

The Transylvanian Lottery

2-5 players, 20-30 minutes, 8 and up

Designed by Chris Backe - entrogames.com

It's the 317th annual Grand Transylvanian Lottery, and all sorts of prizes are available! Every Transylvanian resident gets an entry, but you've decided to try and rig the lottery to win the various prizes. During the Rigging phase, move your tickets around the Transylvanian Castle to add, move, or remove tickets from the various bags. During the Lottery phase, win prizes to earn points. Try to collect the prizes with the specific icons you want to collect and score the most points to win!

Components

- 3 cloth bags, numbered 1, 2, and 3
- 72 wooden cubes (9 each of 8 colors)
- 8 wooden discs (1 each of 8 colors)
- 60 poker-sized cards (36 prize cards, 12 role cards, 12 scoring cards)
- 1 first player token
- 1 central bi-fold board (currently 30x60cm)

Setup

- Unfold the board and lay out face-up in the middle of the table.
- Lay out the three bags just left of the numbers.
- Let each player choose a role card, then place it face-up in front of you.
- Let each player choose a scoring card, then place it **face-down** in front of you. You may peek at this at any time, but avoid showing it to anyone else.
- Take the player disc and the 9 cubes, or **tickets**, of the color of their choice.
- Have each player place 1 of their tickets on each of the 3 ticket areas (the boxes with 'Tickets' text) and 1 ticket into each of the 3 bags. Place 3 tickets near your role card (these are what you'll spend to take actions), and the final ticket in the upper right corner of your role card (this identifies you by color).
- Shuffle the deck of prize cards, then lay out one prize card in each slot (nine total)
 - If playing with only 2 players, use only 2 prize cards per row.
- Shuffle the deck of action cards, then lay out one action card in each slot (six total)
- The player that most recently gambled in some way receives the first player token.
 - The first player starts the Rigging phase and does the drawing during the Lottery phase. This role rotates clockwise after every round.

Play / on your turn

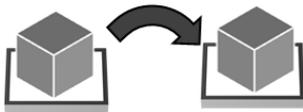
Each round has two phases:

- A Rigging phase (where you add and move tickets around)
- A Lottery phase (where tickets are randomly drawn from the bag)

Rigging phase

During the Rigging phase, each player takes three turns. On your turn, play one of your tickets on an Action card, then take that card's action up to that many times. Once played, this ticket is locked and cannot be moved by any of the normal actions. You may always choose to play a ticket by placing it into any Ticket space instead of taking an action.

Action guide

	Move tickets from any ticket area to any bag.		Draw a ticket from a bag, then put it into any bag you want.
	Move tickets from any ticket area to any other ticket area.		Draw 1 token from a bag, then swap it with a ticket in the ticket area.
	Draw a ticket from two different bags, then swap their positions if you want.		Draw tickets from any bag, then put them on any ticket area.

In general, actions can be taken from anywhere to anywhere, and with any tickets of any color, so long as they are taken **from the correct place** (either the bag or the ticket area).

Players are free to feel the bags from the outside to figure out how many tickets are in a bag, but are not allowed to look inside the bag unless their action specifically allows them to do so. As you're playing, it's worth remembering that each player has exactly 9 tickets at their disposal, so you may be able to work out what is where as you play.

After three rounds, all players have played all of their tickets, and the Rigging phase is over. Add all tickets played on action cards and all tickets still in the Ticket area to the matching bag, then proceed to the Lottery phase.

Lottery phase

During the Lottery phase, have the first player shake up bag #1, then randomly draw the appropriate number of tickets one at a time (5 in a 2-3 player game or 7 in a 4-5 player game). Place the drawn tickets in the spaces on the board from left to right. Whoever has the most tickets of their color drawn takes their choice of prizes from that space. The player with the second most tickets drawn takes their choice of the remaining, and the player with the third most tickets drawn gets the remaining prize from that space.

You must have at least one ticket drawn from the bag to claim a prize from that row.

If there is a tie, the player whose cube was drawn latest breaks the tie.

Example: the tickets drawn are red, blue, yellow, red, and blue. Blue and red are tied at two tickets each. Blue's ticket was drawn latest, so blue gets the first choice of prizes and red gets second choice. Yellow receives the remaining prize.

If there are any tickets drawn that *do not* win a prize, move them into the first spots of the next ticket row in the same order they were drawn. These tickets act as if they were drawn from that row's bag. Any tickets that don't win a prize from the last bag 'wrap around' to the first bag for the next round.

Repeat this process with the other two bags.

After all prizes have been given away, start resetting for the next round.

Other things to note:

- Any unawarded prizes are discarded out of play.
- If there are no tickets in a bag when the lottery phase begins, none of the prizes are awarded to anyone - discard them out of play.
- A player can win any or all of the prizes in a row.

Resetting / End of round

- The tickets drawn from bags are moved down to the matching Tickets area.
- Empty the bags onto the board where the prize cards were - have all players claim exactly 3 of their tickets back, then place any extra tokens back in any of the bags as you like.
- If you were unable to claim 3 of your tickets from the bags, claim cubes from any of the Ticket areas until you have exactly 3 tickets.
- Of your 9 tickets, 6 should be on the board or in the bags, while the other 3 should be in your player area.
 - Important: you must claim your tickets back **before** the prize cards are shown for the next round. You may want to balance out where your tokens are, or focus on a specific bag and hope good prizes end up there!
- Pass the first player role clockwise.
- Lay out some more prize cards, and you're ready for the next round.

End of game / Winning

After 3 rounds are played, the game ends. All players reveal their scoring cards, then count up their points, based on the cards they collected. The player with the most curses scores 5 points, but there's a tie for the most curses, no one scores those points. Most points wins.

If tied, the tied player that won the most prize cards wins the game.

About the prizes

Prizes come in three types:

	<p>Royal prizes (a purple crown) have a crown icon and are worth more points than normal prizes.</p>
	<p>Cursed prizes (a red dagger) have a curse icon along with one normal icon near the top of the card. Cursed prizes subtract points according to the icon at the top.</p>
<p>Normal prizes (with a light brown background) have two icons near the top of the card. Each character is trying to collect three of the six icons:</p> <div style="display: flex; justify-content: space-around; align-items: center;">       </div>	

<h3>About the character cards</h3> <div style="border: 1px solid black; padding: 10px; background-color: #f5e6d3;"> <p>Gnome </p> <p>During the rigging phase, once per round, swap two cubes on action cards.</p> <hr/> <div style="display: flex; justify-content: space-between;">  <p>Blood</p> </div> <hr/> <div style="display: flex; justify-content: space-between;">  <p>Music</p> </div> <hr/> <div style="display: flex; justify-content: space-between;">  <p>Water</p> </div> </div> <p>Our Gnome friend above has an asymmetric action only they can take. Everyone can see they want to collect Blood, Music, and Water...</p>	<h3>About the scoring cards</h3> <div style="border: 1px solid black; padding: 10px; background-color: #f5e6d3;"> <div style="display: flex; justify-content: space-around; align-items: center;">    </div> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 10px;">    </div> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 20px;">   </div> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 20px;">   </div> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 20px;">   <p>Scoring</p> </div> </div> <p>But only <i>you</i> know which one of them is the most important to you. (Remember to keep your Scoring card face-down, but peek at it whenever you want.)</p>
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