

- Where Am I? Challenges: To check for the correct answer, the player holds the card under a red cell that reveals the correct answer.

Play continues with players rolling the die, moving the correct number of spaces, and trying to complete the challenges all while racing toward Los Angeles on Route 66.

### Other Rules of the Road

Tickets: At the start of the game, each player draws three tickets, one for parking, one for a brake light being out and one for speeding. These tickets can be used to slow down opponents, or to help increase your lead. But be careful how you use your tickets. Every player has three tickets and can play them on you as well. Don't forget about playing these, it can make the difference in who wins and who loses the race.

- Parking ticket: Moves a player back one space.
- Brake light out: Moves a player back two spaces.
- Speeding ticket: Moves a player back three spaces.

It is possible for someone to be sent on a Side Trip to San Francisco within the first minutes of the game. Don't panic. By playing tickets against this player, you can slow them down, or they could wind up somewhere else.

Wind Power cards: As a reward for reaching Chicago, The Windy City, (i.e., landing on the large "Welcome to Route 66" space) you are awarded a Wind Power card. This may be used only once in a game to "blow away" one of the three kinds of Tickets that could be played on you, or blow away a "lose a turn space" during a Side Trip. You must land exactly on the "Welcome to Route 66" space to receive a card.

### Winning the Game

First player to reach the FINISH space at Los Angeles, California wins the game.

### Team Play

Team play is exactly the same as individual play except that team members may discuss answers prior to making a final answer on challenges and a team selects a single team member to complete a Side Trip challenge. The decision to play as individuals or teams should be made prior to the start of the game and teams are comprised of two or more players each.

Special thanks to Michael Ross, publisher of The World Book and his team of cartographers, George Stoll and Wayne Pichler, for providing the maps used in this game



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*We do not take a trip; a trip takes us.*  
- John Steinbeck

The tradition of the great American road trip started in the early 1700's, when people moved westward over the Allegheny Mountains in conestoga wagons. Our grandparents and great-grandparents traveled the highways and by-ways in station wagons. Today families discover America in minivans and travel trailers. Teens road trip in SUVs and just about anything with wheels.

Every generation remembers the games and activities that kept them busy during the long miles of open road. Route 66 – The Great American Road Trip Game captures the spirit, experience and entertainment of those games and activities that made the endless asphalt bearable. Singing songs. Guessing state capitals. Reading maps. Looking for roadside attractions. Spotting license plates. We all had our own special ways to make road trips fun. This family game also captures the era and aura of America's Mother Road— Route 66.

Now, get comfy. Pass out munchies and refreshments. Put on your seat belt. Release the brake. Shift into Drive. And prepare to have some kicks along Route 66.

-The Crew at Endless Games



## Game Rules

**Ages:** 10 to Adult

**Players:** 2 to 4 individuals or teams. Note: Each time the word "player" is used, it also signifies "team," if the group decides on "team" rather than individual play.

**Time:** Until you run out of gas.

**Your "Road Kit" includes:**

- 1 Game board
- 4 Car-shaped movers
- 320 Postcard cards
- 80 Side Trip cards
- 1 die (1, 2, 3 on two sides)\*Some Assembly Required.
- 12 Police tickets
- 4 Wind Power cards
- 1 Red/Clear Answer Revealer (for Map Side Trip cards)
- 1 Rules Sheet

\* To assemble die, peel off the number "1" from the decal sheet. Place this decal on one side of the blank dice cube. Then put the second number "1" decal on the opposite side of the first. Repeat with "2" and "3" and you're ready for your Road trip!

**You'll Need to Supply:**

- Watch with a second hand to time certain challenges.
- Paper for doodling
- Pen or pencil

**Game Play Overview:**

It's not called the *Great American Road Trip* for nothing. You are on a cross-country race starting from the home of Lady Liberty, New York City, to the Santa Monica Pier, in the City of Angels, Los Angeles, California.

Take Interstate 80 from New York to Chicago. In Chicago, you'll pick-up and follow Route 66, America's Main Street, to Los Angeles. During this journey, you must complete a series of challenges contained on the Postcard cards from the eight states along Route 66: Illinois, Missouri, Kansas, Oklahoma, Texas, New Mexico, Arizona, and California.

