

LET'S MAKE A DEAL



Open with an explanation of the game – modeled after game show from the late 60s-early 70s. Monty Hall (the host) would go out into the audience and offer people money for items in their purse. People would get called up on stage to play the game. The winner would get to choose what's behind Door 1, 2, or 3.

They are playing for what's in Envelope 1, 2 or 3. Two of the envelopes have a piece of free Tupperware in them (funnel, rocker scoop etc.) the other has 35% off any one piece or set of Tupperware.

There are three ways to get points – from items in their purse, by answering some questions, and by asking some questions. There is an additional chance at the end to come up from behind by drawing from the keychains, smidgets, etc. 500 points can be given for being on time, another 500 points can be awarded for bringing an adult guest.

Move quickly through the list having them put a checkmark down on a piece of paper for each item that they have. Offer them 100 points for each item that is in their purse and on your list.

Then have them turn their cards over and write their name, phone number, and number from 1 through 7 as you have seven questions to ask them. While they do that you can share your “Tuppermonial” and give information about the opportunity kit etc. Again, they receive 100 points for each question answered.

1. What did you hear that you liked most about my job?
2. Have you ever thought of doing what I'm doing?
3. What would you spend an extra \$300-\$500 a month on?
4. Could you get excited about having a new car or mini-van?
5. Would you be willing to set up a time to hear more about the Tupperware opportunity?
6. What is the one thing that would prevent you from doing what I'm doing?
7. Who do you think would make a good Tupperware consultant?

During the Tupperware demonstration points are given for asking questions about the product, finding a page number, or perhaps sharing great ideas for using the product.

End the demonstration with the product that contains the smidgets etc. This is the last chance the guests have for points to win Envelope 1, 2, or 3. If they decide to draw when the bowl is passed they get to keep what they drew, add 1000 points to their total for the game and then honor what the note says inside. Some will say “Free Gift,” other say “Let's Have a Party!” Either way the guest receives more free Tupperware for drawing.

The people with the three highest scores get the envelopes. This is, however, “Let's Make a Deal.” Have them hold it but not open it as you will want to try to wheel and deal to get the envelope back. Tempt them with a few gadgets for what's in the envelope. They can go for the gadgets or keep the envelope and receive what the note says inside.

PURSE SEARCH

PEN
TUPPERWARE INVITATION
STAMPS
ENVELOPE
LOOSE CHANGE
TOOTH PICK
MATCHES
JEWELRY
CAMERA
FILM
PAPER CLIPS
RUBBER BAND
BUSINESS CARD (not your own)
COUPONS
CRAYONS
WIPES
STUB FROM MOVIE, BALL GAME, CONCERT, ETC.
DECK OF CARDS
PIECE OF GUM (not chewed)
LIFE SAVER
BREATH MINT
DRIVER'S LICENSE: (within 10 lbs. of the weight on your license – 300 pts.)
(organ donor – 300 pts.)
LIPSTICK
NAIL POLISH
NAIL FILE
COUGH DROP
VISA
MASTERCARD
DISCOVER (credit cards TW accepts for your order)
ROLAIDS/TUMS
FREQUENT BUYER CARD
PHOTO OF SOMEONE YOU LOVE (other than yourself – 300 pts.)
TUPPERWARE (500 PTS.)

MIRROR
ASPIRIN/TYLENOL
BOTTLE OPENER
PAYCHECK/STUB
DENTAL FLOSS
TOOTHBRUSH
TOOTHPASTE
SHAMPOO
CALCULATOR
CALENDAR
PAGER
CELL PHONE
BATTERY
ADDRESS BOOK
FLASHLIGHT
BUTTON
BARRETT
LIBRARY CARD
INSURANCE CARD
GIFT CERTIFICATE
KEYS

LOTION
KLEENEX (can be used)
SCISSORS
TAPE MEASURE
SEWING KIT
SAFETY PIN
HAIRBRUSH
EYEGLASSES
SCREWDRIVER

