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License plate games road trip funny

This site isn't available in your country Do you remember long road trips as a child, driving along in the backseat of the family car, bored out of your mind? You can remember a game your parents used to alleviate that boredom — an old standby called the license plate game. It can be played either competitively or cooperatively with one or more players. And you can even fly solo on this one. Have a piece of paper and a pen or pencil ready for each player or team. If you play the license plate game in the United States, you might want to print a list of the 50 states as a starting point. You can simply cross every state as you see it. The goal of the game is to score points by seeing license plates from as many states (or countries) as possible. First, if you play with other players, you have to decide how long the game will last. You can choose whether it's for one part of a road trip, the whole round-trip or a set period of time, like a week, month, all summer or even a full year. If you drive in a car, pay attention to the license plates you see on other cars. Mark off each state (or country). The game can be a competitive or cooperative game. For a competitive match, choose one of the following two ways to log on: License plates from any state or country are worth one point each. License plates of the state or country are inding you are and any adjacent state or country is worth one point each, and plates of any non-adjacent state or country are worth two points each. (It requires knowledge of geography.) For example, when you use the second scoring system in the United States, a license plate from Canada will be worth two points unless you're in a state that borders Canada when you see the license plate. (If the players know Canadian geography, you might consider adjusting so that adjacent provinces are relevant instead of the whole country.) Some people prefer to assign points only to the first player to see a particular license plate. Be warned: This makes the game much more competitive. For a cooperative game, everyone works together to find as many different license plates as possible. In a competitive game, the player who has scored the most points when the game is left is the winner. In a cooperative game, keep track of the total number of points you score so you can try to improve your score in a future game. If you're playing alone, compare your score to previous ones. Tripsavy uses cookies to provide you with a good user experience. By using Tripsavy, you accept our use of cookies. You loaded the cooler with snacks, strapped the luggage to the roof and stole the dog in your vehicle's cargo bay. You have a multi-hour drive in front of you. The goal? To enjoy the journey without killing your seatmates along the way! Bone-stretching pit stops will only be a modicum of relief; games of rock-paper-scissors boring; and you are determined to use the kibosh on endless endless from the diarrhea song before things get too out of control. Keeping your family and friends entertained on road trips requires the creativity of Dr. Seuss, the cutting edge of Mark Zuckerberg and the patience of Job. Fear not. Whether you're an adult, a child or somewhere in between, we have five road trip games that will abandon the hours by. First, reinvent an old classic: Slug Bug. Content There are a lot of variations (and strong opinions on the subject), but a basic game of Slug Bug or Punch Buggy goes like this: Players stand out of the window, looking for classic Volkswagen Beetles. When they see one, they squeal punch buggy or sluggish bug and then grind their seat-mate into the arm. While there are no hard and fast rules for playing the game, to elevate the level of play, players can find out more extensive sets of instructions, such as those used www.thepunchbuggygame.com. Under these rules, sluggish errors are defined as classic Volkswagen faults, vans and pickups, and rare models like the VW Thing are assigned more punches than more common models like the VW bug. Players can also set standards for claiming a punch buggy sighting. For example, they may require the color of the bug to be declared (red punch buggy) or that phrase no punch back! added. Forget to include the no punch back clause, and your opponents may retaliate. Some players will insist that only classic VW counts mistakes, while other newer models will incorporate into play. Ad A word of caution: It's probably not a good idea to engage the manager in a game of Slug Bug, even if you're trying to enforce a no-contact version of the game. With a game called sluggish error or punching buggy, players will soon try to get away with pokes as a precursor to full-out punches even when play calls for awarding points, rather than pushing. When violence reaches unacceptable levels, it's time to move on to a less physical game. Our next road trip game requires brains rather than noise. Discover how to read your seatmate's thoughts in 20 questions or less on the next page. Animal, vegetables or mineral? Is it bigger than a loaf of bread? Does it consist of smaller parts? So check out the classic game Twenty Questions. To play, the answerer