

# Games For Hallow-een - Dozens Of Games To Make Your Halloween A Blast

[DOWNLOAD HERE](#)

GAMES FOR HALLOW-E'EN Hallow-e'en or Hallow-Even is the last night of October, being the eve or vigil of All-Hallow's or All Saint's Day, and no holiday in all the year is so informal or so marked by fun both for grown-ups as well as children as this one. On this night there should be nothing but laughter, fun and mystery. It is the night when Fairies dance, Ghosts, Witches, Devils and mischief-making Elves wander around. It is the night when all sorts of charms and spells are invoked for prying into the future by all young folks and sometimes by folks who are not young. Hallow-e'en cannot only be about costumes; you can play these games to bring variety and excite your family. The book also shows how to decorate the home for the celebration. It teaches how to use basic things like tomatoes, candles, autumn leaves etc to make a wonderful impression for your guests. This is a wonderful collection put together for anyone who needs ideas for the Halloween celebration. Book Excerpts: HALLOW-E'EN SOUVENIR GAME

Suspend apples by means of strings in doorway or from ceiling at proper height to be caught between the teeth. First successful player receives prize. These prizes should be Hallow-e'en souvenirs, such as emery cushions of silk representing tomatoes, radishes, apples, pears, pickles; or pen-wipers representing brooms, bats, cats, witches, etc. FLOUR TEST A bowl is filled tightly with flour. During the process of filling, a wedding ring is inserted vertically in some part of it. The bowl, when full, is inverted upon a dish and withdrawn, leaving the mound of flour on the dish. Each guest cuts off with a knife a thin slice which crumbles into dust. The guest who cuts off the slice containing the ring will be married first.

LOVER'S TEST A maid and youth each places a chestnut to roast on fire, side by side. If one hisses and steams, it indicates a fretful temper in owner of chestnut; if both chestnuts equally misbehave it augurs strife. If one or both pop away, it means separation; but if both burn to ashes tranquilly side by side, a long life of undisturbed happiness will be lot of owners. These portentous omens are fitly defined in the following lines: "These glowing nuts are emblems true Of what in human life we view; The ill-matched couple fret and fume, And thus in strife themselves consume; Or from each other wildly start, And with a noise forever part. But see the happy, happy pair, Of genuine love and truth sincere; With mutual

fondness while they burn, Still to each other kindly turn; And as the vital sparks decay, Together gently sink away; Till life's fierce trials being past, Their mingled ashes rest at last." PERPLEXING HUNT In this game the seeker for a prize is guided from place to place by doggerels as the following, and is started on his hunt with this rhyme: "Perhaps you'll find it in the air; If not, look underneath your chair." Beneath his chair he finds the following: "No, you will not find it here; Search the clock and have no fear." Under the clock he finds: "You will have to try once more; Look behind the parlor door." Tied to the door-knob he discovers: "If it's not out in the stable Seek beneath the kitchen table." Under the kitchen table he finds another note, which reads: "If your quest remains uncertain, You will find it 'neath a curtain."

[DOWNLOAD HERE](#)

Similar manuals: