

LOTTO

The game of Lotto may be played by any number of persons. One of the players should be appointed as the Caller for each game played. He places the Checking Chart (found on the reverse of this folder) in front of him and thoroughly mixes the numbered discs in the box so that he may draw them one at a time and at random.

The Caller then distributes the Lotto Cards so that each player has at least one card. (All should have the same number of Cards if more than one to a player are used). The plain markers are given to the players in a fairly equal distribution.

When these preparations are completed, the Caller takes a numbered disc, at random, from the box. He looks at it and calls out the number. Each player finding this number on his card, or cards, places a plain marker on it. The Caller places the numbered disc on the corresponding number of the Checking Chart. He then takes another disc from the box and the game continues in like manner.

When a player has covered all of the numbers in one of the three horizontal rows of his card (or any one of his cards where more are used), he calls out "LOTTO" and the game stops. The caller checks the player's covered numbers against his Checking Chart. If all of the numbers have been called, this player is the winner. In the event that a mistake has been made, the game continues.

A variation of this game is to have each player place his cards end to end in front of him. It is now required to fill a complete horizontal row across all of his cards for a player to be a winner. Other variations may be decided upon by the players.

This is another presentation by Playtime House in its complete series of expertly designed, substantially constructed games, puzzles, toys and books.

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