

Can You Hear A Ghost?

One person is ghost, usually the party host, while everyone else spreads out a little, closes their eyes, and stands completely still trying to listen for the ghost. The ghost walks around the room and chooses one of the other players to stand behind. The ghost counts silently to ten. If the person does not say "is there a ghost behind me?" before the ghost finishes counting, then the ghost tells them they are dead and out of the game. However, if the person does, in fact, say "is there a ghost behind me?" then they join the ghost in trying to eliminate everyone else. If everyone gets eliminated the ghost wins; otherwise, the last person who becomes a ghost wins. The biggest Halloween aspect of this game is that it is suspenseful; you never know when the ghost will be standing behind you.

Candy Corn Relay

Designate a starting line and a finish line. Set out a bowl full of candy corn for each player at the starting line and an empty bowl at the finish line. The players must use a large spoon to scoop candy corn out of the full bowl and then carry it to the empty bowl/cup and fill it. They cannot spill any candy corn or use their hands! If any candy corn falls off the spoon, they must immediately pick it up and bring it back to the starting line bowl and start over with that scoopful. Can be done individually or with teams

Zombie Game

One person is 'IT', the others must sit or lay as motionless and expressionless zombies. The person who is 'IT' must do whatever they can to make the zombies smile, giggle, or wiggle in any way without touching them! When 'IT' gets a zombie to wiggle, giggle, or smile, that zombie then joins 'IT' in trying to get others to smile, giggle, or wiggle. The last zombie wins!

Wiggle Worm Relay

Divide the group into teams with the same amount of people in each team. Everyone in each team lines up and forms a 'worm' by putting their left hand between their legs and the person behind them grabs that hand with their right hand. Then they run at a given signal to the other end of the playing area and back. The first team to return 'intact' wins!

Haunted Basement

A person is put into a dark maze and must find their way out. ~~They are given a guide to follow along with arrows on the wall and must use a flashlight and along the way are spooked by anyone or anything.~~ **(NO DANGEROUS PROPS OR RUNNING!)**

Distractions are allowed =D