

# SCARE GAME CENTRAL



Run around, roar, and have a monster of a good time indoors or out. Let the monster games begin!



## Ghost in the Graveyard

One person—the ghost—hides while others stay on base and count “one o'clock, two o'clock, three o'clock,” etc., until reaching “midnight!” Everyone then scatters and searches (and goes for some “scares” for fun along the way). Whoever finds the ghost yells “Ghost in the Graveyard!” and everyone runs back to base. Whoever’s tagged becomes the next ghost.



## Hit the (Scare) Door

This game is played indoors with 3 or more people, and with a door used for home base. The first person to be “it” stays at the base and counts while the others hide. On the count of 10 or 20, the search is on. All hiders try to run to the base before getting caught—and scared, big-time!—by “It.”



## Monster Freeze Dance

One person plays DJ (with a radio or any music player you like) while others dance. Whenever the DJ stops the music, dancers must freeze into a monster “scare” pose. Use monster theme music (like “Monster Mash” or “Purple People Eater”), disco (like in the *Monsters University* movie), or any style you like. Whenever the DJ resumes the music, frozen monsters must dance!



## “Sulley Says”

Just like the game Simon Says, but with a monster twist. Choose a leader and have them start with these commands. Then come up with some new ones of your own. Think: What would James P. Sullivan say?

- Stomp like a monster.
- “Scary feet! Scary feet!” (Stomp as quickly as you can.)
- Wiggle like Squishy.
- Clench your claws.
- 1-2-3 Pounce!