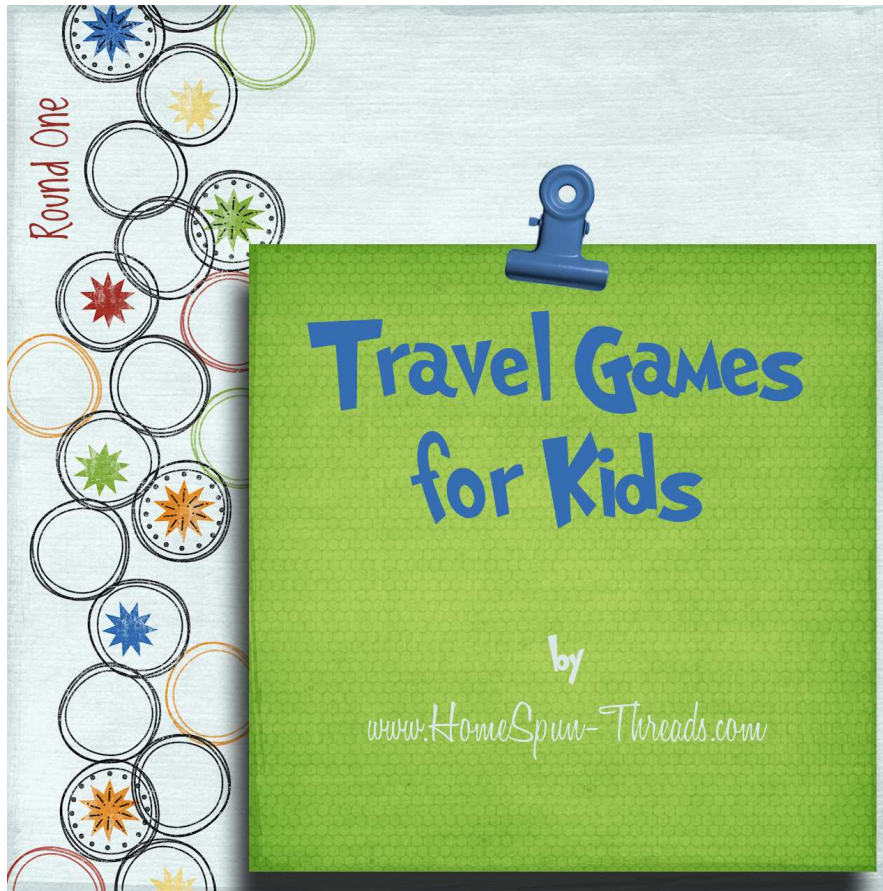


Print, Cut out all pieces and put them in a CD jewel case after removing the CD holder.



Categories

One person thinks of a category, then we take turns naming items that fit in the category. When one of the participants can't name another thing in the current category, s/he is out; the game continues until one of the last two players can't continue. But the other player doesn't "win" unless s/he can name at least one more item in the category.

or

player picks a categorie and in their head pics an item from that category. When another player guesses the item that was being though of, s/he is it.

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Counting Cows

- 1) Cows = 1 point each.
- 2) White Horse = 50 points
- 3) Chimney by itself (house burnt down) = 50 points each.
- 4) Peg legged man = 500 points each.
- 5) Gray mule = 100 points each.
- 6) Wind mill (out in pasture pumping water) = 50 points each.
- 7) Sheep or goats (replace cows if none are around) = 1 point each.
- 8) Cemetery = wipes out points. Start back at zero (0).

Here is how to play this classic car travel game. Divide the car occupants into teams - left side and right side. Decide how you will determine when the game will end (time, length of trip, etc). 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 your cows -- but only if the opposing team calls out "your cows are buried!".

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Twenty Questions

One player thinks of a famous person, place or thing. Everyone else gets to ask the player 20 questions, which must be answered "yes" or "no." For example, "Does it know how to read?" is a valid question, but "What's its favorite book?" is not. Whoever guesses correctly gets a turn to think up something. This is a great way to teach kids about family history, about you as a child and they can even teach you a thing or two.

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ROCK, PAPER, SCISSORS

Two players each put one hand behind their backs. Each person turns that hand into a scissors, using the index and middle fingers; or paper, by holding the hand flat with the fingers straight; or a rock, by making a fist. Both players say "One, two, three," and show their hands. The scissors beats paper because it cuts paper. Paper wins over rock because it can wrap up the rock. And rock beats scissors because it makes them blunt. Oh and don't forget...
Thumb Wars! "1,2,3,4; I declare a thumb war!"

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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 the plate LMT 823, the first person to call out a somewhat logical phrase such as "Love me tender" or "Lost my tooth" earns a point.

and don't forget...

See how many different states you can identify on license plates. Be sure to take a check list or simple make a list as you go

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Odd or Even

Two players pick either "odds" or "evens." Then they make a fist, shake it, 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. Same goes for evens.

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Scavenger Hunt

Test your skills of observation. Compete against each other or work together as a team to spot all the items below. Look for one or two at a time and work your way down the list. Each time your team finds something, everyone gets a treat, such as a coin. When you're finished spotting as many items as you can, make up your own list. Make sure the items are challenging, but not too difficult to find.

- Dog in a car
- Light-blue pickup truck
- Sign with the word "welcome" on it
- Ambulance
- Statue
- Flag without stripes
- Crane
- Sign with the word "no" on it
- Somebody wearing a hat
- Car with big dice hanging
- Somebody singing in a car
- Boat
- Bus stop
- Car pulling a trailer
- Motor home
- Truck pulling two trailers
- Baseball diamond
- Tennis court
- Farm animal
- Skyscraper
- Bridge
- Swimming pool
- School
- Mountain
- Water tower
- Tractor
- Bird of prey
- Cemetery
- Detour sign

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I Spy

Number of participants: Two or more

What players will need: Ability to look around and match what you see with a description

Length of time: Ten to 20 minutes

Rules of the game

Take turns picking an object either in the car or along the road. Then give others a clue such as, "I spy with my little eye... something big and red." Give more clues until someone guesses what it is.

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Tall Tales

The rules are fairly simple: One person starts telling a story. She talks for about a minute and stops when she reaches an exciting moment. Then another person picks up where she left off. The game continues in this manner, with the tale twisting and turning with each new speaker. If a large group is playing, the last person to have a turn finishes the story. With a small number of children, the game is over when one player decides to give the story an ending.

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Punch Bug

A 'Punchbug' is a Volkswagen Beetle, and when you see one, you have to be the first to yell "Green punchbug, (color), no punch backs!" If you say the ritual verses properly, nobody else but you can now claim any other green punchbug. You get a point for every punchbuggy you claim.

For fun keep a check list of the colors called and keep score.

1 point for new beetles

2 points for old ones

3 points for convertibles new

4 points for convertibles old

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Travel Games

Round 1

Inside you will find a plethora of games for kids, young and old. These games have been played for years and some even by our own parents when they were young. I took the pleasure of combining games from my childhood memories into a handy, compact and organized system. Toss the games in your bags as you head to your car and you'll be able to keep your children entertained for hours. I hope you enjoy them!

Home is where your story begins.

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