



16130 St. Clair Ave. Cleveland, OH 44110; 216-486-0702

PLEASE NOTE:

Any indication of prize distribution located in the description of the games is for reference only. All prizes must be purchased separately!

Some of the games listed require power! If power needs are listed, please make sure that the nearest outlet is within 50 feet of the set-up site. If this is not possible, please inform your salesperson, so that we may accommodate your electrical needs.

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1. **Add em up** - -Player gets one turn to knock dice off block. Knock em off, add em up! (requires table)
2. **Air Hockey** - - Classic arcade version air hockey table. Traditionally a 2 player game in which a puck "floats" on a cushion of air. Players attempt to score goals, first to seven wins! (Requires a 120 volt outlet)**
3. **Alien Autopsy** - - Similar to "Operation", players try to "operate" on the alien using large tongs to remove body parts, without sounding the buzzer. ** (table included)
4. **Alien Invasion** - - Participants use a Nerf rocket launcher to shoot into the target area of the 7' x 7' digitally printed backdrop.
5. **Alley-Oops** - - 3 ping-pong balls towards numbered slots. To win, players must add the value to each ball to reach either 8 or 9.
6. **Amazo** - - Similar to Plinko. This is a table top game in which a player rolls 3 balls towards colored slots. (requires table)
7. **Baboon Bash** - - Participants use a rubber mallet to activate a launcher, sending the soft monkey back to its cage. Includes a launching table and equipment to accommodate two players at once.
8. **Balloon Dart** - - Truly a carnival classic. This hook-laden dartboard sits atop a table. Air filled balloons are placed on the hooks, and players throw three darts, attempting to break three balloons. Normal rental includes 100 balloons and hand pump.
9. **Bank a Ball** - - Players toss a wiffle ball underhand at a slanted board in attempt to get the ball into the basket below. (Also know as the Stop Sign game) This is truly a game of skill.
10. **Bank Shot** - - Table top game in which participants shoot a cue ball off of a bumper, and into one of two pockets to win! (requires table)
11. **Baseball (Inflatable)** - -Participants attempt to hit a floating baseball into the homerun hole of the backdrop. The plastic baseball actually floats on a column of air! Great new twist on an old game. Game features an automatic ball return. 12' x 12' x 8' (Requires a 120 volt outlet)**

12. **Baseball Toss** - - 7' x 7' backdrop with frame. Players attempt to throw soft baseballs in the strike zone and into the waiting mitt of the catcher.
13. **Basketball Hoop (oversized inflatable)** - - This GIANT inflatable basketball hoop measures 6' x 6' x 8'. Participants hurl a 24" vinyl ball attempting to sink a shot.**
14. **Basketball Shoot (single)** - -One player at a time attempts to sink three mini-basketballs.
15. **Basketball Shoot (double)** - -Each player shoots 3 mini-basketballs at a hoop to win. Twice the capacity of the single basketball shoot!**
16. **Basketball Shoot (double)(Inflatable)** - - Each player shoots 3 mini-basketballs at a hoop to win. Twice the capacity of the single basketball shoot!! (10' x 5' x 9') (Requires a 120 volt outlet)**
17. **Bass Master** - - Participant attempts to cast a Velcro bobber into the mouth of a jumping bass. 7' x 7' colorful Velcro backdrop with frame. 1st prize goes to those who land the big one!
18. **Bat Bowling** - -Batman theme bowling. Player slides pucks down the board at five pins, trying to flip the pins up. (requires table)
19. **Bigfoot / Co-Op-A-Walk**- - Teams of 4 try to cooperatively race to the finish line while moving the two giant boards beneath them. 2 sets of boards are provided.
20. **Big Splash/ Big Kahuna** - - Players try to hit a target with a wet sponge ball, which releases 1-2 gallons of water over the top of the victim sitting beneath. Themed as the Big Kahuna, this penguin is enjoying a day at the beach! A perfect alternative to the dunk tank. (Requires a water source within 50')**
21. **Birthday Wheel** - - Player places a marker on the laydown, indicating the month or holiday of their choice, booth worker spins wheel, where the wheel rests determines the winner. (requires 2 tables)
22. **Bug Bash**- - Participants use a rubber mallet to activate a launcher, sending the bean bag bugs into the waiting net. Includes a launching table and equipment to accommodate two players at once.
23. **Bullseye** - - Player makes a fist and taps the center of a round yellow pad. If the player hits it too hard or too soft, they will not hit the bulls-eye. You don't need muscles for this one! (Requires a 120 volt outlet)**
24. **Bumper Car** - - Player pushes a wooden car across a colorful laydown; the car then bounces off a bumper at the end. Where it stops determines the level of prize. (requires table)
25. **Bumper Pool Table** - - Standard bumper pool table with all accessories.
26. **Cagem Ping Pong** - - Player drops ping pong balls into a cage with marked holes in the bottom, Any 5 in a row wins 1st prize, red triangle = 2nd prize. (requires table)
27. **Can Can/ Krazy Cans**- - Player throws 2 bean bags at a 5 can pyramid, trying to knock the cans off. If all the cans are knocked off in one throw, player receives 1st prize. (requires table)
28. **Candy Shop** - - Players toss Whiffle balls towards a grid of muffin pans within a containment table. The color of the depression on which the ball lands determines the prize within the corresponding bulk candy rack. Features pan table and tiered candy rack with custom artwork.**
29. **Cartoon Wheel** - - Player places a marker on the laydown, indicating the cartoon character of their choice, booth worker spins the wheel, where the wheel comes to a stop determines the winner. (requires 2 tables)
30. **Cat Rack / Tip-A-Cat** - - A true carnival game. Players throw three bean bags at the scruffy cats trying to tip them over. (requires table)
31. **Chinese Takeout** - - Variation of the classic grab bag. Players reach for takeout containers filled with prizes using giant chopsticks. Different prizes are contained within each box. (Prizes sold separately) (requires table)
32. **Clown Bean Bag toss** - -Player attempts to throw beanbags into a clown's mouth.

