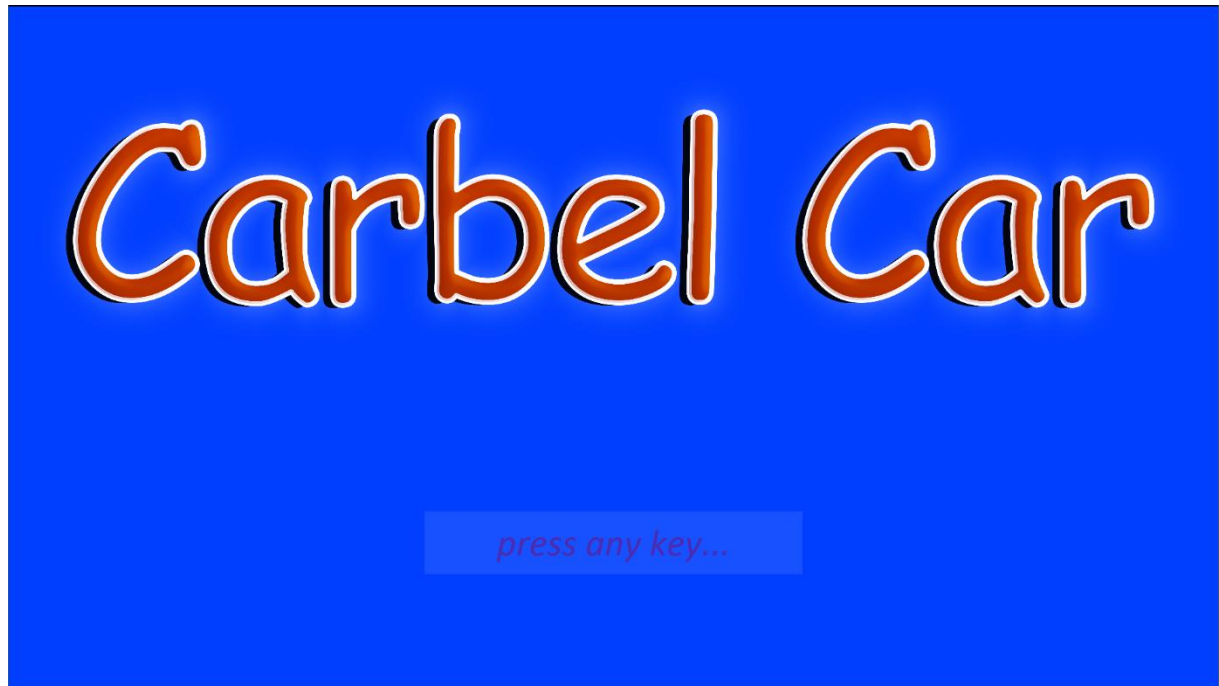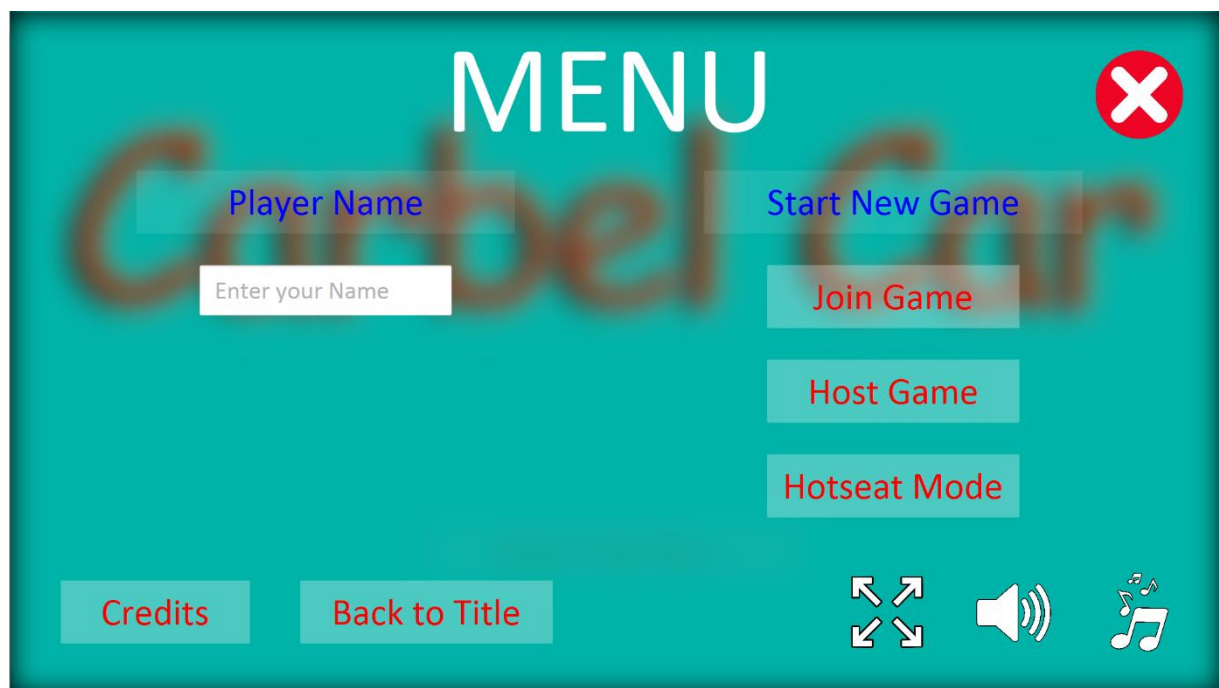