


localhost:9090

Play a Game of Rush Hour


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### Rush Hour with a Twist

This classic game is played on a grid containing cars (length 2) and trucks (length 3). The player wins by moving the vehicles such that the red goal car can be driven out of the exit (cell without a border) on the grid perimeter. We have added a new twist to the classic game. There is a hidden forbidden vehicle on your puzzle. You must solve the puzzle without moving the forbidden vehicle. Which one is the forbidden vehicle you might ask? That is for you to find out (and avoid)!


Example Play




**Task**  
Move goal car (C0) to the exit cell (row 6, column 3).




**Step 1**  
Click on car C3 to select it



**Step 2**  
To move C3 to the right → by 1, click on the adjacent free cell on the right (row 6, column 5).  
**Vehicles can only be moved 1 step at a time.**



**Step 3**  
Click on goal car C0 to select it



**Step 4**  
Move C0 down ↓ by 1, click on the adjacent free cell below (row 4, column 3). Repeat 2 more times to move C0 to the exit.  
*This puzzle can be solved by moving **only two***

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- Click to on a vehicle (red or green) to select it.
- Click on any adjacent empty cell to move the selected vehicle to the empty cell.
- A vehicle can only be moved **one cell at a time**, in the **same direction** (e.g., vertically aligned vehicle can only be moved up or down)
- To win the game, move the red car to the cell without a black border.

One vehicle on the board is designated as **"FORBIDDEN"**. The puzzle can be solved without moving the forbidden vehicle. If the forbidden vehicle is moved, the game engine will automatically undo the move.

New Puzzle

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- Click on any adjacent empty cell to move the selected vehicle to the empty cell.
- A vehicle can only be moved **one cell at a time**, in the **same direction** (e.g., vertically aligned vehicle can only be moved up or down)
- To win the game, move the red car to the cell without a black border.

One vehicle on the board is designated as **"FORBIDDEN"**. The puzzle can be solved without moving the forbidden vehicle. If the forbidden vehicle is moved, the game engine will automatically undo the move.

