

Halloween Party Games

Hunting and Mystery Games



Hunt in the Dark

Play area: The game should be played indoors. A school hall or similar is ideal.

You need: A selection of glow in the dark objects or shapes.

Setting up the game: Make sure the objects are fully 'charged up' by exposing them to bright light or UV light then hide them around the room. Scatter in plain sight for younger children.

Playing the game: Turn off the lights and let the children find as many objects as they can.

Prizes: You can either let the children keep the objects they find or exchange them for small prizes or stars.

Safety Note: Take care to ensure that the play area is clear of objects that could be tripped over or walked into.

Vampire Hunt

Play area: Large area with clearly defined boundaries outside.

You need: A selection of vampire pictures (which could all be in 'human' form or a mixture of wolves, bats etc) and a water pistol for each pair or team.

Setting up the game: Hide the pictures around the play area at a mixture of different heights. We recommend punching a hole through the pictures and adding string or wool so that they can be loosely tied to trees, fence posts etc. Give each pair/team a water pistol explaining that it contains 'holy water'.

Playing the game: Each pair/team hunts for the vampires. If they find one they should shoot it with the water pistol and then collect it. Any children who bring back a card that does not have water on it should be disqualified as they have clearly been turned into vampires!

Game objective: The winning pair/team is the one with the most defeated vampires.

Making it harder: Play the game at night with torches.

Safety Note: Make sure there are enough adults to supervise the children and ensure they do not wander out of the defined play space.

Hunt the Spooky Shapes

Play area: Indoors or outdoors but the larger the play area the harder the game will be.

You need: 8 spooky shapes cut out per team (you can download a template from <http://ideas4kids.org/114>) with the letters M, O, N, S, T, E, R, and S on them. (The templates have been left blank so that you can replay the game another year with a different word.)

Setting up the game: Hide the shapes around the play area. If hiding outside attach the shapes with string so they do not blow away.

Playing the game: Divide the children into teams and tell each team which shape to hunt for.

Game objective: Be the first team to find all the shapes and arrange them to make a word.

Making it harder/easier: Use a longer word or phrase such as 'Halloween party' or a shorter word such as 'ghost'.



The Witch's Brew

Play area: Ideally outdoors over a wide area. If played indoors, several rooms will need to be used.

You need: 1 set of clues per team (example clues can be downloaded from <http://ideas4kids.org/114>) and pictures (or models) of corresponding ingredients.

Setting up the game: Hide the pictures/models around the play space.

Playing the game: Each team should be given a copy of the clues and told to look for the corresponding ingredients.

Ways to ensure teams are solving the clues and not just picking up anything they find:

- 1: Check each team's answers to the clues before they are allowed to look for the ingredients.
- 2: Allow the teams to look for the objects straight away but hide pictures/models of ingredients they do not need.
- 3: Give different clues and objects to each team.

Game objective: The winning team is the first back with the correct ingredients.

Safety Note: Make sure there are enough adults to supervise the children and ensure they do not wander out of the defined play space.

Hunt the Skeleton

Play area: Indoors or outdoors but space inside to assemble the skeleton is preferable even if the pieces are hidden outside.

You need: Pieces of card shaped like skeleton pieces/bones in different colours (one coloured set per team) with holes punched in appropriate places so that they can be joined together with split pins. Split pins for each team.

Setting up the game: Hide the bones around the play area.

Playing the game: Teams hunt for their colour pieces (make sure they know how many there are) and then join them together to make a skeleton.

Winning the game: The first team to assemble their skeleton correctly wins.



Werewolves

Play area: Indoors - little space required.

Number of players: This game will work optimally for groups of 9-14 people (excluding the game organiser). It can not be played with fewer than 9 people and does not work well with large groups.

Age of players: It is not suitable for young children. My 8-11 year old brownies played it at a sleepover and loved it. Older children and adults will also enjoy this game.

You need: A set of cards with 2 werewolves, a seer and villagers (you can make these up using clipart) or 1 joker card, 2 black cards and the red cards from a standard pack of cards.

Playing the game: The rules are explained at:

[http://en.wikipedia.org/wiki/Mafia_\(party_game\)#Basic_gameplay](http://en.wikipedia.org/wiki/Mafia_(party_game)#Basic_gameplay) for the role of seer see 'investigative roles'.

Game objective: Werewolves win if the number of villagers is equal to the number of werewolves (the werewolves then instantly overpower the villagers and eat them!). Villagers and the seer win if they kill both werewolves.

