Thanks a Lottery

2–6 PLAYERS

25ISH MINUTES

COMPONENTS

52 game cards, 3 prize cards, 15 dice, 8 tokens, and these rules.

HOW TO WIN

Have the most points after 3 rounds.

PREP THE GAME

1. Pick a scorekeeper. Give them **pen & paper**. The player to their left deals first.
2. Pile all **dice** on the table.
3. Put **game cards** in a deck on the table.
4. Stack **prize cards** so Round 1 is on top.
5. Put all **tokens** in the tin, keeping it nearby.

PLAY HAPPENS IN ROUNDS

Take turns trying to play **blocks** of cards in front of yourself and adding to the blocks of others. Each card you add to someone else's block earns you a die.

At the end of each round you'll score 1 point for each card and die in front of you, *plus* your dice can score *even more* in round's lottery.

Most points after 3 rounds wins!

SETTING UP THE ROUND

1. The dealer shuffles all **game cards**, then deals a hand of 6 cards to each player. Place the remaining deck on the table. The player to the dealer's left will go first.
2. Make sure the top **prize card** matches the current round and all **tokens** are in the tin.
3. Roll all **dice** at once. Put them (as rolled) in the middle of the table to form a *dice pool*.

SO, WHAT'S A BLOCK?

A **block** is 3 or more cards that are either:

sequential - or - **identical**

Add to **sequential blocks** at either end. Sequences can wrap around (like 6 7 1), but can't contain the same number twice.

Add to **identical blocks** with more of the same card.

USING WILDS

Use a **wild** from your hand in place of a card within a block. A couple rules about wilds:

– There can only be 1 wild per block.

– You can only play wilds in your own blocks.

ON YOUR TURN

Draw a card, then you can do **1** thing with the cards in your hand. You only have 1 option to start each round:

– Play a **block** face-up in front of yourself.

Doing this unlocks 3 more options for your turns the rest of this round:

– Add 1 or more cards to 1 of your blocks.

– Add 1 or more cards to **someone else's block**, then take 1 die per card added from the *dice pool*. (Don't change the die's value.)

– Replace a **wild** in **someone else's block** with the real card. Take that wild into your hand *and* take a die from the *dice pool*. (Don't change the die's value.)

Whichever action you take, you can only play or add to 1 block per turn.

ENDING THE ROUND

Take turns until someone either:

– Starts their turn with no cards in their hand *and* has at least 1 die in front of them, or;

– Can't draw because the deck's run out, or;

– Takes the last die from the *dice pool*.

Turns stop immediately, and everyone **finalizes their entries**.

FINALIZING YOUR ENTRIES

You may now re-roll any of your dice 1 time. Pick up the dice you wish to re-roll and wait for others to do the same.

Players all roll at the same time. Your dice are now set, and it's time to **hold the lottery**.

HOLDING THE LOTTERY

The dealer shakes all tokens in the tin, then picks someone to draw out 3 tokens, 1 token at a time, without looking.

As they draw each token, place it on the prize card's lowest available space.

Each die you have matching a token on the prize card scores the points shown.

If the ❌ is drawn, **no** dice score those points.

If the 🎴 is drawn, **all** dice score those points. (This means some dice will score twice. That's great if you have them!)

SCORING THE ROUND

Total up your score. You get:

– 1 point for each card in your blocks;

– 1 point for each die you have, and;

– all points won by your dice in the lottery.

Finally, subtract 1 point for each card that was still in your hand at the end of the round.

This total is your score for the round. (If your total is less than 0, score 0 instead.)

After Round 1 & Round 2

Set up the next round. The player who caused the round to end deals next round.

After Round 3

The player with the most total points across all 3 rounds wins! If there's a tie, whoever scored the most points in Round 3 wins.

If still tied, it's a tie!

VARIANTS

Want a little more? We got you.

Lucky Card Bonus

Score bonus points for cards in your blocks that match the middle prize token each round: 1 point each in Round 1, 2 points each in Round 2, and 3 points each in Round 3.

For example, if the 🎲 is the middle prize token in Round 2, all **5**'s in your blocks score 2 bonus points each. Note that, 🎴's in place of **5**'s **don't** score bonus points.

The Long Game

Don't stop taking turns when someone's hand runs out of cards. Instead, only stop the round when either the *dice pool* empties or the deck runs out of cards.