

SHAKE,  
RATTLE AND  
ROLL FOR PRIZES!!!

# Game Cube Programs

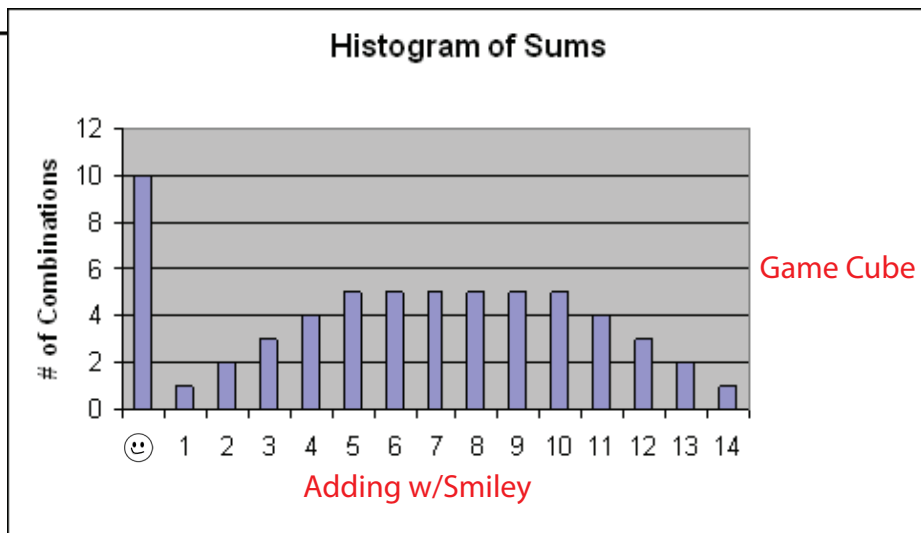


## Program 2 - Smiley

Adding Numbers w/special ☺

Value	Occurrences	Probability	Odds
☺	10	16.67%	1 in 6 (10x 1 in 60)
1	1	1.67%	1 in 60
2	2	3.33%	1 in 30
3	3	5.00%	1 in 20
4	4	6.67%	1 in 15
5	5	8.33%	1 in 12
6	5	8.33%	1 in 12
7	5	8.33%	1 in 12
8	5	8.33%	1 in 12
9	5	8.33%	1 in 12
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:

As in program 1, 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) All of the advantages mentioned in Program 1.
- 2) Alters the % odds to provide a category that is twice as likely as the next most popular category. (The "Smiley", ☺)
- 3) The special, ☺, category is a great way to put a fun emphasis on the items that you desire to award the most.

### Game Cube Solution Example:

You are preparing for this years prize season and you have a load of cool, yet abundant, prizes remaining from last year. Throw them in your "Treasure Trunk", "Grab Bag" or "Gift Box" then give them away with a smile ...and "Smiley" ☺ using your Game Cube. 1 in 6 of the students get to select from last years cool holdovers ...while they last.