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# Letter Lotto<sup>®</sup>

Materials needed: Two or more players, one game sheet for each player, one to six letter dice, pencil, timer or clock.

The object of Letter Lotto is to make as many words as you can from six letters rolled from the letter dice in the amount of time designated for a round of play.

Words must have at least three letters. Words cannot be proper names, abbreviations or contractions. Plurals are allowed.

Players take turns rolling the letter dice and write the letter rolled in the circle at top of game sheet until all six circles are filled. If a "wild" or "vowel" is rolled, the player rolling it may choose the letter to go in the circle. The length of the round is determined before play begins. No more than two or three minutes is the recommended amount of time per round. The timer starts after all six circles are filled. Players make words using the letters in any order. A letter may only be used once in any one word. The letters may be used again in new words. Example: If the letters in the circles are:

H C A Y T S

some possible words would be *cat, cats, chat, chats, hasty*, etc.

If no words can be formed after the six letters are filled in, each player rolls one letter dice and replaces a letter of his choice. This is repeated if necessary.

Score is tallied at the end of each round. One (1) point is given for each three-letter word, two (2) points for each four-letter word, four (4) points for each five-letter word, and ten (10) points for each six letter word. The above words would score a total of fourteen points. Spellings maybe challenged. If a word is spelled incorrectly, it is discarded without penalty and no points are awarded. Three rounds complete a game.