

Fab & Fun ROADTRIP GAMES

Fun Facts Game

The goal of the Fun Facts Game is to get to know your family members even better by guessing some funny facts about them. Begin by asking each member of the family to write an unusual 'fun fact' about themselves on a small piece of paper, fold it up and place it into a bag. A leader then picks a fact out of the bag and reads it out loud to the players. Players take turns guessing who the 'fun fact' belongs to, and the player with the most amusing or funny facts wins!

Repeat as many times as you like.

Hot Seat

Each person takes a turn in the "hot seat" being interviewed by the other passengers. The other passengers can ask any five questions they want of the person in the hot seat, who must answer. The person in the hot seat can refuse to answer one question by using a veto. Once all the questions have been asked, the hot seat transfers to a new passenger.

Celebrities Game

For the Celebrities Game, players write the names of five celebrities on slips of paper, fold them up and place into a bag. A person is selected to pick celebrity names out of the bag and give clues. Each player then has one minute to guess as many celebrity names as possible before time runs out. Play three rounds of the game and give one point for every celebrity name guessed. The player with the most points wins.

The House On The Hill / Who Are They?

Invent stories about the people in the houses as you drive by. What do they do for work? How many kids do they have? Where do they go on vacation? What is their favorite food? How did the parents meet? You can also play this game with people in the cars next to you as well... who are they? What is their relationship? Are they a group of spies, headed to thwart an international villain? Get creative and share your stories. The more detailed you get the more fun it is!

Fortunately, Unfortunately

One passenger shares a statement beginning with the word, "fortunately." As in, "Fortunately, I remembered to buy snacks at the gas station." Another passenger must follow up with a statement beginning with the word, "unfortunately." As in, "Unfortunately, I left them on the counter when I paid." You can also switch the game around by starting with unfortunate ideas first.

Eat The Alphabet / Casserole Game / Bring To The Moon

Each of these games are a variation on remembering lists in alphabetical order. For "Eat the Alphabet" take turns listing what you would eat from A to Z, each player repeating the items listed so far and adding one of their own. For example: First player, "I'm so hungry I could eat an apple." Second player, "I'm so hungry I could eat an apple and a buffalo." etc. For the "Casserole Game" it is the same idea except you say, "I'm making a casserole and I'm going to need artichokes." Each passenger takes a turn reciting the previous ingredients and then choosing the next one, which must start with the next letter in the alphabet. See if you can get all the way to the letter Z. When you get sick of naming foods play "Bring to the Moon." To start, the first player says "I'm going to the Moon and I'm bringing..." followed by something that begins with the letter "A", for example "Alligators". The second player then repeats what the first person said, but then adds something that begins with "B". So he/she might say, "I'm going to the moon and I'm bringing "A" "Alligators" and "B" "Basketballs". And so on with C, D, E, and the rest of the alphabet. If someone forgets an item, he/she is out.

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No It's Not A _____

A game of clues, rhymes, and stumping. One passenger is "it" and must think of a word (the more common and easy to rhyme, the better) and present a clue to the other passengers. If the word was "fly" as in a housefly, he or she might say, "I'm thinking of a word that rhymes with cry, but it isn't pie." The other passengers make guesses by giving clues to the "it" person, without revealing their guess word. "Is it something men wear around their neck?" The "it" person must figure out their clue and respond, "No, it is not a tie." If a passenger guesses the right word, they win and become the next "it" person. Or, if a passenger stumps the "it" person with their clue, they also win and become the "it" person.

Definitions Game

The Definitions Game requires each person to access a dictionary app on their mobile phone or tablet device. Each player searches for a word they believe no one else has heard of and writes it down. Players then take turns sharing aloud their chosen word and the others write down their best guess at the definition of the word. The winner of this game is the person who gets the definition correct or comes up with the most plausible alternative definition of the word as voted on by the group.