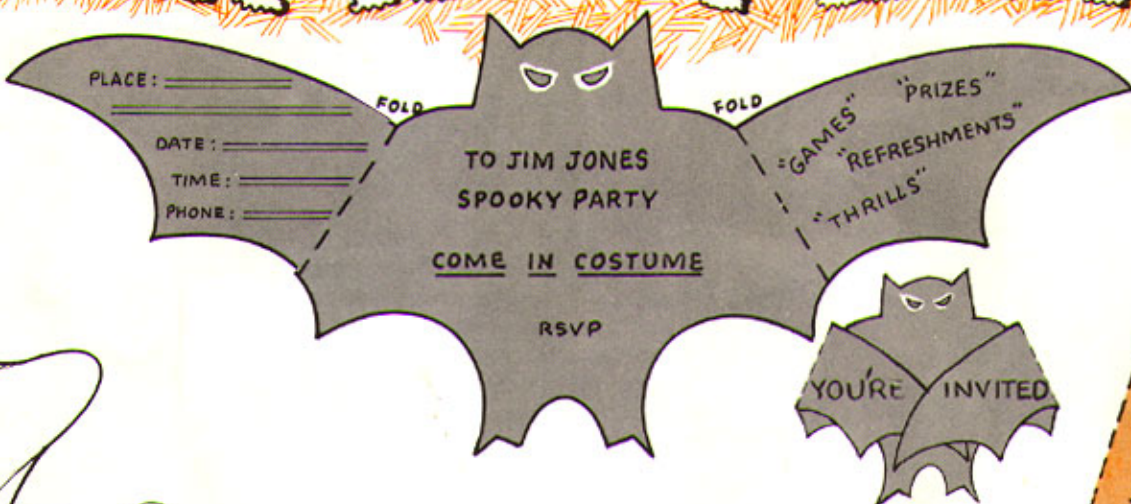


SPOOKY PARTY HINTS



INVITATIONS

Halloween party invitations that are unique in design help to set the mood for your party. Your invited guests will know that an evening of fun, suspense and mystery awaits them. Mail your invitations at least two weeks in advance so your guests will have ample time to buy or make their costumes. Printed invitations can be obtained from most stores that stock cards. However, it is fun to design and make your own invitations. Use construction paper and felt tip pens to print in your name, address and party time. Make or purchase envelopes that will fit your invitations.



DECORATIONS

Cover all furniture with white sheets. This gives the house an un-lived in, deserted look, like all good haunted houses have.

Cut out construction paper bats and spiders and hang them from the ceiling and on the walls. String and a little bit of tape will do the trick. Local stores and gift-card shops have many pre-made decorative items for Halloween parties.



LIGHTING

Use yellow, green, blue and red 25 watt bulbs in place of your normal white bulbs. This gives a great "low key" lighting effect and makes the rooms look very spooky like a horror movie. (Remember the darker the room the spookier it is.)

SPOOKY PARTY GAMES

SNOW WHITE'S APPLE ON A STRING

Select large red apples with firm stems at the store. Tie a 3 foot string on the stem of each apple. Team up your guests. Each team will compete against the others. On "go", one member of the team will hold the apple in front of him by the end of the string. The other person, with his hands behind his back, will attempt to take a bite out of the apple. Time limit: 4 minutes. The first team to get a bite, without using their hands or bodies, wins.

GUESSING GAME

Award a prize to the guest who comes closest to the correct number of buttons, marbles, grains of corn, coins or any other objects in a jar.

TOSS THE BALL GAME

At one end of a room, place a real or artificial pumpkin with a hole cut in the top. Give each guest or team one or more soft rubber balls, or ping pong balls, for tossing into the opening in the pumpkin head. Champion tossers win prizes.

FORTUNE TELLER

Midway in the party will be an appropriate time to announce to the guests that it is fortune telling time. Have each guest draw one of the printed questions below from a box or jar. That is the question that he or she will ask the fortune teller. Give the fortune teller a list of the answers. Assemble all the guests in front of the fortune teller's booth, which can be set up in a doorway or arch. Make sure all the guests can hear the questions and the teller's answers. After each answer, the teller gives the asker a regular fortune cookie and asks the person to read the message aloud for all to hear. The fortune teller can be dressed as a swami.

Q: Will I be happily married?

A: Yes. Many times!

Q: Will I be wealthy?

A: Only if you have money.

Q: Will I get into the movies someday?

A: Yes. If you buy a ticket.

Q: Will I have many children?

A: No. Just one at a time.

Q: How can I make a room look bright and cheertul?

A: Try leaving it.

Q: How can I attract the opposite sex?

A: Drop your eyes, and then let the other person pick them up.

Q: Where can I find the true meaning of love?

A: Look it up in the dictionary.

Q: Shall I have my singing voice cultivated?

A: No. Plowed under would be better.

Q: How can I become musically inclined?

A: Lean on a piano sometime.

Q: Should I be on the stage?

A: Yes. There is one leaving at 9:00 o'clock. Be under it.

Q: What does my palm tell you?

A: Either your future looks dark, or your hand is dirty.

Q: How can I get into a locked haunted house?

A: Try using a skeleton key.

(Make up some questions of your own.)

WORD GAME

Give each guest a pad, pencil and three minutes to list as many words as possible that can be made up from the letters in the word "Halloween." A prize to the winner.