



# RUSH HOUR

## Circle Solve

### Type of Game:

Rush Hour Circle Solve is a cooperative team game.

### Super Solver Skills:

The purpose of this Lab is to give players experience in working together as a team and learning how to communicate together. The ability to identify and adjust to changing conditions is an important problem solving strategy when working together in teams. Players are continually confronted with new variations of the same challenge and must learn to communicate as a team in order to be successful. Focus is on the Super Solver First S, Problem Solving Steps.

### Understand the Problem:

The problem is that you must get all your players together on the same solving wavelength, so you understand what others are doing and bring all efforts into alignment. Your strategy should be to have lots of practice sessions with easy challenges, and talk through what you are each thinking as you play. "Understanding the Problem" should always be your first Problem Solving Step.

### Setup:

Game is played by two to four players. There is one board for each player.

### The Object:

Everyone starts with the same challenge on their Rush Hour board. Players each move one vehicle, then pass their board to the right and take the board coming from the left. The boards keep getting passed around after each move until puzzles are solved and put in the center of the table.

### To Play:

1. Players agree on the same challenge to play, choosing from the Rush Hour challenge cards. Each player sets up his/her board with this challenge.
2. Each player makes one move and then passes their board to the player on their right. Players may discuss strategies as they play, but may not tell other players directly where to move.
3. This continues until all the boards are solved.
4. When just a couple of boards are left after being passed around, it's OK for players to collaborate more closely and to share ideas about best moves to make. Players without a board in front of them can join other players and help with suggestions for how to finish.
5. Sometimes you should try a harder challenge next, and sometimes you should practice getting faster doing the same challenge over again.