

### The Scary Story Hide-N-Seek Hunt Card Game

The *Scary Story Hide-N-Seek Hunt Card Game* would engage a group of reading age kids (ages six and up), by facilitating the reading of popular scary ghost stories – by authors such as Ruth Ann Musick, Susan Hill, and Shirley Jackson - through multiple cards that have been hidden and found via a clue hunt.

Stories such as *The Lady in Black*, *Coffin Hollow*, and *The Mezzotint* would be reduced and subdivided onto various cards. One player would choose to be the 'Storyteller', would use a dry-erase marker and write location clues onto the cards, and would hide cards containing the story in order. The 'Storyteller' would then give the players a starter card that begins the story, have the other players close their eyes, and would go hide at the location of the last story card.

So, this non-digital interactive story would be delivered through cards and a clue hunt, so as the players search, finding one card after another, they slowly read the scary story through clue hunting.

Each has a hand-written clue printed on each card that eerily poses a riddle as to where in a house the next part of the story can be found. Once the players have found each card and completed the scary story, they would have the next-to-last card. The next-to-last card would have a clue point out the location of the last card and the hiding 'Storyteller'. After the 'Storyteller' is found by the other players, the game is over, and so is the story.

