

SHAKE,
RATTLE AND
ROLL FOR PRIZES!))

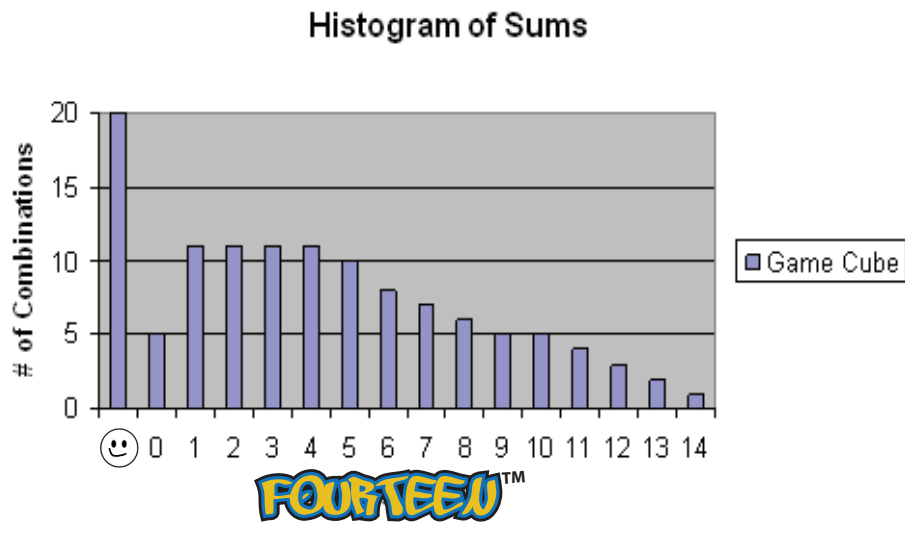
Game Cube Programs



Program 3 - Clean Out Your Garage

Add and Subtract w/Bonus Smiley ☺

Value	Occurrences	Probability	Odds
☺	20	16.67%	1 in 6
0	5	4.17%	1 in 24
1	11	9.17%	11 in 120
2	11	9.17%	11 in 120
3	11	9.17%	11 in 120
4	11	9.17%	11 in 120
5	10	8.33%	1 in 12
6	8	6.67%	1 in 15
7	7	5.83%	7 in 120
8	6	5.00%	1 in 20
9	5	4.17%	1 in 24
10	5	4.17%	1 in 24
11	4	3.33%	1 in 30
12	3	2.50%	1 in 40
13	2	1.67%	1 in 60
14	1	0.83%	1 in 120
	Total Options	Sum of %	assumes equal selection of add/sub
	120	100.00%	



FOURTEEN™ Game Cube Program:

- This program works just like the game **FOURTEEN™**.
- As with Programs 1&2, students roll the Game Cube (but adding **or** subtracting the numbers) to select the prize or prize category.
- Additionally, as in **FOURTEEN™**, rolling ☺ gives a prize selection from **any** category and a bonus roll.
- A 2nd roll of ☺ gives 2 additional prizes and another roll.
- A 3rd roll of ☺ gives 3 additional prizes and another roll. (Limit 3)
- Alternatively the bonus selection could be limited to a special bonus category, reserved just for when ☺ is rolled.

Advantages:

- 1) Good for use with many prizes of similar value.
- 2) Good for promoting greater quantities of prizes awarded.
- 3) 1 in 10 students get 2 prizes.
- 4) 1 in 100 get 4 prizes.
- 5) 1 in 1000 get 8 prizes.

Examples of **FOURTEEN™** Game Cube:

Ex#1: 4 & 2 are rolled, add for prize 6 or subtract for prize 2. (No negative numbers allowed, so no $2-4=-2$)

Ex#2: ☺ is rolled! A prize is selected then another ☺ is rolled!

2 more prizes are selected then 6 & 2 are rolled and either prize 4 or 8 is selected ($6-2=4$, $6+2=8$).