

Games at Pixel Palace Arcade — Reference Sheet

Name: _____ Date: _____

INSTRUCTIONS

- This is the list of games Pat currently has in the arcade. Use it to calculate cost and profit for each game in Activity 5.
- Pay attention to the Notes column — those observations are data too.

Game	Price / play	Prize cost / play	Operating cost / play	Plays / day	Notes
Skee-Ball	\$1.00	\$0.20	\$0.20	60	Easy to win small prizes; popular with younger kids.
Basketball Hoops	\$1.00	\$0.30	\$0.10	45	Mid-difficulty; popular with older kids.
Claw Machine	\$2.00	\$2.30	\$0.30	25	Hard to win; expensive plush prizes when someone does.
Whack-a-Mole	\$1.00	\$0.15	\$0.15	50	Almost everyone wins; tickets only.
Storm-the-Castle (catapult target)	\$1.50	\$1.30	\$0.50	10	Fun to watch but rarely played; nobody wins the big prize.
Ring Toss	\$0.50	\$0.10	\$0.05	40	Cheap to play; small prizes for almost everyone.
Racing (2-player)	\$1.50	\$0.00	\$0.30	35	No prizes; energy and maintenance costs only.
Air Hockey (2-player)	\$1.00	\$0.00	\$0.30	40	No prizes; very popular with groups.