

LOTTO

For Any Number of Players

One of the players should be chosen as dealer or distributor of the cards. His duty is to shuffle the cards and distribute them to the players, call the numbers and place them upon the check sheet which he keeps directly in front of him. For variation the winner of the game may automatically become the dealer of the next game.

To add zest to the game it should be played for stakes, and chips, buttons, toothpicks or beans may be used for this purpose. Each player is given an equal number of these tokens before the game begins. He may then purchase as many cards as he desires, paying a chip, or button for each card. These chips are pooled in the center of the table.

The markers are placed in a convenient place in the center of the table so that all players can reach them when needed. These markers are used to cover the numbers on the cards as they are called.

The wooden call numbers are shaken thoroughly in the tray in which they are packed. The dealer then without looking, picks a number from the box and calls it out very distinctly. After he calls the number he places it on the check sheet on the corresponding number.

Each player immediately covers with a marker, or markers, any and all of the numbers that he can find in the spaces on his cards, which correspond to the one called by the leader. The player who first covers the numbers in any one of his horizontal rows calls out "LOTTO", and wins the game. To make sure that there has been no error, the player calling "LOTTO" calls back to the dealer the five numbers which he has covered, so that they may be verified from the check sheet upon which the dealer has placed the numbers.

The winner takes all the chips from the pool in the center of the table.

The numbered pieces are then put back in the box, and the next dealer proceeds in the same manner as the previous one. He shuffles the cards and allows the players to draw their cards, one for each chip, and then proceeds to call the numbers.

The game continues in this way, playing as many times as the players decide upon.

A Variation of LOTTO

An interesting variation of LOTTO may be played as follows: Instead of covering the numbers on any horizontal row, ALL the numbers on the card may be covered; or the first two rows, or the top and bottom rows. The players decide upon the rows to be covered before beginning a game. The original and fastest game, however, is to cover just one horizontal row.

(SPANISH)

JUEGO DE LOTTO

Cualquier Número de Personas Puede Jugarlo

INSTRUCCIONES

Elíjase un conductor que dirija el juego.

El conductor hace que cada uno de los jugadores escoja tres tarjetas, las cuales éstos colocan en la mesa frente a ellos, con la cara hacia arriba.

Las fichas numeradas se dejan en la caja y deben sacudirse y mezclarse bien.

El conductor da comienzo al juego metiendo la mano en la caja, sin ver lo que hace, y retirando una ficha numerada. Luego indica en voz alta el número de dicha ficha y la coloca sobre la mesa a la vista de todos los jugadores.

Inmediatamente cada uno de los jugadores cubre con un marcador, o marcadores, todos y cada uno de los números que encuentre en los espacios que aparecen en sus tarjetas y que correspondan con el número mencionado por el conductor.

Este procedimiento en que el conductor retira una ficha numerada y los jugadores cubren con marcadores todos los números correspondientes en sus tarjetas se repite hasta que uno de los jugadores logre cubrir todos los números en cualquiera las de tres hileras de sus tarjetas. En este caso el jugador grita "Lotto" y gana el juego.

Una vez que se grita Lotto, se vuelven a colocar todas las fichas numeradas en la caja y ésta se pasa al jugador sentado a la izquierda del último conductor junto con las tarjetas y los marcadores.

Este último procede luego como anteriormente, haciendo que los jugadores escojan nuevas tarjetas y mencionando las fichas numeradas a medida que las retira.

Este renombrado juego puede ser jugado de cualquiera otra manera que deseen los jugadores.

MILTON BRADLEY COMPANY, Springfield, Mass.

"Makers of the World's Best Games"

LOTTO

(DIRECTIONS ON OTHER SIDE OF THIS SHEET)

Checking Table

The Dealer should place each piece on the corresponding number as he calls it out. Thus, in case of dispute, it can be ascertained whether any number has been drawn or not.

81	71	61	51	41	31	21	11	1
82	72	62	52	42	32	22	12	2
83	73	63	53	43	33	23	13	3
84	74	64	54	44	34	24	14	4
85	75	65	55	45	35	25	15	5
86	76	66	56	46	36	26	16	6
87	77	67	57	47	37	27	17	7
88	78	68	58	48	38	28	18	8
89	79	69	59	49	39	29	19	9
90	80	70	60	50	40	30	20	10