33. **Coke Ring Toss** - - Player throws rings towards a crate of bottles attempting to get one around the neck of the bottle. 1 ring around any bottle to win.
34. **Cork Shoot** - - Participants use mechanical cork guns to tip over marked blocks. Prize distribution and instructions are listed on custom game sign board.
35. **Corn Toss / Corn Hole** - - Similar to horseshoes, participants attempt to toss beanbags into the hole. 2 or 4 players compete to a 21 point victory.
36. **Cow Milking Contest** - - Participants actually milk a cow! Racing against a timer, players squeeze as much milk as they can from Elsie. The amount of milk that they produce determines the level of the prize. (Optional 120 volt outlet needed for large timer, stopwatch is available where power is not)**
37. **Dime Pitch** - - Toss dimes onto a target board trying to land on the target to receive prize. Dimes not included.
38. **Dome Hockey** - - Similar to Foosball, two players go head to head trying to score as many goals as possible. (electronic scoring requires 120 volt connection (can be used without power)**
39. **Dry-Erase Wheel** - - This wheel is 42" in diameter and features a dry erase area to incorporate prizes of your choice. Unit can have up to 48 different spaces.
40. **Duck Pond** - - Participant captures a floating duck. The number on the bottom of the duck determines the level of prize. (Requires 120 volt outlet and water source within 50')
41. **Duck Pond (deluxe)**- - Participant captures a floating duck. The number on the bottom of the duck determines the level of prize. (Requires 120 volt outlet and water source within 50') This unit features a larger tank as well as a large colorful sign.
42. **Dunk Tank (standard)**- - Basic dunk tank features include a lightweight plastic tank, underwater viewing window, and one target with canvas backdrop. (requires water source within 50 feet)**
43. **Dunk Tank (deluxe)** - - Throw the ball, watch'em fall! The only tanks of their kind in northeast Ohio! Our colorful fiberglass dunk tanks feature a capacity of 400 gallons, an extra large crystal clear window, and two targets with backdrops. (requires water source within 50 feet)**
44. **Electronic Basketball (single)** - - Players have 30 seconds to rack up as many points as possible. Any shots landed in the last 10 seconds register as 3 pointers! (Requires a 120 volt outlet)**
45. **Electronic Basketball (double)** - - Two players have 30 seconds to rack up as many points as possible. Any shots landed in the last 10 seconds register as 3 pointers! (Requires a 120 volt outlet)**
46. **Electronic Dart Game** - - Up to 8 players throw soft (plastic) tip darts in a classic game of cricket. The electronic board scores each throw. (Requires a 120 volt outlet)**
47. **Electronic Football** - - This game requires participants to toss foam footballs through different size holes in an effort to score a touchdown. Intended to be played by one person at a time, this game focuses on the skill of the QB. 1st prize to those who score a touchdown within the allotted time. (Requires a 120 volt outlet)**
48. **Find the Jewel** - - Player reaches their hand into the "Cave of Wonders" (from Disney's Aladdin) and pulls out a colored jewel. Color of jewel determines winner. (requires table)
49. **Fish Bowl** - - Players toss ping-pong balls towards a group of bowls each containing colored water. The bowl in which the ball lands determines level of prize.
50. **Fish Pond** - - Player uses a fishing pole with a magnet on the end to catch a floating disc. Number on the bottom of the disc determines winner or level of prize. (Requires 120 volt outlet and water source within 50')
51. **Five Pin Bowl** - - Similar to shuffleboard, player pushes 3 pucks trying to flip all five pins over. (requires table)

