



Carnival Game Instructions

This document is a tool you can use to know and understand the rules and instructions for the carnival games that you are bringing to your event. These instructions are made to be given your volunteers or staff running the carnival games (if applicable) so they are fully aware of how to run each game. You only need to print off the pages of the carnival games that will be at your event.

How to Print Individual Pages:

In order to print just one page, click File>Print and then select the option that says “From:” Put the single page number or the group of pages that you desire to print. You can also select “Current Page” which will only print the page that is currently on your screen. Verbage may vary depending on your operating system.

Please note that some items have the same rules and are grouped together in the instruction sheets.

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Carnival Game Instructions

Duck Pond

Game Instructions: While the ducks will float around the pond, a player will randomly select a duck of their choice. If their duck has a star on the bottom of it, they win. You can decide if the player can have more than one opportunity to pick the right duck. It is recommended to give players 1-3 tries to pick a duck with a star on the bottom of it.

Tip: The steal blue cover with a hole in it acts as both a cover for the pump and the hole is for flipping the ducks over that went “belly up,” that way players can’t pick the ducks that flipped over and had stars on the bottom of it.

Prize Level Recommendations: A) Big prize for ducked picked with star and a small prize for no duck with star picked. B) Prize only for when a duck with star is picked.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 10 Yellow ducks
- Pump
- Steal blue cover
- 2 yellow legs



Carnival Game Instructions

Tic Tac Toe

Game Instructions: The goal of these games are to land the whiffle balls in a winning tic tac toe pattern. The players will either toss or drop the balls into the game attempting to land them in a winning pattern. It is up to you (and the age level) of how far you want participants to stand back from the game to throw the balls but it should be no more than 3 feet back from the game.

Prize Level Recommendations: A) Big prize for landing the balls in a winning pattern and a small prize for no winning pattern. B) Prize only for when the player lands the balls in a winning pattern.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 3 Whiffle balls



Carnival Game Instructions

Alien Teeth Knockdown

Game Instructions: The goal of this game is to knock down as many teeth on the alien as possible. Players should stand back no more than 5 feet away from the game and throw the bean bags at the mouth. Please discourage players from chucking the bean bag with all of their might as that could break the bean bags or hit someone if the target is missed. Once the player is done, simply reset the teeth by pushing them back in the upright position.

Tip: Commonly, the teeth go down so hard that it bounces back up into the upright position. The teeth are secured with Velcro and bounce secure very easily if it bounces back, even if it hangs by a thread.

Prize Level Recommendations: A) Big prize for when all of the teeth are knocked down and small prize for less than all 4 teeth are knocked down. B) Prize only for when all 4 teeth are knocked down

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 4 Bean bags



Carnival Game Instructions

Flap Attack

Game Instructions: Flap attack is a game of skill! The players goal is to roll the ball up the ramp and land the ball behind the 100 mark or as far as possible without rolling the ball completely off the ramp. Roll too hard and the ball goes off the ramp, roll to soft and the player might not get one of the flaps or might get a low scoring flap.

Prize Level Recommendations: A) Big prize if the player hits 75 and/or 100, small prize for all other flaps, no prize if they roll it off completely or do not reach a flap. B) Prize if player hits flap 50 or higher, no prize if they do not get anything else or no flaps at all.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 2 Roller Balls



Carnival Game Instructions

Down a Duck

Game Instructions: The goal of this game is to knock down all of the ducks. Players will *gently* through the bean bags at the ducks to knock them down.

Tip: Discourage players from chucking the bags, they could break if thrown too hard.

Prize Level Recommendations: A) Big prize if the player knocks down all of the ducks, small prize if they knock down some of the ducks, no prize if they don't knock down any ducks. B) Prize if they knock down any ducks, no prize if they don't knock down any ducks.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 5 Bean Bags



Carnival Game Instructions

Fish Bowl

Game Instructions: Although there are no actual fish in the fish bowls, this game is still a fun and challenging game! Players toss ping pong balls into the small fish bowls attempting to make them in as many bowls as possible.

Tip: You can move the fish bowls farther apart to make the game more challenging.

Prize Level Recommendations: A) Big prize if player lands 2-3 balls in bowls, a small prize if one ball landed in a bowl and no prize if no ball went in the bowl. B) Prize only if the player gets one ball in a bowl.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 7 Fish bowls
- 6-10 ping pong balls



Carnival Game Instructions

Hole in One Golf

Game Instructions: The hole in one golf game is a putt putt golf game with the intention of making the golf ball into the hole with one stroke. The player should place the ball at the very beginning within 8 inches of the edge and use the putter to attempt getting it into the hole on the first try.