The color of the spaces you land on determines which challenge you must complete (i.e., space colors correspond to the colors of the challenges on the back of the Postcards). If you complete a challenge successfully, continue down the road on your next turn. If you stall out on an answer (read: give an incorrect answer), stay put on that space until you complete the challenge successfully.

You could land on a color-coded space that corresponds to a Tourist Trap on a Postcard cards. Tourist Traps send you on Side Trips off Route 66. If sent on a Side Trip, you must reach the destination of that Side Trip (e.g., Tampa, Florida, Bangor, Maine, etc.). Upon arrival, you must immediately draw a Side Trip card and perform the challenge.

**Side Trip challenges include:**

- Once Upon a Time: Tell a travel related story.
- Where Am I?: Guess the state to which the map section corresponds. There is only one right answer; 49 wrong ones!
- Smooth Navigator: Perform a song, dance, or complete some other performance opportunity.

Side Trips take you into different regions of our country, off Route 66 (or Interstate 80 to Bangor, Maine). On a Side Trip, you must complete a challenge and work your way back to Route 66 to complete the journey west. If you land on blank spaces along the Side Trip route, you don't have to do anything, just enjoy the ride.

**However, when you are on a Side Trip, you may encounter:**

- Yield Spaces (Requirement: Select a Side Trip card and perform a challenge.)
- Speed Limit Spaces (Requirement: Lose a turn for speeding)
- Stop Light spaces (Requirement: Take an extra turn. Green light).

Once you have returned to a Route 66 shield space, the I-80 highway shield, or gone beyond them, you may continue toward Los Angeles. The Route 66 shield spaces, and I-80 space, are a safe haven (read: free space). You don't have to do anything if you land on them.

In addition to Side Trips, Postcard cards may instruct you to take a "Rest Stop" in Alaska or Hawaii. If you are so instructed, place your car-shaped mover on the shield next to Alaska or Hawaii and stay there for one turn. Then, after missing a turn, you may return your token to the Route 66 shield space labeled "The Middle of the Mother Road" in the center of Route 66.

**Set Up:**

- Each player takes three tickets (1 parking, 1 brake light out, and 1 speeding) and selects a car-shaped mover.
- Each player places their movers on the START space at New York City, NY.
- Shuffle Postcard and Side Trip cards and place them face down within easy reach of all players.

**Let's hit the road:**

The player who has had a driver's license the longest goes first. He/she rolls the die and moves that number of spaces. Another player then selects the top Postcard card and reads the challenge that the player who rolled must complete. It is the challenge that corresponds to the color of the space the player landed on.

**Important:**

- Another player must read the Postcard cards because the correct answers are printed next to the question. No peeking!
- Side Trip cards can be read by the player who lands on the Side Trip space.
- In the case of the Where Am I? Map challenges, you'll need to use the red "revealer" to read the correct answer.

Once a Postcard card has been used, place it on the bottom of the corresponding deck.

**Each card contains challenges. They include:**

- Hi Performance: Act out the answer, dramatically.
- Fill 'er Up: Fill-in-the-blanks.
- Street Smarts: Trivia
- Red Light/Green Light: True or False
- Roadside Assistance: You are given three clues. Try to guess answers using the least number. If you guess correctly in less than three clues (one or two), take an extra turn. If you guess after three clues, the challenge has been completed successfully and you may move from that space on your next turn.
- Get the Picture: Rev up your pencil or pen, draw a picture, and get other players to guess what you have drawn.
- Trip Tick: You have 30 seconds to make a list.
- Speed Shift: You have only five seconds to answer.
- See the U.S.A.: You have 10 seconds to point out a place on the game board.

**Game Play Notes:**

- Another player, other than the player that landed on the space, reads the challenge even though not all correct answers are provided. The game is self-policing.
- In the case of the Trip Tick challenges, the group shall rule on correctness. In other words, you should try your hardest to provide "roadside assistance" to other players, because it won't be long before you may need their help.