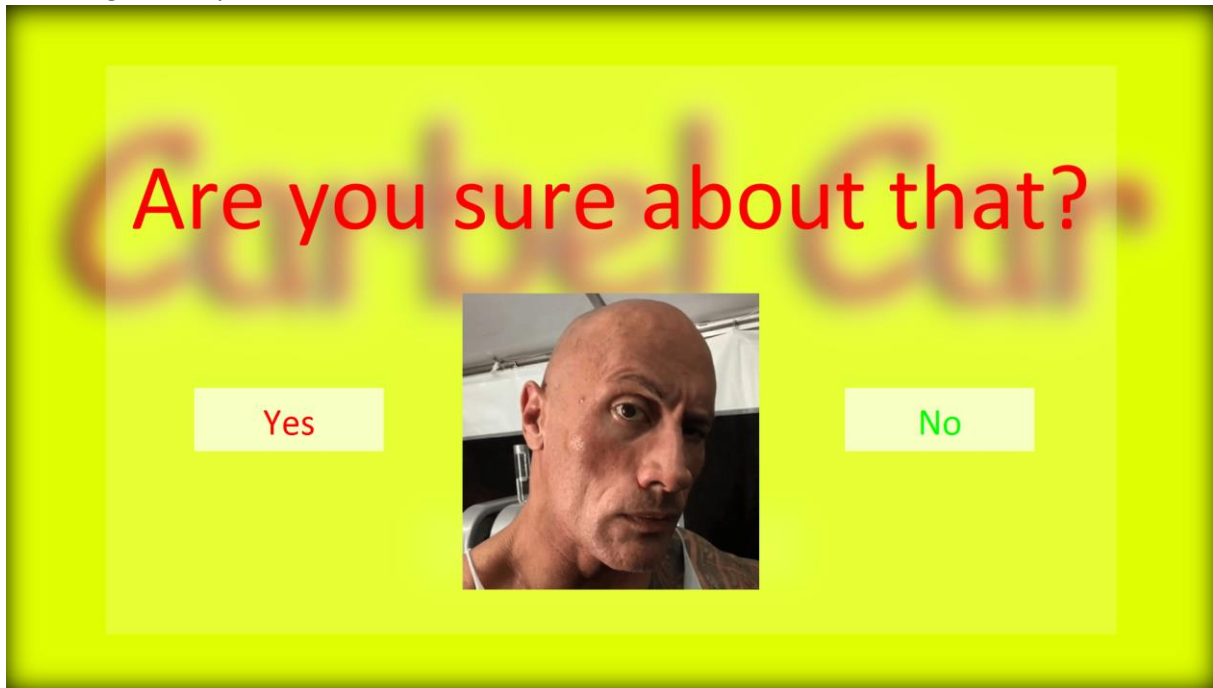# Carbel Car

