200 mile card.

**Shut out** **Varies**

Double your mile points.



## The Cards

### • Mile Cards

Mile cards can only be played after the player has put a Go card on their battle pile or a Right of Way card has been played. The Mile card is used to build up the total miles. You must have more miles than the computer player in order to win the game. **Mile cards** come in 25, 50, 75, 100, 200 miles.

### • Hazard Cards

Hazard cards are used to stop your opponent from traveling any farther. The Hazard can be corrected by playing the corresponding Solution card. A Hazard can not be played until the opponent has played their first Go card or a Right of Way card has been played. Hazard cards are played on the battle pile. Another Hazard card is the Construction Zone card. This card can be played to slow you opponent down. You play the Construction card on the Construction pile. When a player is in the Construction Zone they can only play at or below the 50 mile card. The Hazard cards are: Stop, Empty, Flat, and Crash.

<u>Card</u>	<u>Hazard</u>
Stop	Stops players trip.
Empty	Player runs out of gas.
Flat	You have a flat tire.
Crash	Player has crashed their car.
Construction	Start of construction, reduce speed.

### • Solution Cards

Solution cards are played to fix a hazard that has been played against you. After a Solution card has been played the player has to then play a Go card to resume playing Mile cards, except if the player has the right of Was card. Solution cards are played on the battle pile to correct hazards. The Go card is used to start the player traveling at the beginning of the game and after a hazard has been fixed.

<u>Card</u>	<u>Solution</u>
Spare	Repairs a flat tire.
Repair	Repairs damage to your car.
Gas	Fuels up your car.
Go	Allows you to travel.
End	End of a construction zone.

### • Protection Cards

You can protect yourself from having hazards by playing Protection cards. Protection cards are played on your battle pile, they are then moved to the protection area automatically. The Protection cards can be played before or when a hazard card has been played against you.

[Protection cards](#) are made up of: Right of Way, Free Gas, Puncture Proof, and Driving Ace.

<u>Card</u>	<u>Protection</u>
Driving Ace	Able to avoid accidents.
Free	Free gas.
Proof	Puncture proof tires to avoid flats.
Right of Way	Allows the player to travel without the need of a Go card and you don't have to slow down for construction zones.



