

The Game

As a driver, you must follow the rules of the road. Namely: You can go only when the light is green. You must stop when the light is red. You must obey speed limit signs. If you get a flat tire, you must use a spare. If you run out of gas, you must refill your tank. If you have an accident, you must repair your car.

In this card game, you must follow these very same rules. And while sticking to them, you must try to travel 1,000 miles along an imaginary road. But be careful! Your opponent is trying to do the same and will try to slow you down by placing hazards in your path. Your challenge: to accumulate mileage by overcoming these hazards, while also trying to slow your opponent's progress with hazards of your own.

The final object of the game is to be the first to accumulate a total of 5,000 points in several hands of play. In doing so, you must try to complete a trip of either 700 or 1,000 miles in each hand played.

You and your opponent take turns playing. At the start of your turn, a card is automatically drawn (if there are any cards left in the draw pile) and placed in your hand. You then have two options: you can play a card (either by dragging it to the appropriate area, by double clicking on it, or by clicking on it with the command key held down), or discard a card (either by dragging it to the discard pile or by clicking on it with the option key held down).