

6 Car Games for Your Walt Disney World Road Trip

Disney Hide and Seek

In this game, participants begin by deciding in which one of the four parks they will play imaginary hide and seek. The driver of the car will play the *hider* while the remaining passengers will be *seekers*. The hider selects a secret *hiding place* in the chosen park (i.e. an attraction, restaurant, etc.). The seeker riding in front then names a *starting point* within the park (i.e. the *Mad Tea Party*, *The Crystal Palace*, the bridge to *Tomorrowland*, etc.). If both the hider and the seeker choose the same location, the hider must select a new hiding place. Play moves clockwise around the vehicle with the next seeker naming a location nearby the designated starting point. The hider then tells the seeker if he or she is hot, warm or cold in relation to the hiding place. One after another, the seekers continue guessing until one of them finds the hiding place. The winning seeker becomes the new hider. A park is selected, and the hider then chooses the next hiding place. The seeker to the left of the hider names the new starting point, and play continues. Variation: Don't limit yourselves to one park, play the entire property.

Disney Train Words

Train Words are sets of words that begin with the letter that ended the previous word. (Examples: Pig-Gorilla- Armadillo-Orangutan-Newt-Toucan...). In *Disney Train Words*, any words, phrases or names relating to Disney or its parks can be used. Here is an example of a Disney Train: Electric Umbrella-Alice in Wonderland-Disney Springs-Splash Mountain-Nemo and so on). Play begins with the driver of the car—the *train conductor*—selecting the first word or *engine word*. Play then continues clockwise around the vehicle until a player cannot think of a Disney word. At that time, the train has reached a *train stop*. The last player who successfully named a Disney word, which is the *caboose word*, becomes the new train conductor and gets to choose the next *engine word* to start the train again.

Walt Disney World Foods Game

This game is a variation of the classic car game *My Father Owns a Grocery Store*. In this version, play starts with the driver who says, "In Walt Disney World they serve something that starts with A - apples." The next player going clockwise says "In Walt Disney World they serve something that starts with B - apples and Banana Bread Pudding." Each subsequent player must recite the entire list in order, and then add a new item starting with the next letter of the alphabet (Apples, Banana Bread Pudding, Churros, Dole Whip, Eggs...). Note: Food items can be general (popcorn) or *WDW* specific (Citrus Swirl).

Disney Punch

The original backseat classic (Slug Bug, Punch Bug, Piggy Punch, etc.) has long been an excuse for siblings to get a free punch in on each other just for spotting a Volkswagen Beetle. In the Disney version, parental discretion is advised if very young children are playing. In that situation, perhaps more friendly taps can replace full-on slugs to the arm. In *Disney Punch*, child travelers look for Disney related items while traveling by car to WDW. These items can be anything such as antennae toppers, decorative license plates, Disney family window decals, billboards, etcetera. Whoever spots the item yells out *Disney Punch*, and then slugs (or taps) one of the other players. The first traveler to deliver five slugs (or taps) is the winner.

Walt Disney World 20 Questions

In *Walt Disney World 20 Questions* the oldest traveler takes on the role of being the original secret keeper. He or she must think of a location, character, attraction, food item, or any other thing that can be found in *Walt Disney World*. He or she must keep it a secret. Play then, moves clockwise around the vehicle with each of the remaining passengers (one at a time) asking the secret keeper just one yes or no question in an effort to narrow the possibilities until the secret is guessed. If need be, play can continue up to a maximum of 20 questions in total. If the correct answer has not been named after the 20 questions have been asked, play ends with the secret keeper sharing his or her secret. If the secret is guessed correctly, the player who did so becomes the new secret keeper, and play begins again.

“My WDW Vacation” Fill in the Blank Story Game

This collaborative word game, which is like a Mad Lib, utilizes a story template containing blanks. Here’s how to play: Choose one player to serve as the story keeper. He or she will prompt the other players to provide a word, words, or phrases to replace the blanks within a secret story. The story keeper holds and conceals the story from the other players while reading only the prompts (in order) to the group. As the players give their Disney-themed responses, the story keeper writes them in the blanks. Once all of the blanks have been filled, the story keeper reads the completed tale aloud. Depending on the answers given by the players, these stories often turn out quite comical. Click here for the [“My WDW Vacation” Fill in the Blank Story Game](#).