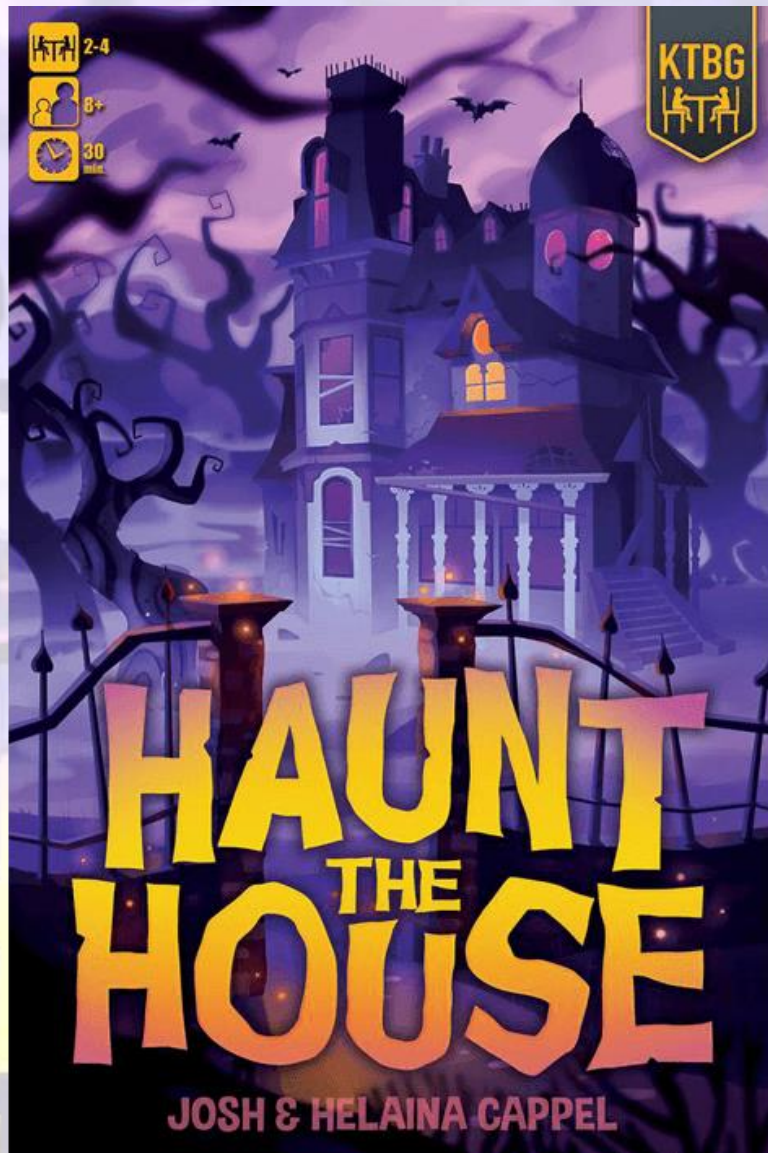




Welcome to...

# Haunt the House



*An Unofficial Game Aid and Teaching Resource for EFL Teaching*

JOSH & HELAINA CAPPEL





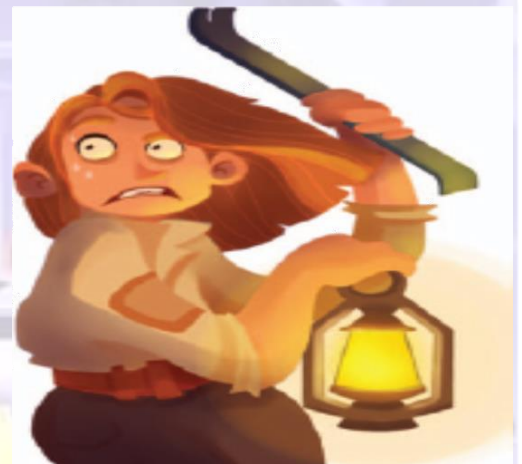
# Welcome to Haunt the House by KTBG

A Spooky and Funny game that will help you to learn and practice english.

## OVERVIEW

We are ghosts competing to frighten Ghost Hunters from the rooms of our haunted house. Each player has their own deck of Scares (*Bumps, Chills, Creaks, and Moans*), and each Ghost Hunter is only frightened out of the house by a specific Scare combination.

On your turn, you'll either play Scare cards on Ghost Hunters (*invisibly to hide your plans, or visibly to trigger awesome room powers*), or yell BOO and try to send a Ghost Hunter packing! Once one player scares out their fourth Ghost Hunter, the game ends and the highest score wins!



Enter the rooms of the Haunted House, scare the Ghost Hunters and Learn English!!!

### The Ghost Hunters

Each card shows the gear that the Ghost Hunter is carrying, sometimes a Skull value (Skulls are points in the game), and each card displays the specific Scare combination that will frighten this Ghost Hunter from the haunted house.