chooses a topic, which can be anything or anyone, from Winston Churchill's cigar to Harry Potter's lightning scar or even Harry Potter himself. The remaining players (the questioners) try to guess the subject by asking up to 20 yes or no questions. The more obscure the object, the harder it will be to guess. Players should ask strategic and specific questions to unmask the subject. Insider knowledge of the person answering the questions is also helpful. For example, if the answerer is a loud J.K. Rowling fan, his or her subject matter is far more likely to be Harry Potter's lightning scar than Winston Churchill's veil. Answerer must always tell the truth when they are twenty To make the game a little easier, limit subjects to specific categories such as famous people, film titles or the 1980s. To crawl up the problems, widen the categories to Animal, Vegetables or Mineral or simply allow for random subject choice. Ad If your brain threatens to fry too much thinking, it's time to move on to a road trip game that will make you (and potentially everyone on the road around you) laugh. Learn how to elevate the ever-willed road trip-sing-a-long to a whole new level on the next page. Sing-a-lungs are a time-honored and endlessly entertaining road trip tradition. Turn your ditty into a real distraction by playing The Singing Game. There are many variations on The Singing Game. We name one of our favorites Song Connection. To play, contestants try to string lines from popular songs together in some sort of logical fashion. For example, if player one sings Four good times, come on! from Kool & The Gang's Celebration, player two can chime in with C'mon, get lucky! from The Partridge Family, and player three can add Happy Joy Joy, the Ren & Stimpy song. While there's no specific goal to this game, the sheer silly fun that can follow will keep your passengers entertained for miles. Ad Another favorite we call Rapper's delight. In this version, players use rhythm skills, environmental cues and creativity to get a dope flow up and running. Player one can start with I see a street sign; it's truly green and player two could pick up with I'm flying past it in my car machine. Can't wear a tune? Don't worry. You can also use your voice and creativity to make something out of nothing. Find out how in the next section. Whether they're spooky or stupid, people of all ages like to tell stories. What better time to engage in a game of group storytelling than when you're captive in a car on a road trip? There really are no rules for this storytelling game. Instead, it's about using your creativity to create characters and put them in unexpected situations. One person can start with, There was once a little boy named Herbert. The next player then picks up the story, adding he lived in a garbage can behind middle school. A third player throws a wrench into the works and adds, Well, it looked like a garbage can, but really it was a secret tunnel. Before you know it, half an hour passed in the blink of an eye as players scramble Herbert to avoid rats, prepare delicious sandwiches in his underground hideaway and send telegraphed messages into outer space. Ad If you'd rather sign your stories than tell them, our next road trip game is the one for you. Find out where surrealism meets storytelling on the next page. Back in the 1920s, surreal artists, writers and thinkers like André Breton and Paul played a parlor game called Exquisite Corpse. One player would fold a piece of paper into thirds or fourths. Then he would start in the upper part, to make sure that its artwork expands only slightly beyond the first fold. When he finished, he would fold his division underneath, so that only the remaining empty sections were visible. The next player then linked his own drawing to the exposed bit of the previous artist's drawing. Others followed until the entire page was filled. The end result was delicious, surprising and often surreal. In one example, exotic dancers snatched elephant heads, grew umbrellas and melted into watches [source: exquisitcorpse.com]. Beautiful looks are fun to play in the car precisely because the bounce and rattle of a vehicle makes this surreal game even more unpredictable. Add urgency to the game by setting a 1 minute time limit for each player to complete his or her drawing. The driver is the perfect timekeeper, as he or she will be busy holding hands on the wheel and eyes on the road. Ad So, on your next road trip, ditch your Nintendo DS and holster your headphones. Time spent in the confines of a car will never be as fun or pass as fast as it will with this series of road trip games. Can't get enough of road trips and road trip games? Find related HowStuffWorks articles and much more information on the next page. Itching for a road trip that's as exciting as it is memorable? Check out one of these five drives you surely won't forget. About beautiful looks. [Exquisitcorpse.com](http://exquisitcorpse.com). (July 13, 2011) s going to Roadtripping. St. Martin's Press. 2009. (July 21, 2011) Dees. Fun Games to play in the car. Son's life. Jun, 2010. (July 21, 2011) Tori. Top 10 Road Trip Games. Edmunds.com. May 12, 2009. 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