

Haunted House If/Else

Each door is a rule. Read it, fix the buggy ones, walk out.

OBJECTIVE

Walk through a spooky-cute haunted house. Each room posts an if/else rule on the wall. Early rooms: read the condition and open the door the rule opens. Later rooms: one door is lying – fix the buggy rule, press Rerun, then open the right door. Seven rooms; the last one nests an if inside an if.

PLAY FREE AT [HIBOT.SPACE/GAMES/HAUNTED-HOUSE-IF-ELSE/PLAY](https://hibot.space/games/haunted-house-if-else/play)

- 1 Look at the facts in the room (candle lit, cat on the mat, and so on).
- 2 Read the rule: IF ... THEN open this door ELSE open that door.
- 3 Press Rerun to see which door the rule opens right now. Tap that door to go through.
- 4 In buggy rooms, edit the rule (swap THEN/ELSE, flip the condition, or change what it checks), press Rerun again, then open the door.

WHAT IT TEACHES

- 1 Conditionals: true → THEN, false → ELSE.
- 2 Debugging: find what the rule got wrong, fix it, and check again.
- 3 Nested ifs: a second question only runs when the first answer is yes.

CLASSROOM PRINTABLE

- 1 Free paper version:
schoolhouse.space/free/haunted-house-if-else

THE SEVEN ROOMS

- 1 Candle Hall: When the IF part is true, take the THEN door.
- 2 Quiet Corridor: When the IF part is false, take the ELSE door.
- 3 Cat Landing: Only the fact in the IF matters. Extra facts in the room don't change the rule.
- 4 Moon Attic: A bug can swap the branches. Swap them back, rerun, then open the door the fixed rule opens.
- 5 Potion Pantry: A bug can flip true and false. Flip the condition back, rerun, then open the right door.
- 6 Bell Tower: A bug can check the wrong thing. Point the IF at the right fact, rerun, then open the door.
- 7 Nested Nest: A nested if asks a second question only when the first answer is yes. Computers do this all the time.

NO SCREENS? PLAY IT UNPLUGGED

- 1 No screens? Write IF / THEN / ELSE on sticky notes. Put real objects on a table (a lit tea light or not, a toy cat on a mat or off).
- 2 Kids walk to the door the rule names. Then secretly swap THEN and ELSE – who notices?
- 3 End with a nested rule on the board and three doors labeled with paper.