Arcade Game Cost & Profit Calculation Sheet

Name: ______________________________ Date: ________________

INSTRUCTIONS

- For each game, fill in the right-hand columns using the Games Reference Sheet (Handout 2).
- Cost / play = prize cost / play + operating cost / play
- Profit / play = price / play − cost / play
- Daily profit = profit / play × plays / day
- In the last column, label each game as Money-Maker, OK, or Loser.

Game	Plays / day	Cost / play	Revenue / play	Profit / play	Daily profit & bucket
Skee-Ball	60				
Basketball Hoops	45				
Claw Machine	25				
Whack-a-Mole	50				
Storm-the-Castle	10				
Ring Toss	40				
Racing	35				
Air Hockey	40				

Three findings I want Pat to notice:

What do the Notes column tell you that the numbers don’t?

Was Pat right that the games are too easy and the prizes are too cheap? What does the data say?