



# Rush Hour®

## Brain Lab Team Game

### Rush Hour Gridlock

**Note:** This is a good game to play as a warm-up to Rush Hour Impossible.

#### Type of Game:

Rush Hour Gridlock is a multi player competitive game.

#### Super Solver Skills:

The purpose of this Lab is to explore the boundaries between when a puzzle is solvable and when it becomes unsolvable. The focus is on tracking solutions to a puzzle as more and more blocking vehicles are added to it, which calls for continual reevaluation, and close attention to detail and process. Focus is on the Super Solver First S, Problem Solving Steps.

#### Understand the Problem:

The problem is to think through all the solving possibilities faster and more thoroughly than your opponents, and to be able to determine when a solvable problem has become unsolvable. Your strategy is to be able to think ahead and play through challenges in your head to their conclusion... and to be able to describe your reasoning about why a particular problem cannot be solved. "Understanding the Problem" should always be your first Problem Solving Step.

#### Setup:

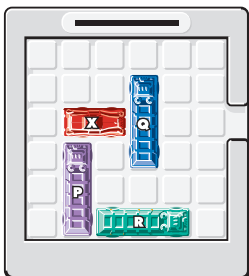
- Game is played by two or four players.
- Use one Rush Hour game for each group.

#### The Object:

Players take turns placing game pieces on the Rush Hour game board, building an increasingly complicated challenge. When any one or more players believe that the challenge has reached a point where it cannot be solved, he/she declares this and explains why to the group. Players discuss whether they agree or disagree.

#### To Play:

1. First player places the Red Escape Car on the board in the escape row where it can slide out the exit gate, but back far enough for vehicles to block its way later.
2. Second player places one of the Blocking Vehicles on the board, in the best spot he/she can think of.
3. Players continue in turn placing vehicles until one or more players declare that the challenge has become unsolvable.
4. Once a challenge has been declared unsolvable, all players discuss and come to an agreement about whether the challenge can or cannot be solved.
5. If the challenge is unsolvable, all declaring players earn a point. If the challenge can be solved, players who did not declare earn a point.
6. Keep playing! Our recommendation is that games should keep going until one group gets at least four points.



*Sample unsolvable puzzle where it is not obvious that it is unsolvable.  
The four pieces can never escape being locked in a pinwheel.*