

Guideline for Game Placement in ITVMs

\$30	\$30	\$20	\$20
\$20	\$20	\$10	\$10
\$10	\$10	\$10	\$10
\$5	\$5	\$5	\$5
\$5	\$5	\$3	\$3
\$2	\$2	\$1	\$1

How Many Games at Each Price Point to Face							
Retailer Facings	\$1	\$2	\$3	\$5	\$10	\$20	\$30
16	1	1	1	4	4	4	3
20	1	1	1	5	5	5	3
24	1	1	1	6	6	6	4
32	1	1	1	7	8	8	5
36	1	1	1	8	9	9	6
40	1	1	1	9	10	10	7
48	1	2	2	11	13	12	8
72	1	3	3	17	19	18	12
96	1	4	3	22	25	24	16

Games to Face (Games in Red are NEW!)							
Priority	\$1	\$2	\$3	\$5	\$10	\$20	\$30
1	1554 GNOME F	1553 GINGERB	1552 NAUGHTY	1551 HO HO W	1550 SNOW MU	1549 \$1,000,0	1530 \$3,000,0
2	1544 BOO BUC	1543 MONSTER	1538 HIGH VO	1541 JACK-O-	1540 WILLY W	1535 \$1,000,	1510 MONOPOL
3	1534 HOT TIC	1539 CA\$H IN	1517 BOLT BU	1542 777	1531 SHOW ME	1525 FEELIN'	
4	1529 BEE LUC	1533 BONUS B	1527 TRIPLE	1536 SOLID G	1492 \$500,00	1515 MINING	
5	1524 WILD WI	1528 SCOOP U	1507 COLOR B	1537 CROSSWO	1546 MONOPOL		
6	1519 2 FOR \$	1523 7-11-21	1498 WILD CA	1521 BIGGER	1520 \$1,000 D		
7		1514 MONOPOL		1547 MONOPOL			
8		1518 CASH CR		1532 ON THE			
9				1526 DIGGING			
10				1516 THE MON			
11				1522 THE HUN			
12				1493 \$500 CA			
13				1496 WHITE H			
14				1472 LINCOLN			
15							
16							
17							
18							
19							