

**SHAKE,
RATTLE AND
ROLL FOR PRIZES!))**

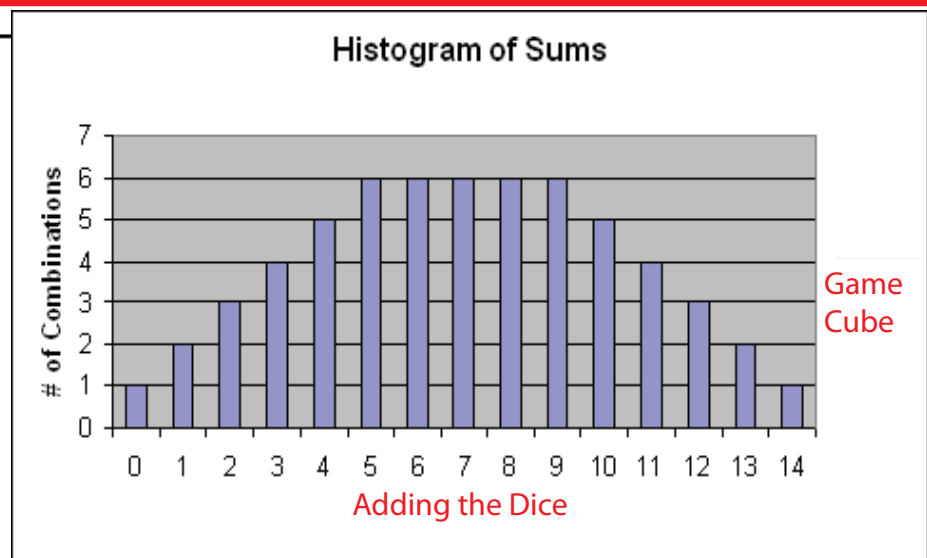
Game Cube Programs



Program 1 - Basic Adding Numbers w/ 😊 = 0

| Value | Occurances | Probability | Odds |
|-------|------------|-------------|---------|
| 0 | 1 | 1.67% | 1 in 60 |
| 1 | 2 | 3.33% | 1 in 30 |
| 2 | 3 | 5.00% | 1 in 20 |
| 3 | 4 | 6.67% | 1 in 15 |
| 4 | 5 | 8.33% | 1 in 12 |
| 5 | 6 | 10.00% | 1 in 10 |
| 6 | 6 | 10.00% | 1 in 10 |
| 7 | 6 | 10.00% | 1 in 10 |
| 8 | 6 | 10.00% | 1 in 10 |
| 9 | 6 | 10.00% | 1 in 10 |
| 10 | 5 | 8.33% | 1 in 12 |
| 11 | 4 | 6.67% | 1 in 15 |
| 12 | 3 | 5.00% | 1 in 20 |
| 13 | 2 | 3.33% | 1 in 30 |
| 14 | 1 | 1.67% | 1 in 60 |

| | |
|---------------|----------|
| Total Options | Sum of % |
| 60 | 100.00% |



Program:

Students roll the Game Cube to select the prize that they will win or the prize category from which to make their selection.

This program allows selection of up to 15 prizes or prize categories.

Advantages:

- 1) Provides a predictable distribution of prizes, allowing buyers to purchase prize quantities based on Game Cube's percentages.
- 2) Expensive or rare prizes can be placed in the low % categories.
- 3) Inexpensive or common prizes can be placed in the high % categories.
- 4) More popular prizes can be moved to low % categories if needed.
- 5) Less popular prizes can be moved to high % categories if needed.

Game Cube Solution Example:

You leave a school and realize that you are running low on a popular prize but can't beg or borrow to get more in time for the next event. No worries. Your Game Cube has the problem solved... just move it to category 14 and keep on rollin'.