Prize Level Recommendations: A) Big prize if player gets a hole in one only. B) Prize every time.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 1 or 2 golf balls
- 1 or 2 putters



Carnival Game Instructions

Horseshoe

Game Instructions: Just like the classic game of horseshoes, the goal of this game is to ring the pipe with the plastic horse shoe. The difference between a classic game and our carnival game is the shoes are plastic instead of steel and there is only one target instead of two. Encourage players to try to ring as many horseshoes as they can around the pipe to win.

Tip: The younger the player is the closer they should be to the game. The older they are, the farther away they should be to the game.

Prize Level Recommendations: A) Big prize if player rings 2-3 horseshoes, small prize for 1 horse shoe. B) Prize if they ring any of the horseshoes.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 4 Horseshoes



Carnival Game Instructions

Strike Zone

Game Instructions: This game is a table top bowling game in which the player will attempt to “knock down” all of the pins. The player will slide the puck down the lane attempting to knock down the pins. The player will have three tries.

Tip: The pucks need to be slid fairly hard in order to flip the pins over.

Prize Level Recommendations: A) Big prize if all pins are knocked down, small prize if some of the pins are knocked down, no prize if none of the pins are knocked down. B) Prize if they knock down any of the pins, no prize if they do not knock down any pins.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 3 Hockey Pucks



Carnival Game Instructions

Potty Toss

Game Instructions: Don't miss! The goal of this game is for players to throw the whiffle balls into the toilet and not to miss! The goal is to land the ball in the hole directly. Judge the throwing distance based on the age but players should not be more than 4 feet away from game.

Tip: When the player gets the ball in the hole, remove the ball otherwise the other balls will not go into it.

Prize Level Recommendations: A) Big prize if player lands 2-3 balls in bowls, a small prize if one ball landed in a bowl and no prize if no ball went in the bowl. B) Prize only if the player gets one ball in a bowl.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 2-3 Whiffle balls



Carnival Game Instructions

Pumpkin & Blue Plinko

Game Instructions: The goal of the Plinko games is to have the pucks land in the highest numbered slot possible. Players are to drop (NOT THROW) the puck start on top of and against the board. Let the player drop all of the pucks down or until they reach the highest number possible.

Tip: This game has small slots in the bottom of the game where the puck lands so you can put prizes in the slots (give player the prize that is in the slot they land on) or you can hand right prize amounts in the slots.

Prize Level Recommendations: A) Big prize if the player lands in the highest numbered slot, small prize for any other slot. B) Prize for slot of your choice. C) Prize if they land in the slot of the numbered they guessed before dropping the puck.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 5-8 pucks



Carnival Game Instructions

Ring-the-Bottle

Game Instructions: The goal of this classic carnival game is to toss the rings at a group of glass bottles and attempt to ring the neck of the bottle with the ring. Have players stand 1-4 feet away from the game before tossing the rings.

Tip: Recommend that players throw the ring by first placing the ring in their hand face up close to their finger tips and then throwing gently tossing the ring onto the game.

Prize Level Recommendations: A) Big prize if the player rings 2 or more bottles, small prize if they ring 1 bottle. B) Big prize if the player rings 1 or more bottle, small prize if they do not ring a bottle.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 4-6 Rings



Carnival Game Instructions

Roller Bowler

Game Instructions: The goal of the Roller Bowler is to land the ball in the dip that says "Winner." This takes some skill and practice to perfect as the player has to push the ball down the track and get it over the first hump but not back over once it rolls back. It's not a bad idea to give the player 2 or 3 tries to win. This game is a 2 player game but can be played with only one player at a time.

Tip: Tell the player to be gentle and not push too hard, some players will push too hard and the ball will fall off the game.

Prize Level Recommendations: A) Prize if the player lands in the winner spot, no prize if they do not.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 2 Roller balls



Carnival Game Instructions

Shockwave

Game Instructions: The goal of Shockwave is to maneuver the wand down the rod without the two touching each other. This game is generally not for young kids, we recommend 8 and up. If the player touches the wand to the rod, a siren will go off (the player does not get shocked). You can determine if the player is a winner if they make it down AND back or if they just make it down to the bottom.

Tip: Tell the player to use two hands and to turn the wand as they go down the rod.

Prize Level Recommendations: A) Prize only if they make it down or down and back without touching. B) Small prize if they touch the rod and big prize if they do not touch the rod.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- Rod
- Wand



Carnival Game Instructions

Street Skee

Game Instructions: Just like the arcade game, Street Skee had the same concept of rolling a ball up the ramp and attempting to land it in the holes. Have the player roll the ball underhanded up the ramp-do not allow them to throw the ball. If the player misses, the ball should return down the ramp.

