

GAMES OF THE GALAXY HOLODEX



CREDITS

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LICENSING



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SOURCE

These rules were developed as part of the *Games of the Galaxy* project: www.gamesofthegalaxy.com

Rules Link:
www.gamesofthegalaxy.com/lottoproxima



RULES FOR LOTTO PROXIMA

Lotto Proxima cards were a money-making scheme used by the White Worms gang on Corellia, as a way of making money and laundering profits. After the lottery was finished, Corellian street urchins picked up the discarded tickets and used them to invent this game. When the scrum rats were not scavenging for scraps, they would play Lotto Proxima and other games in the dark tunnels of Lady Proxima's den.

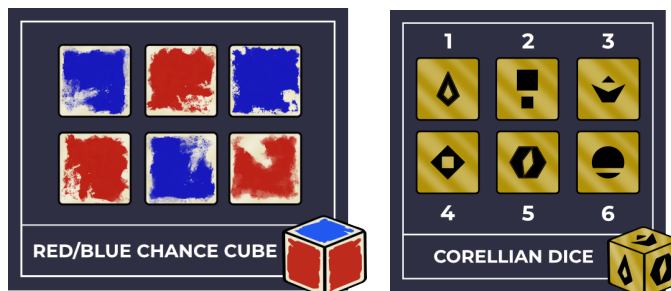
GOAL

The first player to cover all of the coloured symbols on their Lotto Proxima card is the winner of the game.

SETUP

x1 Chance Cubes - Each player uses a Red/Blue Chance Cube, a six sided die with 3 blue sides and

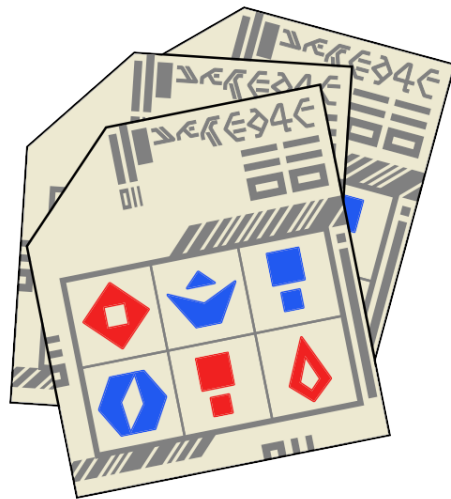
x1 Corellian Dice - A six-sided dice with 6 symbolic faces valued 1-6.



x6 Chips or Tokens x Players - Chips or tokens suitable for marking off numbers on the Lotto Proxima card.

Prize Pot (Optional) - Players pay any agreed ante into the prize pot.

Lotto Proxima Cards x Players - A six-sided dice with 3 red and 3 blue sides.



GAMEPLAY

1. CHOOSE THE CALLER

Choose one player to be the Caller. They give each player a Lotto Proxima Card and six gaming chips.

2. THE ANTE (OPTIONAL)

Each player pays the agreed ante into the pot for this game.

2. THE THROW

The Caller begins by rolling the chance cube and the Corellian cube, then announces the colour and Corellian symbol, i.e. "BLUE SPIKE" or "RED CROWN". If the player has that coloured number on their Lotto Proxima card, they cover it with a gaming chip.

WINNING THE GAME

When a player has covered all six coloured symbols on their Lotto Proxima card, the player yells 'PROXIMA!' to become the winner. If there is a tie, those players roll the Corellian chance cube. The player that gets the highest value roll is declared the winner.

