

Playing a Hand

There are two ways to end a hand:

1) when one player completes a trip of 700 miles. The player who completed the trip can choose to end the hand, or to extend the race to 1000 miles. The trip cannot be extended past 1000 miles.

2) when there are no more cards in the draw pile. In this case, play continues until neither player can play any more cards.

If you complete the trip of 1,000 miles after all of the cards in draw pile are gone, the play is referred to as Delayed Action. By completing a trip in this way, you'll score 300 bonus points. If you played no 200-miles cards during the hand, you are awarded 300 bonus points for completing a Safe Trip. If your opponent played no Distance Cards during the hand, you are awarded 500 bonus points for completing a Shut-Out.

The winner of a game is the first player to accumulate 5000 points at the end of a hand. If both players' scores are over 5000 points at the end of a hand, the player with the higher score wins.