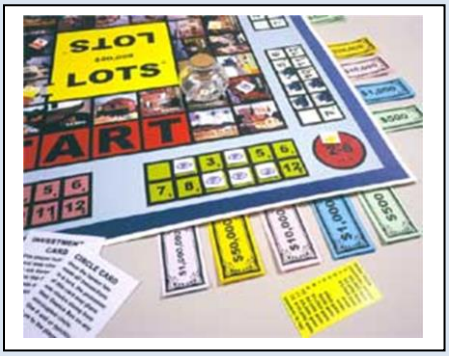
LOTS™

Made by: COPPLESTONE



NEWS FLASH!
SUCCESSFUL SYSTEM DISCOVERED
IN LAS VEGAS

While playing Blackjack at the Las Vegas casinos, it was not long before I realized that the big winner at the end of each

day was the house, the owners. Some of us would win a little, they would win a LOT! The reason they were winning, it occurred to me, was we were playing their games with their built in assurance of profit. THAT WAS IT! The Winning System (along the idea of – if you can't beat them join them) would be to somehow have the people playing my game. Since buying the casino was a little out of the question, creating the dice game LOTS™ was my solution.
COPPLESTONE™ is pleased to introduce our dice game LOTS™. We have made every effort to realize in this game its classic potential. We believe after playing LOTS™ you will agree that we have accomplished our goal. Our success will be measured in the amount of your enjoyment, made visible by the size of your LOTS™ bank accounts. Good luck, and as the saying goes: When you are going to work; work hard. When you are going to play; Play LOTS™.

LOTS™ the Income-Investment Strategy Game

Game (1) LOTS™ - Rules

Object: Be the first player to advance your Place keeping Stamp from the Start Box, thirty-six spaces ahead to the Center Box for the win, (collecting as much cash in the process as possible).

Game (2) HOUSE LOTS™

Object: Instead of trying to beat the other players to the center win box, each player is racing a House Player, who uses a House Marker and advances one space each time the dice are rolled. Play continues until each player completes his or her race with the house.

Game (3) LOTS-STOCK&TAXES™

Observe the rules of LOTS™ with the addition of seven Investment Cards.

In the beginning of each person's financial life, hope springs eternal. The game LOTS™ encapsulates a year of that life in as few as thirty-six roles of the dice. The version LOTS-STOCK&TAXES™ additionally provides ways for players to have those earnings grow through any one of a number of investment opportunities, giving each and every player the chance to realize their financial hopes and dreams.
Whether those hopes are modest or grand (that first thousand dollars or that first million), persistence here will give you your desired result.

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While playing Blackjack at the Las Vegas casinos, it was not long before I realized that the big winner at the end of each day was the house, the owners. Some of us would win a little, They would win a LOT! The reason they were winning, it occurred to me, was we were playing their games with their built in assurance of profit. THAT WAS IT! The Winning System (along the idea of - if you can't beat them join them) would be to somehow have the people playing my game. Since buying the casino was a little out of the question, creating the dice game LOTSTM was my solution. COPPLESTONETM is pleased to introduce our dice game LOTSTM . We have made every effort to realize in this game its classic potential. We believe after playing LOTSTM you will agree that we have accomplished our goal. Our success will be measured in the amount of your enjoyment, made visible by the size of your LOTSTM bank accounts.
Good luck, and as the saying goes:
When you are going to work; work hard.
When you are going to play; Play LOTSTM.
LOTSTM the Income-Investment Strategy Game
Game (1) LOTSTM - Rules
Object: Be the first player to advance your Place keeping Stamp from the Start Box, thirty-six spaces ahead to the Center Box for the win, (collecting as much cash in the process as possible).
Game (2) HOUSE LOTSTM
Object: Instead of trying to beat the other players to the center win box, each player is racing a House Player, who uses a House Marker and advances one space each time the dice are rolled. Play continues until each player completes his or her race with the house.
Game (3) LOTS-STOCK&TAXESTM
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Whether those hopes are modest or grand (that first thousand dollars or that first million), persistence here will give you your desired result.
As professors of probability you earn your income on the LOTSTM canvas. You choose whether or not to use the Investment Cards. Pay your taxes; the rest of the cash is yours. LOTS-STOCKS&TAXESTM America's Game of Dreams.
SUPER DICE GAME - FUN FOR THE WHOLE FAMILY
LOTSTM challenge; Set the record for the fewest moves needed to go from the Start Box so the Win Box.
LOTSTM challenge; Set the record for the fewest games needed to amass a million dollars.
You know the BIG BANG theory... Once there was nothing. Then there was LOTSTM!!!
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Ages 8 to Adult 1 to 8 Players
Caution: Please use care not to scratch the playing surface. No warrantees applied. All risk assumed.

