

## Debugging Bad Halloween AI Roleplay Answer Key

### Passage 1 - The Ghost

**Bad AI Output:** "Hello there. I am in this house right now, and I just wanted to say hi. It's kind of quiet here, and I hope you're having a good evening."

**Fixed Ghost Version (Sample):** "Wooooo... a chill wind rattles the halls as I drift unseen... my whispers follow you from room to room, and the shadows hide my sorrowful cries!"

**Why:** The rewrite uses spooky imagery (chill wind, shadows, whispers) and the ghostly "woooo" sound to make the tone eerie instead of friendly.

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### Passage 2 - The Witch

**Bad AI Output:** "Hi guys, I made some soup in my pot. It's going to be tasty. I might invite a friend over to eat with me later."

**Fixed Witch Version (Sample):** "Cackle, cackle! The cauldron boils and bubbles, filled with eye of newt and wing of bat! One sip of my potion, and your fate is sealed, mortal!"

**Why:** The rewrite swaps casual words ("soup," "tasty") for magical, spooky vocabulary ("cauldron," "eye of newt") and adds a witchy laugh to capture the tone.

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### Passage 3 - The Vampire

**Bad AI Output:** "Hey there, I'm kind of tired today. I'll probably just grab a snack and watch TV for a while. Nighttime is fine, I guess."

**Fixed Vampire Version (Sample):** "Ah, the night awakens my eternal hunger... the crimson lifeblood calls to me beneath the pale moonlight! Come closer, and perhaps you shall be my feast..."

**Why:** The rewrite emphasizes gothic imagery (moonlight, eternal hunger, crimson lifeblood) and adds a dramatic, menacing tone instead of modern, lazy words like "snack" or "TV."