

Jimmy La Page – Let's Play a Game

Round 1

- Hand out Group A packets (Second-to-last slide) to everyone and explain the rules of the game.
- Announce that everyone who raises their hand will receive a prize (chips, chocolate, something simple and easy)

Round 2

- Pick a portion of attendees (approximately 8 people or so) and give them the Group B Rules Package (Last Slide)
- Explain the rules for both Group A and B rules. Some people might complain, and that's okay!

Group A Rules:

- At the end of the game, the player with the highest number of Dollaridoos wins

Group B Rules:

- At the end of the game, the player with the highest number of Dollaridoos wins
- If someone provides an incorrect point total, you can raise your hand to steal
- If you provide the correct point total on a steal, you get the Dollaridoos instead. You will get an additional Dollaridoo, and the player who provided the incorrect point total will be penalized one Dollaridoo.

Group C Rules:

- Seek out a player from Group A to team up with. Encourage them to take a shot at getting the correct answer, and complete their answer if it is incomplete. Doing this will help address some of the negative feedback we got from last round.
- If you provide the correct point total for the card and explain the calculation you used to arrive at that total, you and that player each receive the full Dollaridoos reward for that card.

Speakers Notes

Slide 56

“Attack this from two angles - making people more comfortable asking for help, and making people more likely to offer help when they think it's needed”