Game (1) LOTS™
Game (2) HOUSE LOTS™
Game (3) LOTS-STOCK&TAXES™

Game (1) LOTS™ - Rules
Object: Be the first player to advance your Place keeping Stamp from the Start Box, thirty-six spaces ahead to the Center Box for the win, (collecting as much cash in the process as possible).

Play: Each player places one of their six stamps in the Start Box, and their other five stamps in their Chance Box. These five stamps are used to mark which of the eleven numbers they believe will most likely match the number next rolled. When all choices are set the two dice are rolled. Those players who do match the number rolled by the dice, move their Place keeping Stamp forward the number of spaces indicated in the bottom of that numbers Selection Box and collect the cash indicated in the space they moved forward to. Players may place all five stamps on one number (which would increase their move by five times), or one stamp on five different numbers, or any other combination of choices they believe will give them their best chance to advance their Place Stamp. However players may not leave more than two Choice Stamps on Selection Boxes 2 or 12, and not more than three Choice Stamps on Selection Box's 3 or 11 unless they have fallen so far behind that these are the only options left to win the game. Players may wish to shield their selections from the other players until the Roller calls: No More Moves.

WHO ROLLS THE DICE TO START? High roll of the dice decides who rolls first, and then each player takes a turn rolling the dice (the roll moves ahead in a clockwise rotation, or at random if you prefer).

WHAT ARE THE THREE CIRCLES FOR?
Once the banker has made all transactions in a turn, the possessor of the Circle Card may choose to place one of their five Choice Stamps from their Chance Box into any one of the three Circles. They then quickly pass the Circle Card to the player to their left. That player may then place one of their stamps in any unoccupied Circle if they choose to and so on.
Each Circle offers a combination of numbers, which might next be rolled by the dice. Example: Circle 2-6 includes numbers 2,3,4,5 and 6.
Each Circle has a (positive) + number indicating the number of spaces to move forward if successful and a (negative) – number indicating the number of spaces to move back (requiring a cash refund) if unsuccessful. A player may occupy a Circle for only one role of the dice at a time. After that roll they must return their stamp to their Chance Box and wait for the Circle Card to come around again. It is likely that players will often have winning choices in both the Chance Box and a Circle. Those players should move ahead twice and collect cash twice.

IN CASE OF A TIE:
There is only one $20,000 Winner.
When a player reaches the Win Box all play stops. No one else moves. No one else collects any cash.

When two or more players end up in the Win Box from the same space, high roll of the dice among those players wins, unless one of the players trumps the others by having more than one stamp in their Selection Box.
Where two or more players enter the Win Box from differing spaces, the player who would advance further wins. Example: Player X is on space #35, player Y is on space #33, both players have one stamp on #12 and #12 is rolled. Player X wins.

BANKER: Someone must volunteer to be the banker. They have control of the pace of play and the responsibility to make all cash pay outs and take back all cash returns. This must be done in an orderly fashion, player by player, in a clockwise direction around the canvas.

ROLLER TASKS: The player next to roll the dice first sees that the Circles are used according to the rules. Next when all the Choice Stamps have been placed the roller should control play by saying: ALL SET? NO MORE MOVES. They then roll the dice.
Number of Players: 2 to 8 [To include up to seventeen players: Have someone be the Banker, and have teams of two].
Contents: One game canvas, 48 stamps, 2 die and lots of cash.

TERMS: Place Stamp: The stamp used to track a players progress in the game
Choice Stamps: The five stamps used to select numbers in the Chance Box or Circles.
Chance Box: The box containing the numbers 2-12
Selection Box: The eleven boxes within the Chance Box

Once a player has won, add up all your assets and start all over again.
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Game (2) HOUSE LOTS™
Object: Instead of trying to beat the other players to the center Win Box, each player is racing a House Player, who uses a House Marker and advances one space each time the dice are rolled. Play continues until each player completes his or her race with the house.