### The Room Tiles

Each Room has a doorway where Ghost Hunters will arrive, and an explanation of the Room's special power.





## The Scare Cards



**Pink Moan**



**Purple Chill**



**Green Creak**



**Yellow Bump**

Use the Scare Cards to make the Ghost Hunters flee and pick up the gear they left behind!!!

### SCORING

Each player scores:

**Skull tokens.** 1 point each.



**Skulls on Ghost Hunters.** These are worth the value printed on the card.



**Gear Collections.** Each piece of gear in your collection (counting symbols on your Ghost Hunter cards plus the symbols on your Trophy tiles) is worth points equal to the number of that gear type you've collected. So, for example:



- If you have 1 Flashlight, it is worth 1 point.
- If you have 2 Candles, each Candle is worth 2 points. (Total 4 points)
- If you have 3 Maps, each Map is worth 3 points (total 9 points)
- ...and so on.



**Example:** At end game, you have 4 Flashlights (16 points), 2 Ropes (4 points) 1 Torch (1 point), 1 Key (1 point), and 1 Map (1 point). You also have 2 Skulls printed on your Ghost Hunter (2 points), and another 3 Skull tokens (3 Points). Your final score is  $16+4+1+1+1+2+3... 28$  points!

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# Haunt the House

Writing, Listening, Speaking and Reading Activities

-Adapted for Primary Education-



# HAUNT HOUSE

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An unofficial resource for EFL Learning adapted for Primary Education by:

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## Writing Task 1

Use *There Is / There Isn't* and *There are / There Aren't* to describe the following rooms.

**TASK 1:** Write, minimum, 3 questions using Present Simple, 3 positive sentences and 3 negative sentences.

**TASK 2:** Write, minimum, 3 questions using Past Simple, 3 positive sentences and 3 Negative Sentences



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## Writing Task 2

Choose two of the following Ghost Hunters and write his/her description. Include as many details as possible: clothes color, body features, feelings, gear, etc...



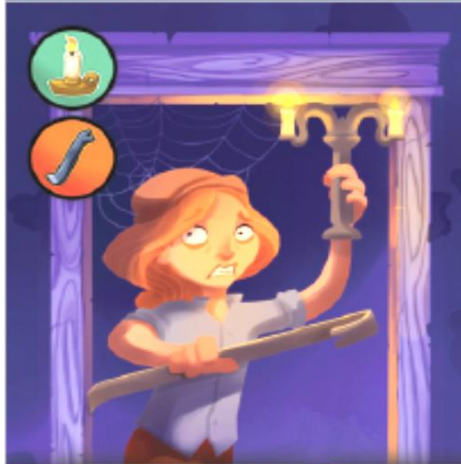
Mr Renfield



Blade Green



Peter Candle



Laura Candle



Kayla Lighthouse



Sarah Threepwood

## Listening Task

Your teacher is going to describe different Ghost Hunters. Listen carefully to his/her description and write your answer!!! Pay attention to the little details and score one Skull if you are correct.

## Speaking Task

Now it's your turn to describe one of the Ghost Hunters and your classmates will try to Guess which one you are describing.





Joe Beard



Frank Baum



Lady Poe



Jack S. Kelington



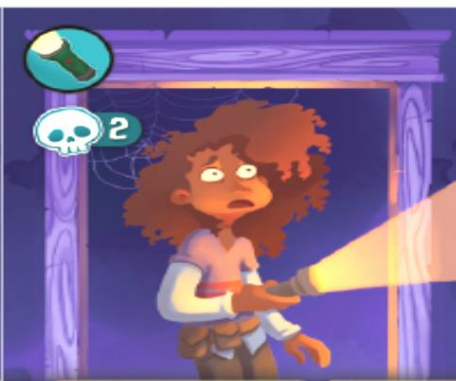
Matt Murdock



Howard Lovecraft



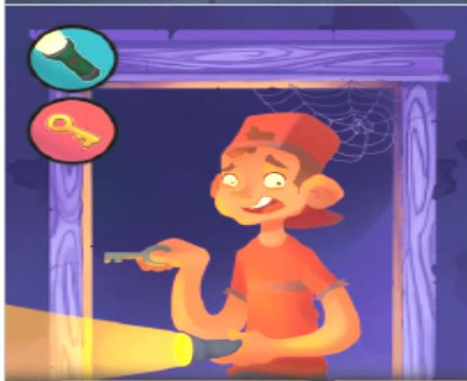
Susan Storm



Monday Addams



Megan Shelley



Benjamin Grimm



Mr. Richards



Lucy Torchlight

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# ADVANCED PLAYING

## *The Phantom Deck*



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# Phantoms are coming!!!

➡ Add the deck of Phantom Cards to the game, Shuffle the Phantom Deck face-down.

