

Fill the Rows: Road Trip

Score the most points by checking off stops along four iconic American routes.

Routes

Route	Color	Direction	Start → End
Pacific Coast	BLUE	↑ Ascending 2→12	San Diego → Olympic NP
Route 66	RUST	↑ Ascending 2→12	Chicago → Santa Monica
Blue Ridge	GREEN	↓ Descending 12→2	Front Royal → Cherokee
Gulf Coast	TEAL	↓ Descending 12→2	South Padre → Key West

Dice



2 Brown dice = Gas Money
4 Route dice = Bonus Miles

On Your Turn

- The **Driver** (active player) rolls all eligible dice.
- All players** may check off one stop using the **sum of the Gas Money dice** — or skip.
- The **Driver** may check off one additional stop using a **Route die + one Gas Money die** — or skip.

Rules

- Stops must be checked off **in order** along each route.
- The **final stop** requires **4 or more** stops already checked.
- Completed routes** cannot be used.
- Hover any stop to see a landmark photo and fun fact.

Detours (Penalties)

If the Driver skips **both** phases with no valid moves:

- Take a **Detour penalty** (−5 pts), or
- Ask for Directions** [?] — once-per-game re-roll, no penalty.

End of Game

Triggered when **2 routes are completed** or any player reaches **3 Detour penalties**.

Scoring

Each route scores $n(n+1)/2$ where n = stops checked.

- +1 bonus** if you completed that route.
- Subtract 5** per Detour penalty.

Example: 7 stops = $7 \times 8 / 2 = 28$ pts. Completed = 29 pts.

Iconography

