



## 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

### Lucky Ducky Duck Pond, 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 too 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* throw 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**

### **Mega Ring Toss**

**Game Instructions:** The goal of this game is to toss rings onto the glass bottles and try to ring the neck of the bottles. Hand the player 10 rings to try their hand at the game.

**Prize Level Recommendations:** A) Big prize if the player rings 5 bottles, small prize if they ring 1 bottle, no prize if the player does not ring any bottle. B) Prize if they ring any number of bottles, no prize if they do not ring a bottle.

**Operators Required:** 1

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

- 100 glass bottles
- 50 game rings
- 2 pitchers for the game rings



## Carnival Game Instructions

### Alien Invasion

**Game Instructions:** The goal of this game is to knock down all of the aliens. Players will *gently* throw 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





## **Carnival Game Instructions**

### **Balloon Blast**

**Game Instructions:** The goal of this game is to throw bean bags at the balloons and attempt to pop them-it may be harder than it looks! You may want to have different difficulty levels by moving their throw line back as their age goes up.

**Tip:** Overhand throws work the best for this game.

**Prize Level Recommendations:** A) Big prize if they pop 2 or more balloons, small prize if they pop one balloon, no prize if they do not pop anything. B) Prize if they pop at least one, no prize if they do not pop any balloon.

**Operators Required:** 1

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

- 3 Bean Bags
- 50 Balloons



## **Carnival Game Instructions**

### **Wiffle Ball Toss**

**Game Instructions:** Toss the wiffle ball onto the playing board and try to land it on a few select holes that the ball won't fall through. If the players lands on one of those holes, they win. If they don't, the ball will fall into the other holes and they'll have to try again.

**Tip:** Underhand throws work the best for this game.

**Prize Level Recommendations:** A) Big prize if they land 2 balls, small prize if they land 1 ball, no prize if they do not land any ball. B) Prize if they land any number of balls, no prize if they do not land any balls.

**Operators Required:** 1

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

- 15 Wiffle Balls
- Basket for Wiffle Balls



## **Carnival Game Instructions**

### **Down a Clown**

**Game Instructions:** Throw the bean bags at the clowns and knock them over. The more you knock over, the bigger the prize! The clowns will pivot backwards and when it's time to reset for the new game, simply pull the clowns back up from the 'down' position to the upwards position.

**Tip:** Overhand throws work the best for this game.

**Prize Level Recommendations:** A) Big prize if they knock down 5 clowns or more, small prize if they knock down 1 clown, no prize if they do not knock any clowns down. B) Prize if they knock any number of clowns down, no prize if they do not knock any clowns down.

**Operators Required:** 1

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

- 6 bean bags



## Carnival Game Instructions

### Leaping Lizards

**Game Instructions:** Launch the lizard to the lily pads to score points! Position the lizard on the end of the launch pad. Swivel the launch pad to the left and right to position where the lizard will land. Use the hammer to hit the end of the launch pad and send the lizard flying. Aim for the lily pads and stump which have points on them accordingly.

**Tip:** There is a happy medium to how hard the launch pad needs to be hit. It does take a significant force to send the lizard flying but too much force is also a bad thing.

**Prize Level Recommendations:** A) Big prize if they get on the 50 or 100 point lily pad, small prize if they get on the 10 point lily pads, no prize if they don't hit any points. B) Prize if they land on any one lily pad or stump.

**Operators Required:** 1

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

- 4 Lizards
- Mallet Hammer



## **Carnival Game Instructions**

### **Alien Pinball**

**Game Instructions:** Launch the ball in outer space to score points! On the right side of the game, there is a pull handle. To the right and upwards of that handle is where the balls get loaded. As you pull down on the handle, the ball will load into the launch chamber. Once the ball is loaded, release the handle and it will launch the ball up and around. The goal of the game is to land the ball in the cradles on the game board to score the most points. If the ball doesn't land in the cradle, it will land in the slots on the bottom of the game. Let the player shoot all of the provided balls.

**Tip:** Pulling the handle all the way down to launch the ball may be too much, pull it 75% - 85% of the way and then launch.

**Prize Level Recommendations:** A) Big prize if they land it in any of the game board cradles, small prize if they land in one of the slots at the bottom. B) Go by points, under 500 points is a small prize, over 1000 points is a big prize.

**Operators Required:** 1

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

- 5 Colored Golf Balls



## **Carnival Game Instructions**

### **Ricochet**

**Game Instructions:** Roll the ball to the end of the game board which will then bounce off the bungees and to the other side of the game board back towards you. Land the ball in one of the holes with labeled points.

**Tip:** You'll need to roll the ball at a slight angle to hit the angled bungee. The ideal roll hits the first bungee and then the second bungee sending it to the target holes.

**Prize Level Recommendations:** Big prize if they land 2 balls, small prize if they land 1 ball

**Operators Required:** 1

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

- 3 Yellow Balls



## **Carnival Game Instructions**

### **Kiddie Hi Striker**

**Game Instructions:** Test your strength! Kids (emphasis on kids) will use the mallet hammer to hit the black rubber target to send the bell ringer up. Depending on how hard they hit it will depend on how far the bell ringer goes. If they are strong enough, the bell will “ding!”

**Tip:** This game is for kids only. Teenagers and adults are not allowed play.

**Prize Level Recommendations:** Prize if they ring the bell.

**Operators Required:** 1

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

- 1 Mallet Hammer