

Carnival Game Instructions

Lucky Sucker

Approximately 150 suckers are placed onto a board, marking a pre-determined amount of stems with a black marker while others remain unmarked. For each ticket, the participants pull a sucker out of the tree which they get to keep. If the black one is picked, give the contestant an additional prize. Suckers can be replenished as needed. Requires suckers.

Can Smash

How the game is played: Participants toss three bean bags at five aluminum cans. The object is to knock all the aluminum cans off of the pedestal. Prize is awarded for knocking all cans completely off table.

Electric Duck Pond

There are 21 Ducks in the pool (6 number sixes, 5 number fives, 4 number fours, 3 number threes, 2 number twos, and 1 number one. Give larger and smaller prizes for the numbers chosen. **OR-** Still another version would be to pick 2 animals out of pond and if 2 numbers match, you get a prize. Requires water.

Ring Toss

How to play the game: The player receives five plastic rings. The player stands on the foul line and tosses the rings one at a time onto the game. The object is to make the rings land around the wooden dowel rods. The more rings that land around the bats will determine the prize.

Troll Toss

How to play the game: The player receives three large beanbags. The player stands on the foul line and tosses the beanbags at the trolls on the game. The more trolls the player knocks down will determine the prize.

Tic – Tac –Toss

How to play the game: The player receives three wiffle balls. The player stands on the foul line and tosses the wiffle balls one at a time onto the Tic Tac Toe game. The player that tosses the three wiffle balls into three consecutive holes wins a prize.