A Game for the whole Family!

With gorgeous LSD Title Screen

In the main menu, the name and then the desired game mode can be started. Furthermore, the music and sound effects can be turned on and off from each scene. In addition, the full screen can also be toggled. On the red cross, Dwanye "The Cock" Johnson will ask you again nicely if you really want to go already.
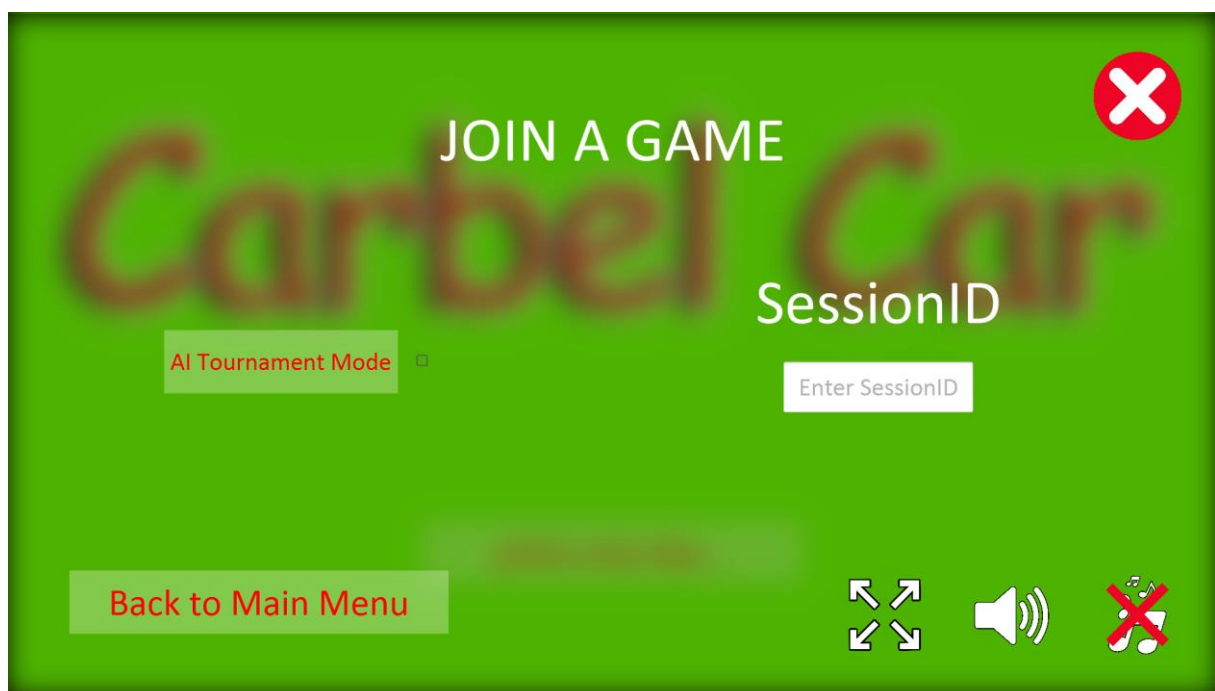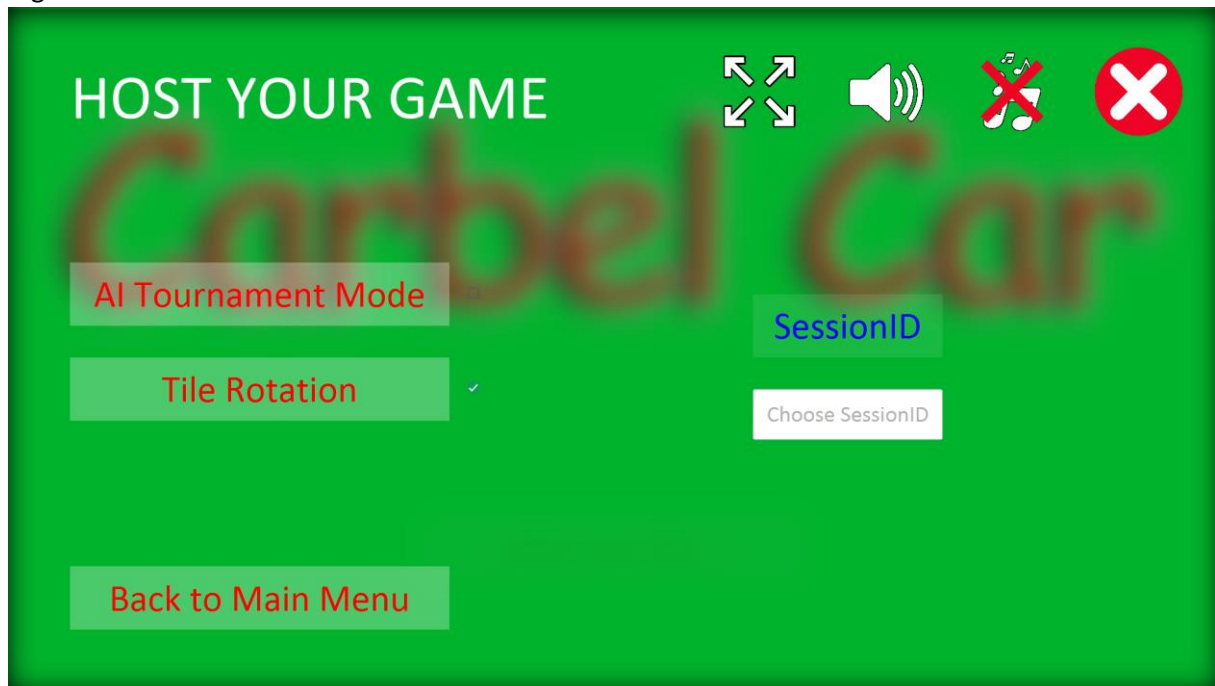

