

# The Carnival

## The Fun House

**Say:** You walk into the fun house, and you step in something sticky. Guess what it is. [Give them liberal clues, let them guess a bunch.]

**[Give player item: Cotton Candy (10 meat)]**

**Say:** You encounter a pair of surly Siamese twins just inside the door of the fun house. "I say we beat his/her ass," says one. "I say we KICK his/her ass!" says the other.

**Combat:** Siamese Twins 1 / 1 / 2, 1 HP

**[Give player treasure: Pair of Monocles (20 meat)]** if they win

**Say:** You walk into the fun house, and turn a corner. Then you turn another corner. Then you turn another corner, and another, and another, until you're totally lost. You're gonna have to find your way out of this maze.

**Uses:** Mirror, mazes, hide box, sharpie, stopwatch

**Rules:** Looking only in a mirror, the player attempts to solve a maze within 1 minute

**[Give player treasure: Blue Ribbon (30 meat)]** if they win

**Say:** You explore the corridors of the fun house, saying to yourself "Please don't let there be any clowns here. Please don't let there be any clowns here." And, yeah, pretty much as you'd expect, you get attacked by a clown.

**Combat:** Clown 2 / 2 / 2, 1 HP

**[Give player item: Bottle of Popskull (40 meat)]** if they win

**Say:** You walk into the fun house, and find a crime scene. The hard-boiled detective calls you over, and points at a mirror. "The killer left a clue," he says. This is going to require... (he puts on his sunglasses) "some reflection." YEEEEEEAAAAAAHHHHH!!!!!!!

**Uses:** Photoshopped images that have been inverted, reversed and fun house mirrored.

**Rules:** Players try to decipher a clue left by the killer. If they solve it before they have to leave the room, the ref should urge them to talk to other teams to help solve the murder.

**Rewards:** If they can figure out what the clue says **[Give player generic treasure: Bag of Meat (50 meat)]**

**Say:** While walking through a boring part of the fun house, you find yourself wondering "I wonder if there's anything scarier than a clown." You hear a hollow cackling behind you, and when you turn around, you stop wondering, because yes. Yes there is. A floating clown skull is most assuredly scarier than a clown.

**Combat:** Clown Skull 2 / 3 / 3, 2 HP

**[Give player item: Malevolent Clown Soul (60 meat)]** if they win

**Say:** You walk into the fun house and look at yourself in one of those weird fun-house mirrors.

**Uses:** Nothing.

**Rules:** Look at how much food the player has eaten so far this game.

**Rewards:** If they have fewer than 6 food triangles, **Say:** Wow, you're looking thin! **[Give player item: Hearty Stew (70 meat)]**

If they have more than 6 food triangles, **Say:** Wow, you're looking pretty wide! (And then have to do 10 jumping jacks, which if they can do, you **[Give player generic treasure: Handful of Meat (10 meat)]**)

**Say:** You walk down a hallway in the fun house, filled with a sense of dread — it's as if something is following you. You pause briefly and whirl around to face it. Huh. It turns out it's a giant teddy bear. That's not so scary.... OR IS IT? No, it's not, actually.

**[Give player treasure: Giant Teddy Bear (80 meat)]**

## The Midway

**Say:** A big mustachioed man walks up to you. "Who's the strongest man at the Carnival?" he asks. [Player answers until he says "You are."] "That's right! I am! Drink this, and someday you'll be almost as strong as me. Almost."

**[Give player item: Strongman Elixir (10 meat)]**

**Say:** One of the midway barkers catches your attention, because of the peculiar way in which he's barking. It's less like a salesman, and more like a dog. Or a wolf. Or a werewolf, which is what he is.

**Combat:** Werewolf Barker 1 / 1 / 1, 1 HP

**[Give player treasure: Werewolf Dentures (20 meat)]** if they win

**Say:** You walk onto the Midway, and... wait... hey, is that... OH BOY OH BOY OH BOY! SKEEBALL! SKEEBALL! WHOOOOOOOOOO!

**Uses:** 5 balls, 6 buckets, Skee-ball ramp and backing.

**Rules:** The player stands at the bottom of the ramp and throws balls trying to land them into the buckets. All of the buckets are worth 10 points, except for the center bucket in the last row which is 30 points.

**Rewards:**

30 points - **[Give player generic treasure: Handful of Meat (10 Meat)]**

40 points - **[Give player generic treasure: Little Pile of Meat (20 Meat)]**

50 points - **[Give player treasure: Blue Ribbon (30 meat)]**

**Say:** You're about to test your skill at a fun and exciting carnival game when a guy next to you at the frog catapulting game swings a little wild, and a gigantic live frog comes hurtling directly at your face!

