



# ROAD BINGO<sup>TM</sup>

## Car Traveling Game for all ages

This game can be played by two or more players or in teams. The rules can be customized to suit, and adjusted as necessary to make the game more fun, or to accommodate younger folks.

To play the game, each player or team selects a road bingo card, and someone spins the pointer. The first spin is to determine a type of vehicle likely to be found on the highway (see categories, below). The second spin determines a color, and the first round begins immediately. All players begin to look for the target vehicle determined by the spinner.

The first player to spot a vehicle of that description marks his Road Bingo card appropriately (providing that the card contains an unmarked icon of the proper type). Only the first player to spot the correct vehicle is allowed to mark their card, and only by agreement from the other players. In case of a tie, you can choose to either let both players mark their cards, or throw the round out and spin again. All players must agree to the call, or the round doesn't count.

Note that Emergency vehicles, Motorcycles and Roadkill do not require a color-spin (see categories, below).

The first player or team to complete a row on their Road Bingo card is the winner.

### VARIATIONS:

The game can be modified in any number of ways. You can add vehicle types, or colors. You can allow vehicles seen on sidestreets or parked in garages, or restrict them to only those found on the road you are driving on. You can make up your own Road Bingo cards with different combinations, or disregard the cards altogether and simply score points for spotting vehicles. Younger children might enjoy coloring in the icons as they are spotted. Another interesting variation is to color in some of the icons on the cards ahead of time, and require an exact match in order to score. Most traveling companions can arrive at their own special flavor of Road Bingo after only one journey playing the game. Use your imagination and those long miles will just fly by, making your trip more fun and enjoyable.

## A FEW POINTS TO CONSIDER:

Types of vehicles: The passenger sedan is probably the most common vehicle found on American highways, followed closely by SUV's and pickup trucks. But the road is shared by many other types of vehicles, including commercial trucks, tractor-trailers, sportscars and motorcycles. In order to play Road Bingo, these types need to be sorted into broad categories. Some vehicles may appear to fit into more than one, or perhaps none of the categories on the spinner board. For this reason, players will have to agree on classifying some of these misfits. You may choose to use the descriptions below, or modify them as needed.

## CATEGORIES:



**Passenger Sedan:** 4 wheels, 4-doors, hardtop designed to carry four to six people.



**Sportscar:** 4 wheels, 2-doors, hardtop or convertible, designed to carry 2 people. Any car with convertible or open top or sunroof.



**Pickup Truck:** 2 axels. Passenger-type vehicle with a cargo box in back, with or without canopy or box cover. Includes extended cabs, 4WD, and dual rear wheels. Does not include vehicles pulling trailers.



**SUV:** Any 2-axeled passenger stationwagon-type automobile with 4WD or AWD. These are the bigger, boxier type of vehicles, including passenger vans designed to carry 7 to 10 people. (Commercially marked vehicles of this type are considered buses).



**Motorcycles and Scooters:** Any motorized 2 or 3-wheeled conveyance (Since there are fewer of these types of vehicles on the road, the players may elect to disregard colors here).



**Motorhomes and Buses:** Any 2-axeled, bus-like vehicle, including passenger and schoolbuses, from VW's to Greyhounds. Does not include camper trailers. (Three or more axels pushes the vehicle into the commercial truck category).



**Commercial Truck:** Any 2 or 3-axeled truck with six tires or more with an attached enclosed cargo box, a flatbed or a tool rack, including moving vans, cement mixers and dumptrucks. Includes 3-axeled private motor-coaches. Does not include tractor-trailer rigs.



**18-Wheelers:** Any tractor-trailer type rig with eighteen or more wheels in any configuration, including multi-trailers.



**Emergency Vehicles:** Any vehicle with an emergency-type beacon. Includes police cars, firetrucks, ambulances and wreckers. May also be a marked passenger-type vehicle, or a police motorcycle. Does not need to be any certain color.



**Roadkill:** OK, so its not a vehicle but you often come upon dead animals lying by the roadside, or somtimes repeatedly flattened by passing traffic until it is almost unrecognizable, (except as roadkill). Roadkill can be anything that everyone agrees to, and of course, color is disregarded here.

**Colors:** The second spin in a round is to designate a color for the target vehicle selected in the first spin. Since there is such a broad spectrum of colors, and people's perceptions are different, players will need think in generalized terms. In other words, a car might be a two-toned red and black. Will you allow it to pass for a red car? How about hot pink? Light pink? Will they pass for red? You may have to play a few rounds in order to establish ground rules in this area, but all players must agree in order for a target vehicle to fit the broad categories selected by the spinner.

**Other factors:** After playing a few games of Road Bingo, you will discover that the game can become as complicated as you let it. You might want to set some special rules and write them down on the back of this sheet. Decide on things like whether or not to allow vehicles parked at the side of the road or in parking lots or maybe in auto carriers to pass for a target vehicle. How about cars in tow, or cars so muddy that you can't tell the color? Sometimes you will have to just throw out a round because a qualified target vehicle fails to appear for too long a time. Perhaps you will want to add a three-minute egg timer to your game to make it move a little faster. Experienced players looking for a way to liven it up might try a new twist. Have multiple rounds active at once by making six spins to select three kinds of target vehicles before you start spotting. The first player to spot any one of the three target vehicles scores and ends the round. Or you could have each player spin to select a target vehicle for the next player, and have each player looking for a different target vehicle at the same time. Extended trips might call for trying to fill in the entire bingo card to win, or perhaps some sort of rotation where you swap cards after so many rounds. Another variation might be to allow Roadkill spotters to swap cards with the player of his choice any time they spot a Roadkill.

## **The variations are endless! Road Bingo Players are very imaginative:**

- *One family always lets grandma always be the spinner and referee.*
- *Another limited their targets to Ford products only. (Special categories could be Volkswagens or Corvettes).*
- *Others added a special points system where extra options (continental kits or wheel-skirts, for example) accumulated extra points. Player with the most option-points when someone gets a bingo is the winner.*
- *Even the youngest children can play. Try making only two categories, (car or truck) and let them identify colors. Let Grandpa call out the vehicle type and the kids can operate the spinner.*

***Do you have more ideas? We'd love to hear from you. Visit our website for more of our unique hand-crafted products and contact information.***