52. **Flip A Chick** - - Participants use a rubber mallet to activate a launcher, sending the chicken into the frying pan. Includes a launching table and equipment to accommodate two players at once.
53. **Floating Ball Race (Inflatable)** - - Two participants face off in this race. Each person starts with plastic ball floating on a column of air. The objective is to pass the ball from one column of air to the next, until you reach the end. 12' x 12' x 8' (Requires a 120 volt outlet)**
54. **Flush'em** - - Players try to hit a target, which releases a gallon of water over the top of the victim sitting beneath. A perfect alternative to the dunk tank. (Requires a water source within 50')**
55. **Foosball** - - Two player table game. Players play a miniature game of soccer up to 7 points.**
56. **Football Launch** - - Player gets two tries to launch a foam football through the uprights and into the target zone using a foot-powered catapult.
57. **Football Toss** - - Players toss beanbags through the hand cutout of the Browns receiver.
58. **Free Throw** - - Player attempts to bounce ping-pong balls into one of three hoops. (requires table)
59. **Frisbee Golf** - -Player throws three discs at the goal prize levels set accordingly.
60. **Frog Bog** - - Participants use a rubber mallet to activate a launcher, sending the frog onto the lily pad. Includes a launching table and equipment to accommodate two players at once.
61. **Garfield Bean Bag Toss** - - Player attempts to throw beanbags through target area.
62. **Golf Challenge** - - Players try to chip a Velcro ball onto the backdrop and land a hole in one. 7' x 7' Velcro backdrop with frame. Hole in one wins.
63. **Gone Fishing** - - Participants try to catch the Puffer fish resting in the canvas. Each fish has a screw as it's nose, which attracts the magnet. 7' x7' vinyl canvas with digital graphics and frame.
64. **Guess your Weight** - - You know how this one works. An age old carnival classic where the (trained) guesser must write down the weight of the participant and keep it a secret. The participant then hops onto the giant (20" face) scale to reveal the truth. If the guesser is not within 3 lbs. of the persons actual weight, then the participant wins!**
65. **Harry Potter** - - Player tosses 3 quaffle balls at the target. Just get one in and win.
66. **High Striker / Strong Man** - - Authentic carnival game where participants swing a large hammer and attempt to ring the bell at the top of the tower. Trailer mounted unit, requires double doors with no center post for indoor installation. 6',14' and 17' units available.**
67. **Hockey Shot** - - Player shoots three plastic pucks at the goal which is guarded by the steadfast goalie. A skilled shot will land it in the goal to win.
68. **Hoopla** - Player throws 24" rings at a plush character sitting upon a small riser. Ring must make its way around entire riser to win.
69. **Huckle Buck** - - Authentic carnival game featuring two sets of cast aluminum miniature barrels into which participants must toss standard softballs.
70. **Ice Cream Wheel** - - Players bet on ice cream flavors and if they come up on the wheel they get a chance to spin the scoops wheel; 3 scoops = 1st prize. A unique dual layer wheel.
71. **Joker's Wild** - -Player throws 3 balls into a wooden box with playing cards in the landing spots. Player who gets 3 of a kind wins 1st prize, 2 of a kind wins 2nd prize. Can be used on a table or on ground level.
72. **Jurassic Toss** - - Players attempt to throw three beanbags into the jaws of a dinosaur. 7' x 7' frame with vinyl backdrop.
73. **Kiddie Clown Striker** - - A miniature version of the test your strength game. Players get three tries to ring the bell. Can be used as a prize every time, as most children 3 and up can ring the bell. 7' colorfully painted clown design.

