

More Games!

Counting Cows

Count the cows you see on your side of the car. If you pass a field full of lots of cows, you'd better count fast! If you pass a cemetery on your side of the car, you lose all of your cows, but only if the opposing team calls "your cows are buried!" The team with the most cows wins.

Fortunately-Unfortunately

One person says, "Unfortunately," followed by a bad situation. For example, "Unfortunately, there's a tiger in the car." The next person says, "Fortunately, he doesn't eat boys." Then the next player says, "Unfortunately," and adds to the story. The play goes back and forth from "Unfortunately" to "Fortunately" until everyone is laughing too hard to play!

License Plate Lingo

The goal of this game is to come up with a phrase using the letters on another car's plate. So if you see LMT 823, the first person to call out a somewhat logical phrase such as "love me tender" or "lost my tooth" earns a point.

Odds, Evens

Two players pick either "odds" or "evens." Then they make a fist, shake it, and say, "One, two, three . . . shoot." And stick out one or two fingers. If the total is an odd number, the player who picked odds wins. The same goes for evens.

Name Game

Think of a person's first name. Tell everyone the first letter and whether the person is a girl or a boy. The first person to guess the name gets to think of the next name.

Name That Tune

Hum a tune and let everyone guess what you are humming.

Road Sign Alphabet

The whole group works together to find a word that starts with an A. Then everyone looks for a word that starts with a B and so on through the alphabet. X is a free letter, so go on to Y.

Paper, Scissors, Rock

Each player hits his or her palm with the other hand's fist as everyone counts one . . . two On three, each player makes one of the following: paper (hand flat), scissors (two fingers extended), or rock (fist). Paper beats rock by covering it. Scissors beats paper by cutting it. Rock beats scissors by pounding it.

Progressive Story

Tell a short portion of a made-up story. Then let the next person tell a piece of the story until everyone has had three turns (or more, if agreed).

Twenty Questions

One player thinks of something and tells the group whether it is vegetable, mineral, or animal (which includes people). The players ask questions that can be answered with either a "yes" or a "no." The object is to correctly guess the thing before the 20 questions have been used up.

Geography

Name a real place (river, country, city, state, continent, planet, etc.) The next person must name a place that starts with the letter that the first person's place ended with. No places may be repeated.

Fight!

Each player starts with one quarter, two dimes, three nickles, and four pennies. On each turn, play one coin from your pile into the middle of the table. You may then take change from the table that is less than whatever you played. For example, if you play a dime, you can take out up to nine cents, if there are 9 cents to be taken. The last person with coins left wins.