



Would You Survive in a Scary Movie?

The house: haunted. The stairs: creaky. Will you make it out of this scary movie alive?

1. You are caught in a freak thunderstorm. A ramshackle house, alone on a hill, looms. You . . .
 - a. grab the giant knocker on the front door and bang.
 - b. knock, instead, on the door of the sweet little cottage made out of — yes! Candy!
 - c. huddle under a tree, praying you will not be struck by light—
ZZZZZZT! Ow!
2. You are alone in your house. You hear a mysterious noise from upstairs. You . . .
 - a. call 9-1-1.
 - b. squeeze your teddy bear's paw.
 - c. go up the stairs calling, "Hello? Anyone there?"
3. You are in a hotel that is mysteriously empty of guests. An over-the-hill movie star with a demonic laugh offers to check you in. You . . .
 - a. ask for your room key.
 - b. back away, slowly, so you don't attract the attention of the man-eating spiders amassing at your feet.
 - c. get a really, really bad feeling that you are trapped in a scary movie.
4. Which is scarier?
 - a. Paddling a canoe across a dark, haunted lagoon in the dead of night. Alone.
 - b. A doll that looks like a clown.
 - c. A castle with a laboratory in the attic.





5. You are with a group of friends at a cottage when the lights go out. You . . .
 - a. go off by yourself to find the circuit breaker so you can turn the lights back on.
 - b. scream until your face turns purple.
 - c. do nothing. Power failures happen all the time up at the lake.
6. A mysterious cloaked man who took refuge in your house during a blizzard left your dad a key in a strange box, saying, "Keep this safe until I return and you will be rewarded. But if you mess with it, you will be seriously sorry." Your friends dare you to retrieve the key from the box. You . . .
 - a. get the key and use it to pick your teeth. That guy was a nutter.
 - b. get the box, show them the key, but don't touch it. That guy looked like he hadn't washed his hands since 1665.
 - c. Seriously? You're not going anywhere near that key! It's cursed!
7. Your sister's head starts to spin and a strange, deep voice comes out of her mouth. You . . .
 - a. say, "Nice one!" and give her a fist bump.
 - b. sigh and reset her head. This happens all the time, especially if she gets hungry.
 - c. freak out, of course.
8. You come across a mysterious green mask. You put it on and it takes over your body and soul! You are . . .
 - a. grateful — you now have the best Halloween costume ever!
 - b. determined — to rid yourself of this evil at any cost!
 - c. disappointed — you wish your evil, soul-destroying mask were red, or black, not a silly Kermit-ish green.
9. You suspect evil lurks in the basement of Hill House. You and two friends grab flashlights and head down the stairs . . . in what order?
 - a. You go first — because the monsters always come from behind.
 - b. You go last — because you'd like your pals to get eaten before you do!
 - c. You go in the middle — because you are the monster!





10. A vampire and a zombie are having it out at the coffee shop. You . . .
- hang around to see who wins.
 - try to calm them both down — we're all civilized monsters here!
 - call your pal Frankenstein to sort them out.

SCORING

- | | | | |
|--------------|--------------|--------------|--------------|
| 1. a5 b10 c3 | 4. a5 b10 c2 | 7. a5 b10 c2 | 9. a0 b5 c0 |
| 2. a10 b5 c1 | 5. a5 b2 c1 | 8. a3 b5 c7 | 10. a3 b1 c5 |
| 3. a5 b8 c2 | 6. a3 b5 c10 | | |

HOW YOU RATE . . .

18-30 Bait. You attract ghosts, evil demons and other monsters with sickening regularity. But you haven't yet figured out how to escape from them or destroy them. Write your will.

31-50 Demon food. You have a few survival skills, but they mostly involve screaming like a ninny and freezing in panic. Luckily you seem to emit frequent bursts of cabbage scent. (Did you have Brussels sprouts for dinner?) So the monster-movie villains tend to stalk right past you and chomp down on your friends.



51-70 Demon stalker. You have a solid sense of when to lay low and when to call those monsters' bluff. You know how to keep calm in a crisis and have a solid sense of strategy. (Don't open that door!) You may actually get out of Hill House/Dracula's Castle/Tomb of Doom alive.

71-80 Demon demolisher. Are you sure you didn't write the script for this scary movie? You laugh in the face of danger, mostly because you can see it coming from a mile away. Why open the closet? There's obviously a murderous puppet waiting inside. And only a fool would follow a hunchbacked guy named Igor into the shadowy gloom. Monsters quake when they see you coming because they know you can turn them to dust with the snap of your fingers and the crack of your wit.