

GAMES OF SKILL

A SET OF CARNIVAL MINI GAMES



Setup

- *Games Of Skill, A Set Of Carnival Mini Games* is a free one-page TTRPG mechanic from Ghostlore Studios. It can be plugged into any TTRPG. You'll need 2d6, 1d8, 1d10, and 1d20 to play.
- There are 3 stats: **Strength**, **Accuracy**, and **Vigilance**. Every player is given a d6, d8, and d10 for their character. They then assign each of their dice to one of the three stats based on their character's strengths and weaknesses.
- Players find themselves at a carnival midway. There are many games to choose from (listed below). Cost and prizes for each game are up to the game master's discretion.
- These rules can be modified to fit your campaign's setting, character's abilities, etc.

High Striker

Also known as a strength tester, this tall contraption measures how strong a person is. By striking the plunger with a mallet, a puck travels up the tower. The bell at the top only rings for the strongest!

Roll your **Strength** dice for the following result: 1 = Weaking, 2 = Feeble, 3 = Inferior, 4 = Below Average, 5 = Average, 6 = Above Average, 7 = Strong, 8 = Brawny, 9 = Mighty, 10 = You've broken the bell at the top and the puck goes flying.

Balloon Darts

A beloved carnival game of precision. Colorful balloons are stuck to a large board, waiting to be popped by incoming darts. Those with good accuracy and control can pop a balloon to win a prize!

Roll a d20 and your **Accuracy** dice. Multiply your **Accuracy** dice roll by 2. If your doubled **Accuracy** dice is higher than the d20's roll, you are able to pop a balloon with your dart!

Cup Game

An entertainer is set up at a table with three cups and a marble. They place the marble under a cup and begin to shuffle. Are your eyes keen enough to keep up with their sleight of hand?

Roll 2d6 and your **Vigilance** dice. If your **Vigilance** dice is higher than or equal to either of the 2d6, you are able to keep track of the shuffle and select the winning cup with the marble under it!

Milk Bottles

An oldie but a goodie. Three metal milk bottles are stacked in a pyramid on a table. Players are given a bean bag to toss in order to knock them down. Knocking down all three means you're a winner!

Roll your **Strength** and **Accuracy** dice and add together the amount for the following result: 2-4= You miss the target entirely, 5-8= You hit the table but miss the bottles, 9-12= You knock over one bottle, 13-17= You knock over all the bottles, 18 = You knock over all the bottles and dent one beyond use.

Ring Toss

Dozens of brown glass bottles sit on a table, but a few amongst them are painted gold. Players are given colorful rings to try and toss them around the bottlenecks. Are you skilled enough to ring a golden bottle?

Roll a d20, your **Vigilance** dice, and your **Accuracy** dice. If your combined **Vigilance** and **Accuracy** dice is higher than the d20's roll, you toss your ring around a brown bottle's neck and win a small prize. If your combined roll adds up to the same number as the d20's roll, your ring lands around the gold bottle's neck and you win the grand prize!

Whack-A-Mole

The nostalgic arcade game of speed and coordination. Players use a mallet to hit toy moles that pop out of nine different holes sporadically. Can your quick reflexes outsmart the moles?

Roll a d20, your **Vigilance** dice, and your **Strength** dice. If your combined **Vigilance** and **Strength** dice is higher than the d20's roll, you are able to hit a mole! Repeat this process 5 times. If you are able to hit 3 out of 5 moles, you win!

Lucky Duck

A collection of yellow rubber ducks float in a pool of water. Only one has a red dot underneath. Can you pick the winning duck using sheer luck alone?

Call out a number from 1 to 20. Once you've selected your number, roll a d20. If your called number and the result of the d20 roll are the same, you have selected the rubber duck with the red dot!