## 30 PHANTOM CARDS

Phantoms are ghostly allies that you can gain in the Full version of the game. (They are not used in the Beginner version.)

Each Phantom card has a Special power, and sometimes a Skull value.

Skull value

Phantom type

Special power



## HOW TO GET PHANTOMS



➡ When any correct invisible card is revealed during a BOO players place their Ghost Markers on the Phantom Deck.

After the BOO is fully resolved, each player with their Ghost marker on the Phantoms deck (*in turn order starting with the active player*) takes their Ghost marker back and **either**:

- A) Takes 1 Skull token as in the Beginner game, **or**
- B) Draws **2 Phantoms** from the deck, peeks at both, **keeps one**, and returns the other to the bottom of the deck.



## HOW PHANTOMS WORK

Phantoms are ability cards that grant you powerful benefits. Each Phantom card tells you what it will do when played.

- Unless the card says otherwise, a Phantom may **only** be played on an Action turn (*before, between, or after your Actions*), **not** on a BOO turn; **maximum 1 Phantom per turn**.
- A Phantom **does not cost any Actions** to play (*unless the card itself says otherwise*).
- Phantom cards **do not count towards your hand limit**. You can hold any number of Phantoms in addition to your usual hand of Scares.

When you play a Phantom, reveal it, place it face up on the table in front of you, and resolve its text fully.

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# Haunt the House

-Handout for Players-

print it 2 sided and give a copy to each player/group of players



# HAUNT THE HOUSE

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# HAUNT THE HOUSE

## Setup

1. **Shuffle the Room Tiles** face down, creating a draw pile.  
Lay out **four Room Tiles** face-up.
2. **Shuffle the Ghost Hunters** cards face-down.  
Draw one **Hunter** and place it face-up on each in **Room Tile**.
3. **Make a pile of the Skull Tokens.**
4. Each player **choose a color**.  
Give them a **Ghost Marker** and **Scare Deck** in their color.  
Each player **shuffle their Scare deck** face-down.  
Draw the top **three Scares**.
5. **Shuffle the Trophy Tiles** face-down, and  
Give each player **one red and one blue** trophy tile. Look at your own **Trophy Tiles**, but keep them secret.
6. Pick a starting player and begin!



**GOAL:** Scare 4 Ghost Hunters

## PLAYING THE CARDS: use English to play

### INVISIBLE CARDS

I enter in the + (name of the room) and I play an Invisible Card

### VISIBLE CARDS

I enter in the + (name of the room) and I play (number) + (color) + (name of the scare card)

## BONUS: use English to get special rewards on your turn

### GET AN EXTRA SCARE CARD SAYING:

He / She was playing + (number) + (color) + (name of the scare card)

### GET AN EXTRA ACTION SAYING:

He / She didn't play + (number) + (color) + (name of the scare card)

### GET AN EXTRA SKULL IF YOUR BOO IS CORRECT SAYING:

I played + (number) + (color) + (name of the scare card)

### GET 2 EXTRA SKULLS IF YOUR CARDS ARE IN A CORRECT BOO SAYING:

He / She wasn't playing + (number) + (color) + (name of the scare card)



# Game Play -

## ON YOUR TURN

On your turn you will either:

**TAKE 2 ACTIONS** or **YELL BOO!**

## TAKE 2 ACTIONS

### A) DRAW TO THREE SCARES

### B) PLAY AN INVISIBLE (FACEDOWN) SCARE

Play **any** 1 Scare from your hand **face-down** to a Room (below it as shown), adding to any other facedown Scares that may have been played there earlier.

Your Scare **does not have to** match the Scares shown on the Ghost Hunter in that Room.

*Example: As a bluff, you play a Creak card invisibly, adding to an unknown Scare that someone else played earlier.*



## YELL BOO!

If you think you have the right combination of symbols on the face-up **Scares**, face-down **Scares**, and **Scares** in your hand, you **yell BOO!**

**Flip over** the face-down **Scares** and discard non-matching **Scares**. Reward the owners of matching face-down **Scares** with one **Skull Token**. If you are not able to successfully scare the **Ghost Hunter**, all face-down **Scares** that were revealed are discarded and your turn ends. If you are able to scare the **Ghost Hunter**, claim them face-up in front of you. Discard the **Room Tile** and place a new **Room Tile** and **Ghost Hunter** on that **Room Tile**.

### C) PLAY A VISIBLE (FACE-UP) SCARE

Play any 1 Scare from your hand **face-up** to a Room (above it as shown), adding to any other visible Scares that may have been played there earlier.

The Scare **must** be one that is **actually needed** to frighten the Room's Ghost Hunter. This means that it **must** be of a type shown on the Ghost Hunter card that is **not already satisfied** by face-up Scares.

When you play a visible Scare, you may immediately trigger the power of that Room.

