

The Real Ghost Hunters of Sandusky Township

By Elizabeth Stong

You will need

3 - 20 people

A large space where the lights can be turned off and it will be dark

Approximately 1 flashlight for every 5 people

Approximately 1 recording device for every 5 people (optional)

Other ghost hunting paraphernalia as desired such as a Ouija board, dowsing rods, or infrared thermometer and/or camera (optional)

Introduction

Fame and fortune come in many flavors. Some people seek it by gaining political power. Others through philanthropic works. You, however, have decided your best shot lies in the exciting world of ghost-hunting reality television. Sure, the competition out there is fierce, but you really just need one big show to get your foot in the door. And yeah, everyone on your team, including you, is objectively terrible at their job. But all you need is an abundance of genuine enthusiasm and to record at least one paranormal experience. Is that too much to ask for?

The Real Ghost Hunters of Sandusky Township is a game that follows the cast and crew members of a ghost-hunting television show as they investigate a haunted house. Unlike most of their encounters, this place is actually haunted by at least one spirit. More ghosts is exciting! But more ghosts means more competition from other ghost hunting shows....

Safety

All aspiring reality stars and ghosts alike are bound by multiple laws.

The first law, and the law that influences all others, is that people are more important than the game. If some aspect of the rules doesn't work for someone, change it! "Because the rules say so" is a poor reason for someone to feel uncomfortable.

The second law is that the door is always open. That means you can leave the house whenever you want, for any reason. You don't have to give a reason, although if you are leaving the house for good, please let someone know.

The third law is to stop play if there is a problem. If a situation comes up, yell FREEZE. Everyone will freeze in place until the danger has passed or the situation has been dealt with.

Rules and Flow of Play

Take a moment and make sure there are no questions or concerns regarding safety. Once all questions have been answered, it is time to start play! Have everyone stand in a circle and come up with the best old-timey ghost name they can think of, starting with the oldest person. As the person statistically closest to the grave, they should be more in touch with the wishes of the spirits. After everyone has said their ghost name, the group votes by pointing at the person with the best ghost name. If there are more than 5 people playing, there should be multiple ghosts, approximately one ghost for every four people. If more than one ghost is needed, continue the voting until the appropriate number of spirits are met. (NOTE: If someone does not want to be a ghost, they can either use the name Jackie Jackson or just say pass. It's totally cool to know what you are comfortable doing! If nobody wants to be the ghost, it is a sign from the spirits that maybe another game is in order.)

Now that the ghost has been decided, the ghost(s) should split off and think about what their tragic backstory is. The more mundane and petty, the better. Really make the ghost hunters work to make it seem dramatic.

While the ghost is contemplating their VERY DARK and EXTREMELY MYSTERIOUS past, the other players should split off into groups of between 2 - 5. There should be the same number of groups as ghosts. This will be the cast and crew of your ghost hunting television show. While there are ghost hunting shows that have attracted the cream of the crop in terms of talent, this is not that type of show. All of you are terrible at your jobs. Each group should have one host and one camera person. Characters can have more than one role on a show, especially with smaller groups, but try not to pick up additional roles until everyone has had a chance to pick what they want to do. Some suggested roles are: Host, camera person, psychic, owner of the house, catering, unpaid intern, tech guru, or demolitions expert (they've never needed those services yet, but maybe this show will be their big chance!). Also come up with a name for your character and a short 2 - 6 sentence backstory about how they came to believe in spirits (or if they don't believe in spirits, how they came to be associated with a ghost hunting show).

Next, it's time to record a short introduction for your show with each character. Include some highlights from previous episodes that show how the cast acts off of each other. If all players consent, it's encouraged to actually record the entire 'show' using whatever cell phone or infrared cameras the players have available.

After all of the introductions are complete, the ghost will pull aside the owner(s) of the property (or the host, if the property owners are not in play), and tell them their VERY DARK and EXTREMELY MYSTERIOUS past. The property owners will provide their interpretation of what the ghost has told them, as well as recount the VERY CREEPY and ABSOLUTELY REAL hauntings that they have experienced. These are definitely not small things that have been exaggerated for dramatic effect.

Once the owner testimonial has been recorded, it's time to go into the haunted house! Turn the room lights off, and give the ghosts until the count of 40 to find some hiding spots in the room. After the count is up, it is time to go ghost hunting! Turn on your flashlights and start exploring. You will only have an hour to find the ghost and try to put them to rest. Ghosts, you will only have an hour to avoid the film crews and/or troll them as only a spirit can. Ghosts also can move around once the ghost hunt has started to either avoid detection or optimize trolling.

The cast and crew will proceed to shine the flashlight around while looking for the ghost. They are also recording the entire time. Ghosts are found if the beam of the flashlight shines directly on them. If they find a ghost, a paranormal event occurs. Whispers are heard on the recording; a transparent figure is filmed. The ghost decides how it will manifest and describes/acts out the haunting. Ghosts, feel free to manipulate any ghost hunting equipment the cast/crew has brought with them for your own amusement. You want to make their Ouija board spell out B-U-T-T-S? This is your chance.

Once the ghost has completed their haunting, they get another count of 40 to go hide again. While the ghost is hiding, the cast and crew should be going NUTS over the evidence they've acquired of the supernatural. They should use this information to speculate on how to lay the spirit to rest.

Ending the Game

The game of hide-and-haunt continues until either an hour is up, or the ghost has completed five hauntings. At that time, the group can try to lay the ghost to rest or be too scared and flee the house in fear. If the group decides to try to lay the spirit to rest, they will perform a small ritual. The ghost decides if the ritual works or not. At the end of the ritual, the ghost talks directly to that camera, dishing exactly what they think about the ghost hunters and the ritual. After the ghost has finished their confession, the cast and crew should give their own confessionals. When the last person finishes with their confessional, turn the lights on. The game is over.

Take a moment to de-role! Introduce yourselves with your real name, and a favorite moment in the game.