74. **Lightning Ball** - - Player gets three tries to roll a ball into a hole at the end of a lightening shaped path for a prize, using the steering handles at the player's end. (requires table)
75. **Limbo** - - Features a colorful 7' x 7' backdrop with height adjustments for the bamboo pole.
76. **Lion King Wheel** - - Player spins a wheel decorated with Lion King characters, trying to land on Simba or his friends to get a prize. A unique horizontal wheel with its own bin style table.
77. **Lollipop Tree** - - Player chooses a lollipop from a tree, if it has a colored end player wins a prize; if not the player enjoys their lollipop. Lollipops not included.
78. **Lord of the Rings** - - Toss small wooden rings towards to playing board. Ring a peg to win.
79. **Marble Game** - - Player rolls 6 marbles down rows, 5 marbles landing in the same color win 1st prize, 4 in the same color win 2nd prize. (requires table)
80. **Milk Bottle Spill** - - Players throw softballs at a pyramid of three old fashioned milk bottles, trying to knock all the bottles from the table. (A true old-fashioned carnival game, due to the extreme force of the balls, this game is only available when rented with a tent and when set up is outdoors) (for a safer alternative see Can-Can
81. **Milk Can** - - Softballs are thrown underhand at old fashioned steel milk cans. Much harder than it appears.
82. **Mini-Bowling** - - Players attempt to knock over all the mini pins with a small wooden bowling ball. (requires table)
83. **Money Machine/ The Vault (inflatable)** - - This booth utilizes a collapsible steel frame to support a vinyl enclosure. Participants enter through a zippered door and can be seen through the clear plastic. Handheld timer provided. Participants race against the clock to gather up as much money or coupons as possible. (requires 120 volt outlet) **
84. **Money Machine (deluxe)** - - Participants enter the Plexiglas booth and race against the clock to gather up as much money or coupons as possible. (requires 120 volt outlet) **
85. **Monkey Pole** - - Participants try to climb to the top of a 12' pole and grab the banana. With large foam mats at the base, this unit is a safe version of the traditional greased pole. **
86. **Mug slide** - - Slide a mug to the edge of the bar, but not too far. The mug must land between two indicator lines. (requires table)
87. **Muffin Pan Toss**- - Players toss Whiffle balls towards a grid of muffin pans within a containment table. The color of the depression on which the ball lands determines the level of prize.
88. **Operation/ Surgery** - - Oversized example of the traditional board game. Players try to "operate" on the patient using large tongs to remove body parts, without lighting the red-nose or sounding the buzzer. ** (table included)
89. **Over & Under** - - Player rolls 6 balls into numbered slots ranging from 1-6. If the total of all the balls is under 11 or over 30, the player wins a prize.
90. **Penny Pitch** - - Toss Pennies onto a target board trying to land on the target to receive prize. Pennies not included.
91. **Ping Pong / Table Tennis** - - 2 or 4 players can participate with this competition grade table. Includes four paddles and ping pong balls. **
92. **Pit-Stop-Challenge** - - Two players race against each other to complete the pit stop. Using a pneumatic impact gun, each player removes the lug nuts, changes the tire, and re-tightens the nuts. 7' x 12' backdrop with digital graphics and frame. (compressor and safety glasses are included) (requires 120 volt, dedicated circuit)**
93. **Plinko** - - Participants drop the discs from the top of the board to zig and zag their way into the winning slot.
94. **Plinko (deluxe)** - - Participants drop the discs from the top of the board to zig and zag their way into the winning slot. This unit measures 4' x 4'.
95. **Pool / Billiard Table** - - 8' non-slate pool table. Includes all balls and cue sticks.**
96. **Poster Toss** - - Player throws wooden hoops trying to ring a rolled up poster so they can win it. Posters sold separately.

