The hitch-hiker

Two players sit next to each other in a car. One drives, the other is a passenger. Then they see a hitch-hiker standing by the side of the road. They stop and pick him up. The hitch-hiker now becomes the passenger, the passenger the driver and the driver gets out and becomes the next hitch-hiker. What's always important is that the hitch-hiker brings along a unique character, feeling (see emotion list), or quirk. This feeling then transfers, piece by piece, to the driver of the car (or suddenly to all of the passengers; c.f. Emotional Workplace)

You can also play this game with four players. The fourth person can then always sit in the back seat, so that three people are always sitting in the car at the same time.