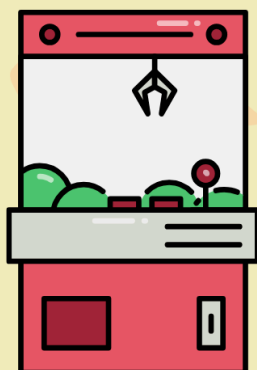# How it Works

CPP's

Night Market of Memories!

22nd Annual Via-1 Conference

GOTCHA

Crane Machine

$2 PER PLAY

Pokemon Card Poker

$3 PER PLAY
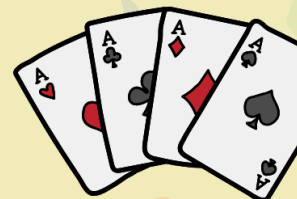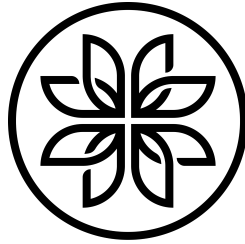
Fishing for Prizes

$2 PER PLAY

LUCKY

Pokemon Card Poker Fundraiser

**How It Works:**

1. **Setup:**
   - Use limited decks with only **playable cards**
   - Deck has **Basic Structure**: Use 15 cards of each type (Water, Fire, Grass, Electric)
   - **Total Cards**: 60 type cards + 8 trainer cards = 68 cards per deck
   - Participants pay an entry fee to receive a "hand" of **5 cards**.
2. **The Game:**
   - **Objective:** Create the **best hand**, similar to poker hands, using Pokémon cards.
   - Players can:
     1. **Draw 5 cards** initially.
     2. **Discard up to 2 cards** and draw replacements from the same deck to improve their hand.
        a. **Pay $1 extra**
3. **Winning Hands (Poker-style Pokémon Hands):**
   - **All different types** → **Grand Prize (0.41%)**
   - **Flush** (5 cards of same type) → **Grand Prize (5.98%)**
   - **Full House** (3 of one type + 2 of another) → **Medium Prize (15.80%)**
   - **Four of a Kind** (4 cards of same type) → **Small Prize (23.36%)**
   - **Three of a Kind** (3 cards of same type) → **Small Prize (25.83%)**
   - **Two Pair** (2 of one type + 2 of another) → **Small Prize (17.59%)**
   - **One Pair** (2 cards of same type) → **Participation Prize (11.03%)**
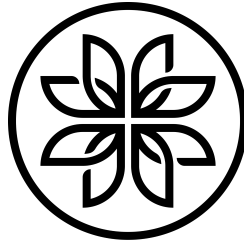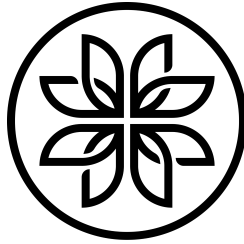
UVSA-MIDWEST
Night Market of Memories

Prizes:

- **Grand Prize:** Smiksi
- **Medium Prize:** Stuffed Animal
- **Small Prize:** Sticker
- **Participation Prize:** Candy

Game Flow Example:

1. **Participant A** draws 5 cards:
   - Pikachu (Electric), Charmander (Fire), Bulbasaur (Grass), Squirtle (Water), and another Bulbasaur.
   - They **discard Charmander** and draw again – receiving **another Squirtle**.
   - Now their hand is: 2 Bulbasaur + 2 Squirtle – **Two Pairs** = **Small Prize**.

Appeal:

- Adds **strategy** with poker mechanics (players decide which cards to keep or discard).
- **Element of chance** keeps it fun and encourages multiple rounds.
- **Low cost** since you already have cards on hand, with entry fees covering the prize pool.

Night Market of Memories
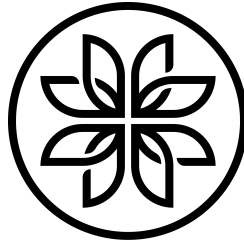
- **Highly engaging for Pokémon fans**, especially with the thrill of hunting for rare or shiny cards.

Setup:

- Create **designated decks** with a good balance of types and rarities.
- Prepare a simple prize board that shows the winning hands and their corresponding prizes.
- Charge a participation fee per round (or offer discounts for multiple rounds).

Price:

- **$2** per play

UVSA-MIDWEST

Night Market of Memories

Fishing for Prizes – Randomized Prize Tiers

How It Works:

1. **Setup:**
   - Prepare a **mini fishing pond** with floating **fish or toys**, each marked with a **number** (e.g., 1 to 30).
   - Use a **magnetic rod or net** for participants to fish for a toy.
   - At the start of **each round**, randomly **assign numbers to prize tiers**:
     - **Small Prizes**: 3-5 numbers (e.g., 3, 6, 11).
     - **Medium Prizes**: 2-3 numbers (e.g., 9, 1, 7).
     - **Grand Prize**: 1 number per round (e.g., 24).
   - Use a **random number generator** (e.g., an app or Excel) to shuffle the prize assignments every round.
   - 🔗 Fishing Game Number Generator
2. **Gameplay:**
   - Participants **pay to play** and use the fishing rod to catch a numbered fish or toy.
   - The **number on the fish/toy** determines their prize based on the **current round's prize tier assignment**.
   - If the fish **matches a number in the prize tier**, the player wins the corresponding prize.
   - **Bonus Round:** One toy contains the **hidden key** for the **CPP grand prize**, which can be claimed at any time regardless of the prize tier.
3. **Prize Tiers Example (Round 1):**
   - **Small Prize:** Numbers 3, 6, 11
   - **Medium Prize:** Numbers 9, 1, 7
   - **Grand Prize:** Number 24
4. **Round 2:**
   - **Small Prize:** Numbers 4, 8, 12
   - **Medium Prize:** Numbers 5, 15, 19
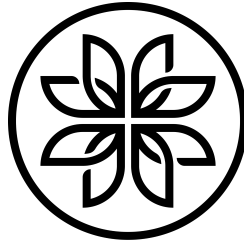
Night Market of Memories

- ○ **Grand Prize:** Number 30
5. **Hidden Key:**
   - ○ One fish in the pond has a **hidden key**. If a participant catches it, they unlock the **grand prize** exclusive to **CPP**, regardless of other prize assignments.


Example Game Flow:

1. **Participant A** catches fish **#9** in Round 1.
   - ○ Since #9 is in the **medium prize tier** for Round 1, they win a **medium prize**.
2. **Participant B** catches fish **#12** in Round 2.
   - ○ #12 is a **small prize** in Round 2, so they win a **small prize**.
3. **Participant C** catches the fish with the **hidden key**.
   - ○ They instantly unlock the **CPP grand prize**!

Appeal:

- **Ever-changing prize tiers** keep the game fresh and engaging every round.
- **Randomized rounds** encourage participants to try multiple times.
- **Interactive gameplay** makes it fun for all ages.
- The **hidden key** adds suspense, motivating players to keep fishing.

Price:

- **$2** per play
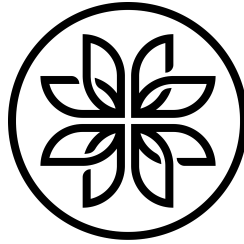
Night Market of Memories

Crane Machine Fundraiser

How It Works:

1. **Setup:**
   - Fill the crane machine with **clear plastic capsules** and **candies** to make it more fun and visually appealing.
   - **Capsules contain numbers** inside, corresponding to different prizes listed on a **prize board**.
   - Participants use **event-designed coins** to play.
2. **Gameplay:**
   - **Participants pay** to receive a coin, which they insert into the crane machine.
   - They **control the claw** to grab either a capsule or candy.
     - **Capsule:** Contains a **number** that determines their prize.
     - **Candy:** Acts as a fun consolation prize, encouraging them to try again for a capsule.
3. **Prize Tiers:**
   - **Small Prize:** Numbers 1-10 (Candy).
   - **Medium Prize:** Numbers 11-15 (Stickers).
   - **Grand Prize:** Number 16 (Stuffed Animals).
   - **Bonus Capsule:** One capsule contains a **special prize** exclusive to the **Collective Philanthropy Project (CPP) - Smiski**.
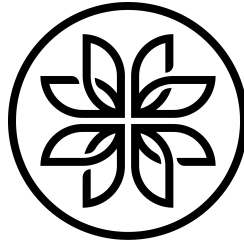4. **Candy Element:**
   - **Participants who grab candy** still enjoy a sweet treat, even if they don't win a capsule.
   - This encourages **more attempts**, as everyone wins something with each play.

Example Game Flow:

Night Market of Memories

1. **Participant A** grabs a capsule and pulls **Number 8** – they win a **small prize**.
2. **Participant B** retrieves a **candy**, enjoying a sweet treat but is encouraged to try again.
3. **Participant C** grabs the capsule with **Number 16**, winning the **grand prize**!
4. **Participant D** gets the **CPP bonus capsule**, unlocking a **special prize**.

Appeal:

- **Hands-on and exciting:** Operating the claw adds suspense and engagement.
- **Consolation candies:** Everyone leaves happy, even if they don't get a capsule.
- **Repeat plays encouraged:** Participants may try again to grab both candy and capsules.
- **Instant prizes:** Players know immediately what they've won, enhancing the thrill.

Price:

- **$2** per play

Prizes

Pokemon Card Poker:

- **Participation Prize:** Basic pairs (like candy or stickers). **(Candy)**
- **Small Prize:** Three of a Kind. **(Sticker)**
- **Medium Prize:** Full House or Flush. **(Stuffed Animals)**
- **Grand Prize:** 4 of a Kind or Legendary/Shiny card. **(Smiksi)**

Fishing for Prizes:

- **Small Prize: Candy**
- **Medium Prize: Stuffed Animal**
- **Grand Prize: Smiski**

Crane Machine Fundraiser:

- **Small Prize:** Numbers 1-10 (Candy).
- **Medium Prize:** Numbers 11-15 (Stickers).
- **Grand Prize:** Number 16 (Stuffed Animals).
- **Bonus Capsule:** One capsule contains a **special prize** exclusive to the **Collective Philanthropy Project (CPP) - Smiski**.