

6. Card Trading

- At the start of a player's turn (after discarding down to the card limit), they may trade cards with other players.
- There is no limit on the amount of cards that may be exchanged. It is up to the individual players involved in the trade to determine the terms.
- Players may only trade at the start of their turn, not after playing a card.

7. Card Layout



Player
Action
Pile

Player Miles Cards

Cards played on the Player Action Pile:

- Hazard
- Make-Do
- Repair

8. Cards

- **Miles** (nnn) – Each Miles card indicates a number of miles traveled. The total number of miles traveled by a player in a segment is the total of the numbers on the Miles cards they have played. As soon as any player has traveled at least the number of miles agreed for one segment, the segment is complete. Miles cards are played next to the Player Action pile.
-  **Hazard** - A Hazard card causes a player to be stopped and unable to travel any more miles (i.e. play a Miles card) until they remedy the problem.
-  **Make-Do** – a Make-Do card is a temporary fix to a hazard. The Make-Do card enables the player to play Miles cards of 35 and below until a permanent repair is applied.
-  **Repair** – A Repair card repairs a problem and enables normal travel again. A player may now play any Miles card.
-  **Special** – Cards that provide special one-time bonuses if played by a player or penalties if played against another player. Follow the rules on the card.



Jennings
Games

ROUTE 66

Rules

1. Overview

- Route 66 is an adventure card game for 3 or more players (*best with 3 to 5 players*).
- The goal of the game is to complete a journey of a total of XXX miles along scenic Route 66 (*for example: a journey of 5000 total miles*).
- The journey consists of individual segments (e.g. “hands”) of NNN miles each (*for example: ten segments of 500 miles each*).
- The players should agree on the total number of miles to travel and the length of each individual segment before beginning play.
- A segment/hand ends as soon as a player reaches the agreed number of miles for that segment.
- At the end of each segment a scorekeeper totals up the miles driven by each player.
- The first player to reach XXX miles is the winner!

2. Setup

- Shuffle the entire deck.
- Deal 7 cards face down to each player. Each player should pick up their cards into their hand without revealing them to other players.
- Place the rest of the cards in a Draw pile in the center of the table. Turn one card over as the first card in the Discard pile.

3. Game Play

- The game consists of player’s taking turns, one player at a time.
-
- The player to the left of the dealer goes first. Play then continues to the next player to the left and so on around the table.
-
- On each player’s turn they may complete actions according to the rules below and also affected by the cards they play.

4. Player Turn

- Each player’s turn consists of the following actions:
 1. Discard cards if over the card limit (see below).
 2. Draw a card from the Draw pile or take the top card from the Discard pile.
 3. Trade cards with other players.
 4. Play a card. (Note that some cards may enable additional actions, such as drawing or playing more cards).

5. Card Limit

- The card limit for a player is 7.
- If, at the start of a player’s turn, they hold more than 7 cards in their hand, they must immediately discard down to 7 cards. The discarded cards are placed into the discard pile.