

# Road Trip!

Requires 3 players

You play as a family taking a road trip on Route 66. Your goal is to get the caravan of your MANY family members to the end of the route at Santa Monica with enough money to pay for parking — and before the other players take all the parking spots!

## Setup

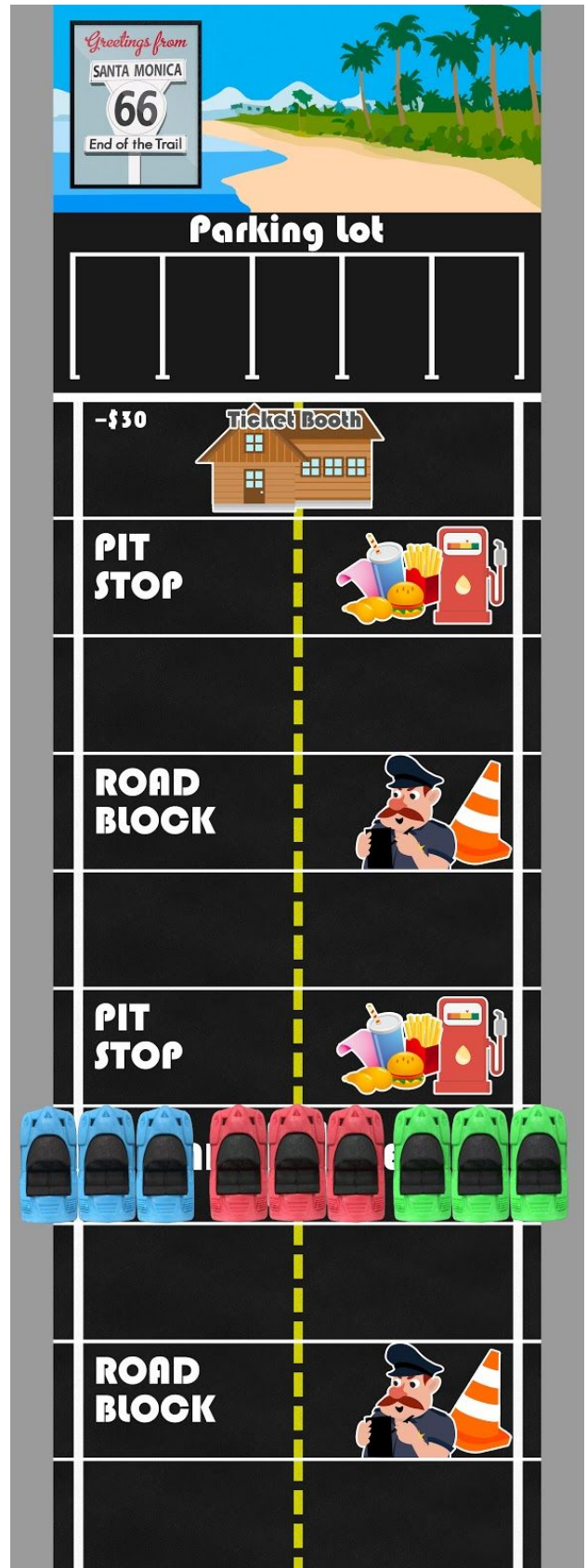
First, players must arrange the game spaces according to the diagram on the right. All players start with 3 cars and a family vacation fund of \$50 per player. Your goal is to get as many of your cars to the campsite parking spaces — but there are only 5 spaces and parking costs \$30! You've got to get to those spots before the other families and make sure you have enough money for each parking pass. The ultimate goal is to get as many cars to the Ticket Booth spot as possible with enough money to pay the \$30 parking fee for each car. The game ends when all the parking spaces are full, or until all cars are off the board.

## Beginning of turn

Players start by arranging their cars on Space 4, and takes turns rolling a die. The player rolls the die and moves one of their cars that many spaces (unless the player rolls a 6, which results in a special "Family Fun" action that is detailed below). If the car lands on a blank space, the player's turn is over. However, if the player's car lands on a "Pit Stop" or "Road Block" space, they must draw the corresponding card and follow the card's instructions.

## Pit Stop Cards

Landing on a Pit Stop space means you get to draw a Pit Stop card. And like any pit stop you might make on Route 66, anything can happen! A Pit Stop card gives you an action or event to perform, which can help the player's progress, or make them compete with other players!



### Road Block Cards

When a player lands on a Road Block space, they draw a Road Block card. Road Block cards can cost you money or a turn, but some have actions you can perform to avoid negative repercussions and make your family proud!



### Special Actions — Family Fun cards

If the player rolls a 6, they move one space forward and draw a Family Fun card! Performing the action on the card earns you a reward to help you afford parking. Actions include singing a song, telling a joke, or telling a story. Sure, you can be a party pooper and skip out on family fun, but where's the fun in that?! (Plus, refusing to join in family fun means you get no reward!)

***Note:** If a player gets to move forward extra spaces due to a Pit Stop, Road Block, or Family Fun card, they do not have to draw a card for the new space they land on.*

### Continuing the Game

After all players take a turn, the bottom panel of road moves to the top. If players have a car(s) on the bottom panel, the car “breaks down” (you lose your car for the rest of the game).

Once all the parking spots are full or all the cars are off the board, the game is over. The player with the most cars in the parking lot wins. If two players have the same amount of cars in the parking lot, then the player with the most money wins!