Ghostly Field

You come across a ghostly empty field with evidence there were some children games played here recently. But there are no signs of the children.
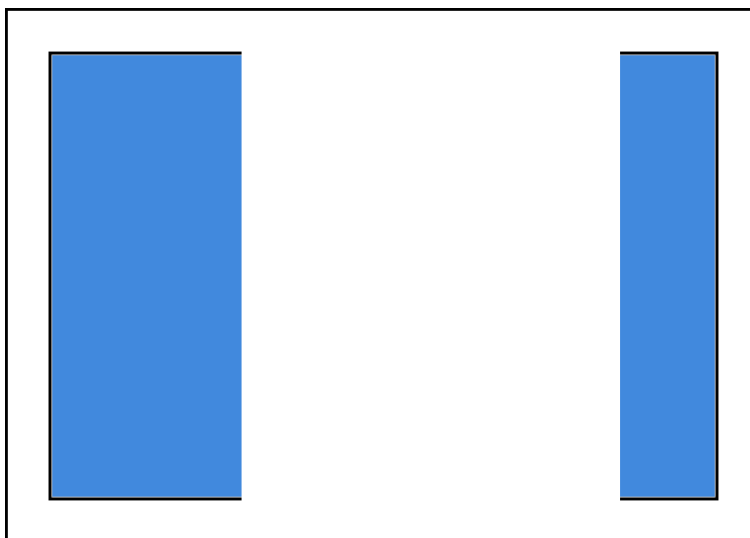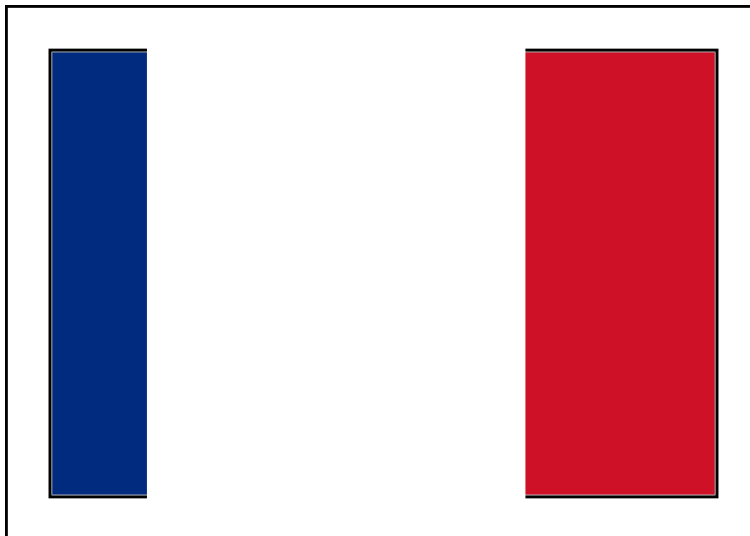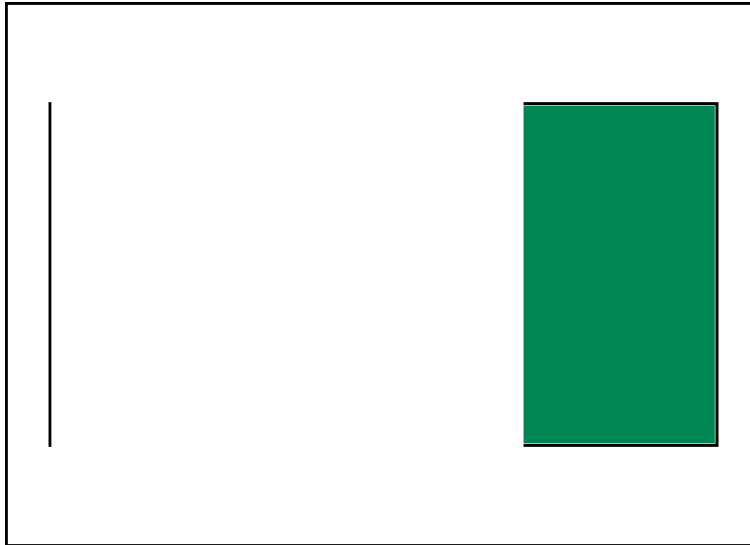

Capteh

A capteh bounces in the air unnaturally, as if being hit by two unseen spirits.