Prize Level Recommendations: A) Big prize if the player lands it in the top hole, small prize for the bottom two holes. B) Prize if the player lands any of the balls in the hole.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 3 Yellow Balls



Carnival Game Instructions

Space Miner

Game Instructions: This game takes a fair amount of skill in order to win. The goal of this game is to move the ball from the far end of the game towards the player by opening or closing the distance between the two rods. The ball should start away from the player. To move the ball, open the rods and slowly close them as the ball moves closer. The player should attempt to get the ball in the hole closest to them which has the most points. Drop the ball before landing on one of the holes and the player loses.

Tip: The poles need to be almost all the way open in order to start the ball rolling but then quickly closed to make sure the ball doesn't fall through.

Prize Level Recommendations: A) Big prize if the player lands in the closest two holes, small prize for the farthest holes and no prize if the ball doesn't land in any of the holes. B) Prize if they land in any holes, no prize if they do not land in any hold.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 1 Ceramic Ball



Carnival Game Instructions

Spinning Wheel

Game Instructions: The spinning wheel is very diverse in its purpose. You can write prizes on it, tape prizes on it, have some slots be winners and others losing spot, all spots winners, etc. The possibilities are endless! Design the game for what works best for your event.

Tip: Do not use any other makers but dry erase markers on the spinning wheel!

Prize Level Recommendations: Varies for your use.

Operators Required: 1



Carnival Game Instructions

Stand-a-Bottle

Game Instructions: The goal of Stand-a-Bottle is to stand the glass bottle with a wooden rod with a string and ring on the end of it. The bottle is to start in the laying down position with the bottom of the bottle near the center of the platform. Participants will use only the rod/string/ring to stand up the bottle. This game takes time, patience and a little bit of skill. It is not recommended for young children.

Tip: To make the game harder, use more of the string. To make the game easier, wind the string on the rod to make the string shorter.

Prize Level Recommendations: A) Big prize if the player stands the bottle up, no prize if the player does not succeed. B) Big prize if the player stands the bottle up, small prize if they do not succeed.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 1 Glass bottle
- 1 Rod with string and a ring



Carnival Game Instructions

Sucker Tree

Game Instructions: Our sucker tree fits normal size suckers like dumb dumbs and blow pops. You can use it as just a treat tree or use it as a game. If you use it as a game, mark select sucker sticks on the bottom with a black mark using a sharpie or similar marker. If the player picks a pop with the mark, they win an additional prize otherwise they still get the sucker.

Prize Level Recommendations: A) Player will get to keep the sucker no matter what. If they select a sucker with a marked end on it, they get an additional prize.

Operators Required: 1



Carnival Game Instructions

Ring Toss

Game Instructions: This game can be played in two different ways. You can have the players match up the color of ring with the colored peg or you can have them simply try to ring the peg and not match the colors.

Tip: Recommend the players throw the rings like a Frisbee gently.

Prize Level Recommendations: A) Big prize if they match 2 or more colors or land 2 or more rings, small prize if they only match 1 ring or land 1 ring. B) Big prize if the player matches 1 or more colors or lands two rings, small prize if they do not ring or match any pegs.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 4-6 Rings



Carnival Game Instructions

Bullseye

Game Instructions: The goal of this game is to throw the sticky balls and hit/stick to the bullseye. The player gets 3 opportunities to hit the target.

Tip: Hard throws will not make the balls stick. Sometimes the balls may need to be slightly wet so it sticks to the bullseye.

Prize Level Recommendations: A) Big prize if the player lands a bullseye, small prize if the player hits the outer white ring, no prize if the player does not land in either target. B) Prize if they land in the red or white rings, no prize if they do not land in the target.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 3 Sticky Balls



Carnival Game Instructions

Alien Invasion

Game Instructions: The goal of this game is to knock down all of the aliens. Players will *gently* through the bean bags at the aliens to knock them down.

Tip: Discourage players from chucking the bags, they could break if thrown too hard.

Prize Level Recommendations: A) Big prize if the player knocks down all of the aliens, small prize if they knock down some of the aliens, no prize if they don't knock down any aliens. B) Prize if they knock down any aliens, no prize if they don't knock down any aliens.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 5 Bean Bags



Carnival Game Instructions

Rattlesnake Roundup

Game Instructions: The goal of this game is to toss the rattlesnake rings on the cacti. You can either add up the points or add up the amount of rings that they rung on the cacti.

Tip: Underhand throws work the best for this game.

Prize Level Recommendations: A) Big prize if they land all 5 rings, small prize if they land less than 5 rings, no prize if they do not ring anything. B) Prize if they ring 2 or more, no prize if it's less than 2 rings.

Operators Required: 1

Supplies Included with Game: *Please make sure all supplies are returned with game*

- 5 Rings