**Combat:** Catapulted Frog 2 / 3 / 2, 2 HP

**[Give player item: Frog's Legs (40 meat)]** if they win

**Say:** You walk onto the midway, and decide to try your luck at the Shooting Gallery.

**Uses:** 9 empty soda cans, nerf gun with 5 balls

**Rules:** Player stands roughly 10' away and gets 5 shots to try to knock over as many cans as they can (can).

**Rewards:**

3 cans - **[Give player generic treasure: Big Pile of Meat (30 meat)]**

5 cans - **[Give player generic treasure: Meat Stack (40 meat)]**

8 cans - **[Give player item: Sharpshooter's Pistol (50 meat)]**

**Say:** You walk onto the midway, and decide to play a game of ring toss. Because you're a tosser.

**Uses:** 5 foam core rings, 10 empty 2 liter bottles

**Rules:** Player stands ~5 feet away and tries to get as many rings onto the bottles as they can

**Rewards:**

1 Ring - **[Give player generic treasure: Little Pile of Meat (20 meat)]**

2 Rings - **[Give player generic treasure: Meat Stack (40 meat)]**

3 Rings - **[Give player item: Deluxe Onion Rings (60 meat)]**

**Say:** You're exploring the midway, when a balloon floats in front of your face. You bat it away, and it floats back. You bat it away again, and it gets angry and attacks you. Because it's a vampire. Blah.

**Combat:** Balloon Vampire 3 / 3 / 3, 2 HP

**[Give player item: Rubber Vampire Cape (70 meat)]** if they win

**Say:** You step up to the Test Your Strength game, and pick up the hammer. Just as you're swinging it, a freak bolt of lightning strikes it, adding a tremendous amount of extra force to your blow and knocking the bell right out the top of the machine. The carnie working the game angrily gives you your prize.

**[Give player treasure: Giant Teddy Bear (80 meat)]**

## The Ticket Booth

**Say:** You walk up to the ticket booth, and see a carnie with two cans of beer. Maybe you should talk to him, and try to convince him to give you one. [Stand there slack jawed. No matter what they say, say "Well, okay. I reckon."]

**[Give player item: Can of Beer (10 meat)]**

**Say:** You step up to the ticket booth. "Sorry," says the gum-chewing girl behind the counter. "All we've got left right now is tickets for the tunnel of love. And there are three of you, so you probably wouldn't all fit in the boat." You decide to buy the ticket anyway...

**Uses:** Handkerchiefs to tie people's feet together and the existing chairs and tables in the room.

**Rules:** Players stand in a triangle and have their legs tied together. They have 1 minute to navigate an obstacle course laid out by the Ref when we see the rooms.

**[Give player treasure: Cheap Engagment Ring (20 meat)]** if they make it.

**Say:** You get a ticket for a groovy animatronic pirate ride, but near the end of it one of the robots malfunctions, and lumbers toward you, repeating "ARRRRR. KILLLLLL. ARRRRR. KILLLLLL." over and over.

**Combat:** Animatronic Pirate 2 / 1 / 1, 1 HP

**[Give player item: Grog (30 meat)]** if they win

**Say:** You buy a ticket for a rollercoaster, and as soon as the car you're in gets to the top of the first hill, the rickety wooden thing falls apart and you're left hanging from a beam. One of your fellow adventurers is gonna have to help you down...

**Uses:** 2 Dowels, ball, bucket, handkerchief in the bottom of the bucket to dampen the bounce

**Rules:** 2 players stand on either side of the bucket. One player holds two ends of the dowel rods up to their chin, their job is just to stand there and look dumb. The second player takes the opposite ends of the dowel rods (keeping them parallel), places the ball on them, and tries to manipulate the ball to the center of the track and drop it into the bucket. Players get 3 tries.

**[Give player generic treasure: Meat Stack (40 Meat)], Say:** Good thing this Meat Stack was lying here when you fell, or that could have hurt!

**Say:** As you're passing near the teacup ride, one of the cups jumps its track and veers toward you. Looks like you're gonna get knocked ass over teakettle if you're not careful.

**Combat:** Rogue Teacup 3 / 2 / 2, 2 HP

**[Give player item: Cup of Irish Tea (50 meat)]** if they win

**Say:** You approach the ticket booth, and find that it's on fire! Holy crap! You need to put this fire out! You and your fellow adventurers grab buckets and line up at the well.

