

SHAKE,
RATTLE AND
ROLL FOR PRIZES!))

Game Cube Programs



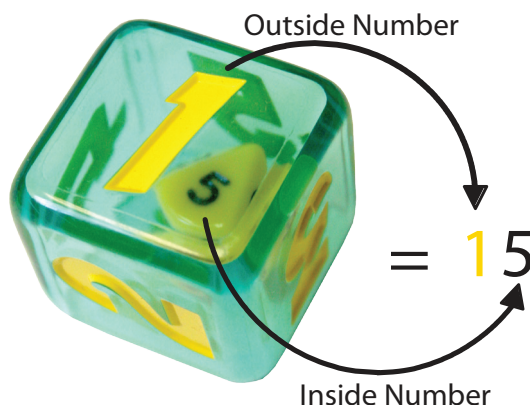
Program 4 - Make your own Game

**Make your own Prize Selections
by rolling 0 to 59.**

Prize Selection Example:

Roll Prize (odds)

- 00 = Guitar hero (1 in 60)
- 01-02= Baseball Glove (1 in 30)
- 03-10= Big Play Football (2 in 15)
- 11-30= A QSP Game Cube (1 in 3)
- 31-50= Candy Bar (1 in 3)
- 51-56= Fourteen Game 1 in 10)
- 57-59= Rubik's Cube (1 in 20)



**Make your own Launch
Games and group games**

**Odds 1 in 60
to roll any
given number**

Prize Selection:

Students roll the Game Cube to select the Prize or Category.

Outer die = ten's place

Inner die = one's place.

Advantages:

- 1) Set your own odds by setting the number range for each category.
- 2) Use up to 60 categories.
- 3) Provides a flexible method for distribution of prizes, allowing FMs to budget based on Game Cube's give away percentages.
- 4) Make low % categories for expensive or popular prizes
- 5) Make high % categories for inexpensive or common prizes.
- 6) You can move popular prizes to low % categories by reducing it's number range.

Games:

Launch Games

Selection/Elimination Games

Roll for Dough/Race Games

Ex 1: Use the Game Cube to select Students born in a certain month, day, etc., have them stand up for selection or sit down for elimination until only one remains - the winner!

Ex 2: Assign students a group number and use the dice to select a group for a special activity such as a free prize roll to show them how the Game Cube works and get them excited about your program. Give student a Game Cube to take back to class to stir excitement.

Ex 3: Roll for Dough- Students roll, add the dice, and get money. Use one or both dice.