Furthermore, the Credits Scene with all participants can be selected from the Main Menu. But to see this, you have to play the game. However, the roll animation only runs during the first run. For further calls you have to wait 70 seconds first. My thanks at this point to the BGW GUI.

OK. Now let's start a game.

In Hotseat mode, between 2 and 6 players can be defined. These can be real players next to you or an AI. In addition, tile rotation is enabled by default. Without this game mechanic, the game is even less

fun. As soon as more than 1 player is defined, the game can be started via Start Game. If the game is to take place over the network, the host must start a game with a specific SessionID and share it with his fellow players. Furthermore, each player can define himself as an AI and let it take over his actions ingame.

Once all players are joined, the host can start the game. The game in hotseat or network mode works analogously, except that in network mode the game mechanic Undo & Redo are not available.

Once in the game, the player whose turn it is at the moment can make his move. To do this, he must first choose whether to place his tile from his hand or from the draw pile. But be careful! As soon as the tile from the draw stack is selected, it must also be placed. Once a tile is selected, it can be rotated with Rotate. Now the player must choose one of the places on the board where he wants to place his tile. But be careful! He must be careful not to schedule a train connection over only one tile. This is forbidden! The game is over as soon as all tiles are placed (60 tiles). On the left side below, the tiles on the hand of all players of the assigned color are visible. Above are the scores of the players. For this purpose, the active player in the list is marked in green. The 3 bars above the score display lead to a small menu.

Here the player can set his sound again or possibly leave the game.

So, now when the game is over, the winners will be welcomed by Pink Guy. Congratulations! From here you can return to the main menu. However, if you think that you can start a new game this way, you are wrong. For this, the game has to be restarted once. But hey, at least you can admire the beautiful title screen again.

Have fun!