97. **Prize is Right** - - Player picks a numbered door and receives the prize behind that door.(requires table)
98. **Pumpkin Bean Bag toss** - - Participants toss beanbags through the mouth of the jack o lantern.
99. **Putting Challenge** - - Participants try to land a hole in one on this mini-golf hole.
100. **Quarterback Toss** - - Players attempt to complete three passes to the receiver using Nerf footballs. 7' x 7' backdrop with frame.
101. **Reno Dice** - - Player chooses a number 1-6, and then rolls 7 dice, 5 times trying to roll the chosen number. (table required)
102. **Ring Toss** - - Player throws rings towards multiple bottles attempting to get one around the neck of the bottle. 1 ring around any bottle to win. You can even win the bottle that you ring.
103. **Roller Bowler** - - Player rolls a bowling ball over a hill trying to get it to stay in the valley. (table required)
104. **Saucer Toss** - - Player throws Frisbees at a slot trying to get them through for a prize.
105. **Shooter (Inflatable)** - - Players use a Nerf ball launcher to knock the floating balls from their perch upon a column of air. This game uses Bernoulli's principle to keep a series of target balls floating along the back wall of the game. 12' x 12' x 8' (Requires a 120 volt outlet)**
106. **Shuffle Alley** - - An old favorite, this game requires players to slide a metal puck into the target hole. (requires table)
107. **Ski Ball (arcade)** - - Full size ski-ball machine (12'). Dispenses tickets according to the amount of points scored. (Requires 120 volt outlet)**
108. **Slot Machine** - - Electronic slot machines with adjustable payouts. (Requires 120 volt outlet)**
109. **Smash a Can** - - Players try to smash a can using a large rubber hammer. The smaller you smash the larger the prize. (cans not provided)**
110. **Soccer Kick** - - Players attempt to kick the soccer ball through the hands of the goalie and into the net. 7' x 7' backdrop with frame.
111. **Spin-Art** - - Participants squeeze paints onto the spinning card. A spectacular design is produced for a take home work of art. Can be priced with or without cardboard fold over frames.**
112. **Sponge Bob** - - Toss jellyfish into Spongebob's net to win.
113. **Stand it** - - A game from way back! Participants attempt to stand a glass coke bottle upright using a ring connected to a small handle with a string. Another game that seems too easy, but takes just the right touch.
114. **Stop and Go Wheel** - - Similar to the birthday wheel, this game features an electric wheel which is started and stopped when the players press any one of 12 buttons on the laydowns. Players place a marker on the color and month, number, or symbol of their choice, if the players marker matches the section on which the indicator stops, they win.(Requires 120 volt outlet)(3 tables required)**
115. **The Thing** - - A volunteer hides inside of an ominous black box labeled "The Thing". Player knocks on a small door on the top, and a big, scary hand delivers their prize.
116. **Tic Tac Toe Box** - - Player must toss three whiffle balls into a box with holes trying to get them in a row to win tic-tac-toe for a prize or in a special red row for an even larger prize.
117. **Tic Tac Toe Puck** - - Slide four Hockey Pucks down a table, and try to get three in a row.
118. **Tire Game** - - Throw a beach ball underhand through a tire. Easy? Think again !
119. **Toilet Toss / Potty Toss** - - Players try to land three Whiffle balls in the open toilet seat. Gross...I know.
120. **Treasure Chest** - - Choose from a pirate's hat full of keys and find the winning key to open the lock on a real pirate's treasure chest. Win the prize inside.

121. **Tribes Toss** - - Throw 3 baseballs into the tub. First, Second, Third, and Home Plate are all winners.
122. **Video Games** - - Various gaming platforms available. Please call for current list and pricing.**
123. **Western Shootout** - - Participants use infrared equipped revolvers to activate the target "log" sending the plastic bottles and cans into the air. Guns are bright orange and yellow, obviously toys. (requires table)
124. **Winnie the Pooh** - - Throw little plush bees into Winnie's Honey pot to win.

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