**Uses:** 3 buckets, 15 balls

**Rules:** Players stand in a line, each holding a bucket, with about 5 feet between them. The first player in the line fills their bucket with balls and throws the contents of their bucket to the second player. The second player attempts to catch as many of the balls as they can, and then repeat the process to the last person in line.

#### **Rewards:**

If the players manage to get any balls in the last bucket, **Say:** You manage to douse the flames at least a little bit, and find some Meat no one will be likely to miss...

1 Ball - **[Give player generic treasure: Little Pile of Meat (20 meat)]**

3 Balls - **[Give player generic treasure: Meat Stack (40 meat)]**

5+ Balls - **[Give player generic treasure: Dense Meat Stack (60 meat)]**

**Say:** You buy a ticket and ride a rollercoaster. Just as you crest a big rise, you get hit in the face by a bird. Stupid bird, trying to mess up your beautiful, perfect face. You must get revenge.

**Combat:** Fabio Bird 3 / 3 / 3, 2 HP

**[Give player item: Lucky Feather (70 meat)]** if they win

**Say:** You get on the animatronic pirate ride, and it breaks down halfway through. You get out and start exploring the scenery, and discover that they used real, actual treasure in these treasure chests! You only manage to carry one off before they kick you out, though.

**[Give player generic treasure: Chest of Meat (80 meat)]**

# The Concession Stand

**Say:** You walk up to the concession stand, your stomach growling. You order some cotton candy, but the guy behind the booth refuses to give it to you until you dance around like a monkey. Do your best monkey dance, please. Your fellow adventurers are welcome to assist you by making monkey noises.

**[Give player item: Cotton Candy (10 meat)]**

**Say:** You walk up to the concession stand and buy some cotton candy, but just your luck, it comes to life and tries to attack you.

**Combat:** Cotton Candy Golem 1 / 2 / 1, 1 HP

**[Give player items: 2x Cotton Candy (10 meat)]** if they win

**Say:** You walk up to the concession stand to order something to eat, but the stand suddenly explodes. Food flies everywhere!

**Uses:** Pretzels, marshmallows

**Rules:** Ref throws food at the player and the player tries to catch it in their mouth. Players can choose three pieces of food, any combo of marshmallows and pretzels. As soon as the player catches a piece of food they win.

**[Give player treasure: Blue Ribbon (30 meat)]** if they catch anything.

**Say:** You peer into the deep fryer at the concession stand, to see what rare and exotic treats this carnival has to offer. Your spirits fall, though, as a tiny demon jumps out of the boiling oil and attacks you, hissing. Or maybe it's the oil that's hissing. It's hard to tell.

**Combat:** Deep-Fried Demon 2 / 2 / 3, 2 HP

**[Give player item: Crispy Demon Wing (40 meat)]** if they win

**Say:** The guy at the concession stand says "Hey, guys, can you help me out? I'm trying to make some deep-fried pingpong birds, but I can't get these stupid eggs to hatch. Can you pass them back and forth without touching them, using spoons in your mouth? It's really weird, the way you have to incubate these things..."

**Uses:** 3 spoons, 3 ping pong balls

**Rules:** Each player holds a spoon in their mouth and tries to pass the ping pong ball, from spoon to spoon, as many times as they can.

**[Give player treasure: Pingpong Hatchling (50 meat)]** (Before you give them the item, cross out any charges they didn't earn!)

1 pass - 1 charge

3 passes - 2 charges

5 passes - 3 charges

**Say:** You approach the window of the concession stand, and spy something that fills you with dread. Mustard. Your nemesis. Your mind is clouded by rage. Hatred. You see red. You must destroy it.

**Combat:** Mustard 3 / 2 / 3, 2 HP

**[Give player item: Extra Mustard (60 meat)]** if they win

**Say:** You approach the concession stand, and find something wonderful. Something magical. Something you've always dreamed of -- an unattended deep fryer. Wanna drop something in it? Of course you do!

**Uses:** Nothing

**Rules:** Players exchange a loot item for a food item. The value of the loot item dictates how powerful the food item is.

**[Give player treasure: Deep Fried Something (70 meat)]** (Write the number of adventures on it in sharpie before you give it to them)

10-30 meat - 1 adventure

40-50 - 2 adventures

60-80 - 3 adventures

**Say:** You get up to the front of the line at the concession stand, and see that the carnie working it has wandered off, leaving a giant teddy bear in his place, with a sign around its neck saying "Back in an hour." Enraged, you rip the sign to shreds and make off with the teddy bear.

