

# GUESSTIMATE!

*A car game that helps you estimate distances and pass the time on long journeys.*

To play this game you'll need to be driving in a car...

- On a road with markers on the side, such as cat eyes mounted on posts;
- On a road with visible oncoming traffic;
- On a road that isn't super busy and isn't super curvy;
- With speed somewhat constant (speed changes should only be in response to road conditions and rules, not to cheat the game).



1. Start a round by selecting the Caller and Guesser:
  - **Single player:** You will be both the caller and the guesser.
  - **Two player:** Take it in turns being the caller and then the guesser.
  - **Multi player:** Go around the car taking turns to be first the caller and then the guesser. This means that you will have turns where you are not an active player.
2. When the caller sees a car coming, the caller shouts "Guesstimate!"
  - Note: if the guesser is the driver, do not call cars around sharp corners, it will be distracting.
3. The caller then starts counting aloud as the driver's window passes the markers on the side of the road.
4. The guesser has until the caller reaches "2" to call out a Guesstimate of how many markers you will pass until the other car reaches you. If Guesser does not call a number, then their Guesstimate will be "0".
5. When the other car passes the driver's window, the caller stops counting.
6. Compare the actual number of markers passed with the Guesstimate.
7. The Guesser gets as many points as their Guesstimate is out. For example, if the actual number is 8 and...
  - Guesstimate is 5, the guesser gets 3 points.
  - Guesstimate is 9, the guesser gets 1 point.
  - Guesstimate is 8, the guesser gets 0 points.
8. Start a new round and choose a new guesser and caller pair.
9. Points are summed together over rounds. The person with the highest score is the loser. The game finishes when you reach your destination.

