



The Road Trip Game

The aim of the game is to be the first to achieve a winning number of points for the trip.

Ten steps:

1. **Everybody** in the car should agree on the number of points to win during today's trip. For instance, 10 points (or fingers) for a short trip, perhaps 50 for a long trip.
2. **Everyone** starts with half the aimed for number since points can go DOWN as well as up, particularly for adults! So, for a long trip start with 25.
3. **Children** gain points for pointing out things in three categories:
 - a. **in the country**: something on the road, something in the sky, or something in the hedges or countryside.
 - b. **in the city**: somebody on the pavement, something about the shops, something about the buildings.
4. **Children** lose a point if they ask for a point for something already claimed, **adults** lose two points!
5. **Adults** only gain points for pointing out something unusual or interesting.
6. **Adults** lose points for stalling the car or shouting at another road user or pedestrian (they must, of course, drive safely, within the law and without inconveniencing other road users).
7. **Adults** lose a point for fuel stops without treats, but gain a point if it is with treats!
8. **Adults** can be awarded points for amusing everybody with a story, a joke, a song, or, if agreed, playing something child friendly on the sound system (radio, DVD).
9. **Children** can be awarded double points for seeing something associated with Cabby and Co: a London cab, a classic car, or a number plate with three letters of a Cabby Friend name such as, CAB, MOL, LAN, SCA ...
10. **Everyone** loses two points for a car transporter!