

Read the Cursed Text

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The people of Grave's End just discovered that someone – or something! – has messed with the town's famous historical marker. It might have been bewitched by a legendary pirate ghost that haunts the village! Oddly, many villagers can still read the sign. Can you?

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What's Going On: Reading hexed text is easier than it looks, right? Language experts aren't entirely sure why, but one theory is that we don't usually read words letter by letter, we read them as whole units. So keeping the first and last letters of jumbled words in the right positions helps us decode them. Using short words and predictable language and mixing in words that are spelled correctly are also thought to have an effect. Deos taht mkae snese?

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HALLOWEEN CHOCOLATE DIAPER GAME~ Guess the candy bar in the diaper. Split everyone into teams of five or more and ask them to stand in line. Each team must choose someone who will write down the answers for them on a sheet of paper that you will provide. The team who has guessed the most diaper contents correctly wins!! A variety of chocolate bars or candies can be melted. Take about 5-6 diapers and add melted candy to them. Line them up on a table numbered 1-5. Give each team a piece of paper and ask them to quietly guess what each diaper contains. Quietly... is the key in order not to share their answers with the other teams. The team with the most correctly answered diapers contents win!!

Suggested Candy Bars:

1. Baby Ruth®
2. Mars®
3. Snickers®
4. Hershey's®
5. Kit Kat®
6. 100 Grand®
7. M&M's®
8. Reese's®
9. York®
10. Crunch®
11. Butterfinger®
12. Twix®
13. Symphony®
14. 3 Musketeers®
15. Almond Joy®
16. Heath®
17. Milky Way®
18. Mr. Goodbar®
19. Rolo®
20. Caramello®Twix

HALLOWEEN TELEPHONE CHARADES~ Funny icebreaker game, especially for large groups. Easy to learn and play with little preparation. The goal is to have the player or group at the end of the line with the best original action. Split everyone into teams of five or more and ask them to stand in line. Explain the game...You (the moderator) will be showing an action scene to the person at the front of the line, with now sounds or sounds. Everyone else will have their backs turned to you, except for the first person. Once that first person understands the action scene as best as he or she can, they tap the shoulder of the next person in line, with now words or sounds they pass on the action...and so on. The last person in the line shows demonstrates the action. The team who repeats it most accurately wins. It's funny!!!

HALLOWEEN TRIVIA QUESTIONS AND ANSWERS~ The team with the most trivia questions answered correctly wins!! Split everyone into teams of 5-6. Hand each team this list. Have each team choose a person to write down the answers. Give them 5-10 minutes to complete.

TOILET PAPER MUMMY FASHION SHOW~ split the kids into 4 teams. Have them wrap someone as quickly and neatly as possible. You will need toilet paper, masking tape and some fun things to fashion with (stickers, clothes, etc..) Arrange everyone into teams of 5-6. Each team selects a volunteer to be mummified. The goal of the game is to wrap someone up in toilet paper and create the

best-looking paper mummy. The teams have 5-10 minutes to wrap the person up using their supplies. The groups judge each other to decide who wins!!

DESIGN A SCARECROW~ Split the kids into groups of 5-6 giving each team a bag filled with at least a dozen objects and pieces of clothing (old shirts, hats, wigs, apples, leaves, foil, stickers, handkerchiefs, etc..) One person on each team is the "scarecrow" whom his teammates dress up using all the objects in the bag. The class votes on the best scarecrow!!

DANGLING DONUTS~ Have a long piece of string or thin rope the length of the classroom. Tied to that rope tie pieces of string or ribbon (one per player) and then to the donuts (day old and powered) about mouth high. Have players start at the count of three. Instruct each to eat an entire doughnut – no hands allowed- without letting it fall from the ribbon. The first to finish wins!! No need for prizes. They've just been eaten!!

SPAGHETTI GAME ~ Boil spaghetti noodles until done, drain and rinse noodles, add oil and grapes to noodles for texture. Then you add rubber snakes, spiders, rats and bugs and any thing else you can think of to the noodles. Before beginning the game place a towel of the pot so the kids cannot see in. Then you let one child at a time come up to the pot and put their hand in the pot and pull out a toy. Be sure not to let the child see in the pot.

SMIFF TEST ~ Dr. I.B. Wicked begins by passing containers of ingredients for the kids to sniff, explaining how each will be used to make the monster. A few tough-to-guess ingredients that are sure to wrinkle kids' noses include mouse breath (Parmesan cheese), which increases night vision; extract of grasshoppers (pine and nutmeg), which improves long-jumping ability; charred bat's feet (charred wood), excellent for hearing; and owl pellets (dry yeast), great for cunning.

HALLOWEEN CHARADES ~ To put a frenzied twist on a traditional game of charades, write out clues for Halloween characters on small slips of paper (Frankenstein, a mummy, a mad scientist, Dracula, a skeleton, a cat, a bat, a rat and so on). Put each slip inside white "ghost" balloons, blow up the balloons, and set them aside. Gather the kids into two teams and have each kid pick a player to go first. The player has exactly three minutes to choose a balloon, pop it (by any means necessary), read the clue inside, and act it out until her team guesses the clue. The child from each team to guess correctly picks the next balloon.