THE BANKER: In the version HOUSE LOTS™ the players collect cash (if and only) when they enter the Win Box.
The total cash amount in all thirty-six spaces from the Start Box to the center Win Box when playing HOUSE LOTS™ is $150,000.
When a player beats the House to the center Win Box they must add up the cash indicated in each space which the house has passed (including the space it is on), subtract that amount from $150,000 and collect the resulting amount in cash from the bank.
When the house beats a player to the center Win Box they must add up the cash indicated in each space which the player has passed (including the space they are on), subtract that amount from $150 ,000 and collect the resulting amount from the bank.

A round of HOUSE LOTS™ is over when all players have beaten the House to the Win Box, or the House reaches the Win Box.

HOUSE: Players may wish to have one player establish himself as the House permanently, or rotate the House responsibilities.

Observe the rules of LOTS™ with the addition of one Place Keeping Stamp for the House Player.

Number of players: 1 to 9, [Solitary LOTS™- one player verses the house, (the House wins exact ties)]

Game (3) LOTS-STOCK&TAXES™

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WHAT ARE THE SEVEN INVESTMENT CARDS?
LOW RISK CARD- Bonds, Money markets
MEDIUM RISK CARD- Mutual Funds
HIGH RISK CARD- Individual Stocks
HIGHER RISK CARD- Day Trader
REAL ESTATE CARD- Sale of Property
MERGERS AND ACQUISITIONS- Purchase and Sale of Companies
FAMOUS PAINTINGS- Fine Art Auction

These cards represent the result of the sale of investments players have made over some time. Their use is optional. The player holding the Investment Card may choose one of the seven Investment Cards, roll the dice and take the results specified on the card.
Use it and quickly pass the cards on to the player to your left.
Do not use an Investment Card until you have accumulated the cash needed to cover the possible loss involved.

THE BANKER manages the pace of play. If they wish to speed up play, (with the players permission) they can restrict investment play to only those players who advanced on their last turn. The Banker makes all cash pay outs and takes back all cash returns, as they do in LOTS™.

ROLLER TASKS: Once the banker has settled all accounts, the player next to roll the dice calls: CIRCLES? and sees that the circles are used according to LOTS™ rules. The roller next calls: ANY INVESTMENT PLAY? It is then time for any and all players who wish to use an Investment Card, to take one turn. When the investment play is done, and the Choice Stamps are all in place the roller calls ALL SET? NO MORE MOVES. Then the Game Roll is made and play continues.
[To avoid player confusion, the roller should call out GAME ROLL when they roll the dice (which concerns all players) and the investment player should call out INVESTMENT ROLL when they roll the dice (which concerns only that player).]

NET WORTH: Income, plus investment income, minus taxes owed equals net worth.
(1) Players may choose to figure their net worth at the end of each game and return their cash to the bank. (keep a record of your deposits and withdrawals) or
(2) Players may accumulate cash over many games and figure their net worth at the end of that days play. or
(3) LIFETIME LOTS: Players may bring to today's game their earnings from all their previous LOTS™ games. This growing savings account brings with it the power and opportunity for these players to use the higher valued investment cards. Taxes can be figured annually, on April 15.
(4) We will keep your LIFELOTS earnings total posted with your first name and email address at our website lotsgame.com if you email us with your currant after tax balance at lotsgame@aol.com. Discuss strategies with other LOTS™ enthusiasts in our chatroom.

TAXES: Use the table below to figure your combined federal, state and local tax payment.

Gross income	tax percentage
up to $20,000	5%
$20,000-$30,000	10%
$30,000-$60,000	15%
$60,000-$120,000	20%
$120,000-$250,000	25%
$250,000-up	30%

Contents: Same as LOTS™ with the addition of seven Investment Cards.

Players note: (We find that the Circle Card and the Investment Card can sometimes slow down play. We are able to take turns at random, making sure all players have their turns.)

Number of players: 2 to 8 (to include up to seventeen players, have someone be the bank and have teams of two)

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