**[Give player treasure: Giant Teddy Bear (80 meat)]**

# The Fortune Teller

**Say:** You drop some Meat into the slot, but the machine malfunctions and the fortune teller just sits there motionless. What would you like to do? [Whatever they say, figure out some way to make it result in them finding a beer.]

**[Give player item: Can of Beer (10 meat)]**

**Say:** You put some Meat in the slot (huh huh) and a card drops into the tray at the bottom. "In five minutes," it says, "you will be attacked by a guy with a knife." Aww, crap.

**Combat:** Guy With Knife 1 / 1 / 1, 1 HP

**[Give player item: Sharp Knife (20 meat)]** if they win

**Say:** You drop Meat in the slot and the fortune teller spits out a card. You pick it up, and it's a weird sequence with a blank at the end.

**Uses:** Series printouts

**Rules:** Groups get one series and try to figure out what number or letter comes next.

(Fibonnaci sequence) - 0, 1, 1, 2, 3, 5, 8, ?	Answer: (13)
(Strokes Per Letter in the Alphabet) - 3, 3, 1, 2, 4, ?	Answer: (3)
(Letters that are vertically symmetrical) - B, C, D, E, H, I, K, O, ?	Answer: (X)
(First Letter of the Month) - J, F, M, A, M, ?	Answer: (J)
(Number of letters in the number) - 3, 3, 5, 4, 4, 3, 5, ?	Answer: (5)
(Number of letters in each month) - 7, 8, 5, 5, 3, 4, 4, ?	Answer: (6)

**[Give player treasure: Blue Ribbon (30 meat)]**



**Say:** You put some Meat in the slot (huh huh) and a card drops into the tray at the bottom. "In the future, there will be robots. But not the nice kind of robots, that do your laundry for you, or give you backrubs -- no, no. Evil robots. With laser guns. Trying to kill you."

**Combat:** Killer Future Robot 2 / 2 / 2, 1 HP

**[Give player item: Robot Fuel (40 meat)]** if they win

**Say:** You run across a shady character who has set up an even shadier looking booth with some coins arrayed on top of it. "Bet you can't figure out my trick," he says, beckoning you over.

**Uses:** An assortment of 4 quarters and 9 pennies

**Rules:** 3 different coin puzzles, the ref chooses one for the players to solve. The players continue to run adventures while one or more of them works on the puzzle, and have until they have all run out of adventures. Ref's should feel free to throw players out of the room if they're stalling.

**TEN ROWS** - Turn the grid of 9 pennies from forming 8 3-penny rows to forming 10 3-penny rows

(SECRET ANSWER ->)

**DIAMOND TO LINE** - Moving the quarters in such a way so that every moved coin is always touching 2 other coins change the diamond into a line.

Turn                      into

**BIG AND SMALL** - Moving only touching pairs of quarters and pennies, without rotating or turning pairs in any way

Turn                      into

If they solve it, **[Give player treasure: Rare Coin (50 meat)]**

**Say:** You approach the fortune teller machine, but get shanghaied and pulled into a psychic's tent. "You," she says, "you have a powerful aura. You could probably tell the future yourself, if only you would try."

**Uses:** Memory Cards

**Rules:** The ref lays out 5 cards face down in front of the player (1 of each of the 5 cards) and holds the matching 5 in his hand. The ref goes through card by card, showing a card in their hand to the player and asking them which face down card is a match. If the player gets the card right, it's left face up. If they get the card wrong it's flipped back over.

**Rewards:**

2 - **[Give player generic treasure: Meat Stack (40 meat)]**

3 - **[Give player generic treasure: Bag of Meat (50 meat)]**

5 - **[Give player treasure: Blank Fortune Card (60 meat)]**

**Say:** You put some Meat in the slot (huh huh) and a card drops into the tray at the bottom. "Your future is filled with bees." You gasp, looking around in fear. Your fear increases as you read the other side of the card: "The bees are also on fire."

**Combat:** Bees On Fire 3 / 3 / 2, 2 HP

**[Give player item: Seared Stingers (70 meat)]** if they win

**Say:** You put some Meat in the slot (huh huh) and a card drops into the tray at the bottom. "You will amass great wealth," it says. "Yeah, sure, whatever," you say, as you turn around and trip over a huge chest full of Meat.

**[Give player generic treasure: Chest of Meat (80 Meat)]**