# A little planning. A great game night.

A host checklist for Friendsgiving, posadas, family gatherings and work parties.

## Before you invite

Choose your player count, time window and calling language. Review every card and pick content that fits your group.

Use your own photos or images you have permission to use. Leave out private details and jokes that could embarrass someone.

## Your supply checklist

[ ] One player board per person and the matching complete calling deck.

[ ] Markers for each player: paper squares or counters appropriate for the ages attending. Do not assume markers are included with a printed order.

[ ] A clear table, good lighting, one caller and optional simple prizes.

[ ] A winning pattern agreed before each round, plus a plan for ties.

## Printing at home?

Get your game files separately. Print one proof at actual size (100%), then check the text and margins before printing the full set.

Follow the size and instructions in your chosen PDF. Do not switch to multiple pages per sheet without checking your proof.

## Making a custom game?

A 3×3 board needs at least 9 different cards; 4×4 needs 16; 5×5 needs 25. A larger deck gives you more variety.

A one-time project pass allows up to 50 boards. An active membership allows up to 100 per project. See current plans for the remaining terms.

# Call, play, celebrate

A flexible 30-minute plan. Adjust the pace to your group.

## Your 30-minute plan

Minutes 0-5: hand out boards and markers. Show one calling card and demonstrate how to mark it.

Minutes 5-8: agree on the pattern: a row, column, diagonal or full board. Do not change the rules mid-round.

Minutes 8-25: shuffle the deck, draw one card at a time and call its name clearly. Pause so everyone can find the image.

Minutes 25-30: verify winners, celebrate and reshuffle for another round if you have time.

## A friendly caller script

“We are playing for [pattern]. I will call and show each card. When you complete the pattern, say ¡Lotería! We will check your pictures against the cards that were called.”

“More than one person can win. If we tie, we will [share the prizes / use the tiebreaker we agreed on before the round].”

## Different boards can still tie

Two different boards can complete a pattern on the same called card. With more players, it is especially useful to plan for shared wins.

If every 4×4 board uses the same 16 cards, everyone ties in full-board play. Use a larger deck for different card selections, and choose another pattern if using the minimum deck.

Have shareable prizes or announce a tiebreaker before play. No deck size guarantees a tie-free round.

## Finish with something personal

Invite guests to share one thank-you, memory or wish; taking part is optional. If you are exchanging gifts, agree on the gift order and budget separately.

This resource contains planning and activity pages only. Boards, calling cards, markers and prizes are not included. Game files and printed orders are separate.