WAITER, THERE'S A HEAD IN MY SOUP ~ For this riotous relay race, divide your party goers into two teams of freaky waiters and waitresses, and hand each player a blown-up balloon head to decorate with permanent markers. Allow the ink to dry. In teams, the kids must race to a finish line and back, keeping their air-headed balloons perched on a paper plate (they must hold it waiter style, with arm up and wrist cocked back). If the balloon sails to the ground, the child must pick it up, put it back on her plate and finish her leg of the relay by walking backward. Before each team member starts her leg of the race, her whole team must yell out, "Waiter, there's a head in my soup!" At the end, all team players can keep their balloons.

BUG FINSHING ~ I bought a bean bag type spider (or you could make it), and attached Velcro at each of the "feet" and then cut out felt bugs and you tie the spider on a string to a stick or child's fishing pole and they fish for bugs - then carry them to a bucket and go back for more

MUSICAL TOMBSTONES ~ A spooky variation on musical chairs that we found just raucous enough to loosen up a crowd. **WHAT YOU NEED:** • Folding chair for each guest • Large sheets of stiff gray paper • Basic craft supplies • Cassette of creepy music • Tape player

How to play: Step 1: Give each child two sheets of gray paper that have been cut and stapled into the shape of a tombstone. (Each stone should be large enough to fit over the back of a folding chair.) Hand out markers, glue sticks, sparkles, scissors, construction paper and—if you've had the time—paper cutouts of Halloween creatures. Have the parties decorate their stones with creepy drawings and silly epitaphs ("Here Lies John Blake, Hit the Gas Instead of the Brake..."). Step 2: Follow the usual rules for musical chairs, except have your players carry their tombstones as they circle around the seats. When you stop the music, everyone rushes to find a chair. The player left without one is out of the game; he starts the graveyard, putting his tombstone over the back of an extra chair set to the side and sitting down. The game continues, with you removing a chair at the start of each round, until one child is left sitting with her unused tombstone and everyone else is in the graveyard. Tips: As a prize give the cassette of creepy music to the winner and the tombstones to all the players. {This game is for kids who are roughly the same size (otherwise, little kids get creamed by big ones). Elaborate costumes can be a real handicap, so help players strip down to the basics. Stash any dangerous props, such as faux swords and pointed wands. }

PUMPKIN CARVING CONTEST ~ THIS HAS TO BE DONE WITH OLDER KIDS AND A MATURE CLASS BECAUSE OF THE CARVING TOOLS. Use your design skills and create the best-looking pumpkin! The goal of each team is to Carve and present the best-looking and most creative pumpkin. You'll need to bring 5 to 6 large pumpkins for the challenge, plastic tablecloths to cover desks and for people to carve pumpkins on, Carving knives, Design utensils: Pencils/pens, paper and pushpins, Cleaning utensils: Ladles or metal spoons, newspapers, bowls, and trash bags. Decide on a "secret theme": Superheroes, Ghosts, Sports, Villains, and Cartoons. Make a judges' score sheet.

1. Separate everyone into teams of five. Explain the game: Each team gets one pumpkin. They need to cut out a circle on top of the pumpkin with the stem in the center, pull out the seeds and "goo", and carve a pumpkin based on the secret theme. Whoever has the best looking pumpkin and presentation wins the game. Reveal the "secret theme". Teams cannot use premade designs, but can draw on the provided paper and place the paper on the pumpkins using the pushpins.
2. After cleaning and carving their pumpkins, everyone must briefly present their pumpkin to the judges.
3. Judges base their score on creativity, how close the pumpkin is related to the theme, teamwork, and presentation. The team with the most points wins the game.

Optional: You can light candles and place them in the center of the pumpkins for a cool jack 'o lantern effect. Also, you can use the teams' seeds and roast them in the oven with oil, salt and pepper.

*Size of group can vary, but five people in a team is optimal

BLINDFOLDED PUMPKIN ~ Give each child in the group a piece of paper and a pencil. Use a table and/or clipboards. Each child is blindfolded or asked to close their eyes and to look up (basically not to look down at their paper, so they can't cheat-some still will try). The leader tells the children to draw the eyes of a jack-o-lantern, the round pumpkin part, the nose mouth and then stem. This is not easy with the eyes closed and the results can be very funny. If time you can give each child another piece of paper to make a pumpkin this time with their eyes open. Could mount the two pictures on another piece of paper together and send home (optional)

WITCH'S STEW ~ You will need at least one cut out shape—spiders, black cats, owls, and frogs—for each member on the team and two plastic cauldrons. Divide the class into two teams. Each member needs a 3" piece of straw. Give each team a pile of shapes (ingredients for the stew). One at a time each team member, using the straw, will suck up a shape, keeping in on the straw walking quickly to the other side of the room. Drops the shape in the cauldron. Then the next team member can go. The first team to have all members take a turn wins.

BLOW THE GHOST ~ Make a ghost by covering a cotton ball with a tissue tied with a piece of thread around it's neck to make the ghostlike shape. Tape a one inch piece of straw to the top of the ghosts head. Make two of these so that you can have two teams in the relay. Thread a very long string through the straw. Attach each end of the string to a chair or have someone hold them on either side. Divide the class into two. Each team member will get on their knees and with a 3" piece of straw, blow the ghost to the other side. Next team will blow the ghost back until all member have had a turn.