

# Gala Games

**You need**  a classmate  2 counters  
 a dice  a calculator (optional)

## Game

Play the Gala game with a classmate. You start with \$20. Take turns to throw the dice.

Keep a record of the money you have. Start again if you run out of money. The winner is the first person who can buy an ice cream at the end of the day.

1 <b>START</b> You have \$20.	2 Buy a drink for \$1.	3 	4 Buy two sausage rolls for \$1 each.	5  Miss a turn.	6 Get your face painted for \$2. 
7 Buy three tickets in the raffle for \$2.	8  You trip over. Miss a turn.	9  Answer the phone in the office.	10 Pay 50 cents to solve the mystery numbers.	11 You lose \$2.	12 
13 Help out at the sweet stall. Get a free drink. 	14 	15 Win \$4 for finding the mystery numbers.	16  Go back five places.	17  Have another turn.	18 Win \$20 in the raffle. 
19 	20 Watch the kapa haka performance. Give a koha of \$2.	21 Buy two places on Clara's grid for \$1 a place.	22  You help a friend. Go to square 26.	23  You find \$2.	24 
25 Take a message for the principal. 	26  Win \$30 in the raffle.	27 Buy two curries for \$3 each.	28 Buy yourself and a friend a drink each. A drink costs \$1.	29  Buy your mum flowers for \$3.	30  You spill your drink. Miss a turn.
31  Your nan gives you \$3.	32 Pay \$2 so your sister can have her face painted.	33 	34 Help clean up the cowpats.	35 Go back to 24.	36 Have you got enough money to buy an ice cream? 

**\$1.50**