



CREDITS

Designer: Kevin Van Ryswyck
Graphics: Rick Scott

LICENSING



These rules are protected by **Creative Commons License CC-BY-NC-ND**.

You may distribute these rules with credit to the creator and a link to the source website. Only non-commercial use of the work is permitted without prior clearance. Please do not create derivatives or adaptations of the work (the developed rules, graphic adaptations and original graphics used in this document).

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

Sika is inspired a game of chance cubes glimpsed in the Clone Wars episode Sphere of Influence which is played by Greedo and a group of thugs. The name for this game comes from a region on the planet Rodia, where the game originates.

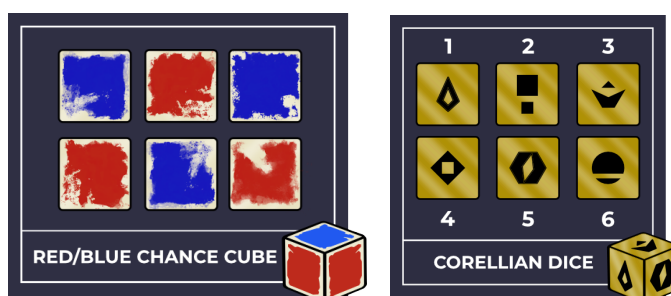
GOAL

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 3 red sides.

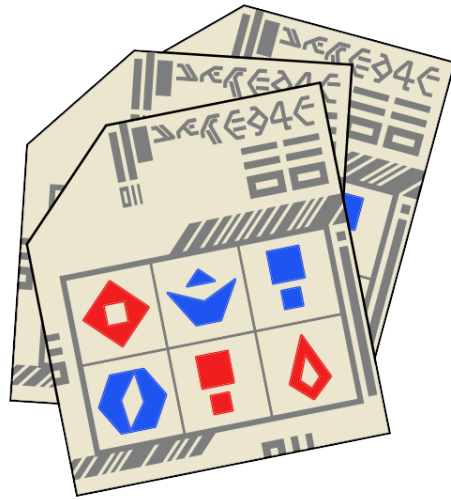
x1 Corellian Dice - A six-sided dice with 6 symbolic faces valued 1-6.



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.