- Four-sided shape with a large interior angle (5)
- The number of customers that visit a store over a period of time (7)
- Nature trail (4)
- Harley-Davidson engine produced up till 1985 (4)
- Game with 11 players on each team, that may be different depending on who you ask (4)
- Promontory (4)
- Annotation or comment (4)
- Good luck charm (6'1)

- Leader with no power (6)
- Type of cost incurred in the running of a business that's not attributable to individual items (4)
- Important piece of news (4)
- Low mound at the base of a mountain (4)
- One-cent coin minted in 1859 (6)
- Total number of people employed by a company (5)
- Extremely and recklessly hasty (4)
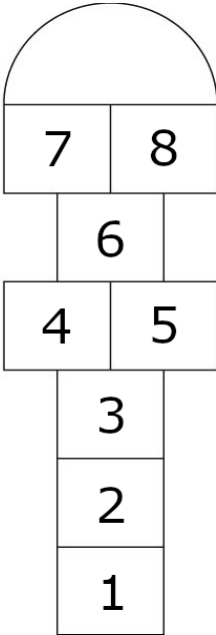- Video recording (3)

Country Erasers

The three winning country erasers are eerily missing, but they must have been very effective.

Hopscotch

Each square on each hopscotch board reminds you of … something. You hope that the mysterious sequences of footprints will help you to figure it out.

7 8
6
4 5
3
2
1

Row 1: M — E — M R — S — U E — N S — N — J S — H — Y

Row 2: J — F — A Y — J — J T — A Y — E — M L — Y — Y

Row 3: R — O — T — R N — H T — G E — D T — R — X — T

Pick up sticks

Three piles of creepy incense-like sticks lay on the ground.

See
https://docs.google.com/presentation/d/1skYL9yPs5CWMQ0BzzurZcrmwKRN36AfEc00AJWN3K30/?usp=sharing for the stick layouts.

Games (Note: Clues are given in the order that sticks are picked up, but it is unknown which stick layout they match.)
1. Means
2. "8 Mile" rapper
3. Female reproductive organ
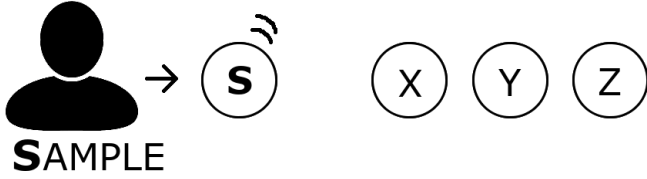4. Step down
5. Only
6. ???

1. Ra, e.g. (2 wds)
2. Adjusting precisely
3. Legal entity that sells securities
4. Individually
5. Continue
6. ???

1. Vocalist
2. One type of alcohol
3. Cover
4. Game designer Knizia
5. Certainly
6. ???

Marbles

After the four preceding games, all 11 spirits will gather to play a final game, where they will each take turns to shoot a glass marble into the setup below. (Copyable grid available here.)

Before

SAMPLE

After

H	I	H	R	O	B	I	N	K	E
O	L	S	A	E	M	T	D	N	F
A	K	N	E	R	S	A	G	O	A
L	I	P	E	U	C	E	T	U	M
G	N	L	Y	T	U	R	A	C	N
I	G	E	X	A	S	N	T	K	H
P	R	I	E	Z	A	U	I	A	S
C	A	B	S	K	E	N	R	S	E
E	Y	S	H	R	O	V	O	M	N
A	B	T	R	I	D	U	K	E	A