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LORD\$ OF VEGA\$ UP!

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An expansion for 2-6 players by James Ernest and Mike Selinker

*This desert is becoming crowded. Gone are the times you could stretch out for a million acres in all directions. To make your casinos the glitziest attractions in the world, you're going to have to build **UP!***

SUMMARY

The *Up!* expansion features player pieces for the 5th and 6th players, in purple and black. You can also use the new raise action in any game with 2-6 players, bringing a whole new dimension to your empire.

COMPONENTS

Player Dice, Markers & Scoring Chips: The black and purple colors each have 12 dice, 10 translucent markers, and 1 scoring chip.



Money: More cash to accommodate additional players. Add this stack into your *Lords of Vegas* money supply.



Risers: 48 square pieces that represent additional floors in a casino. You place these risers under your casino tiles to raise the casino up. Taller casinos pay more points. You can include risers in a game with any number of players.



Note: *In the game, you may build an unlimited amount of risers; if 48 is insufficient for your game, you might need to improvise.*



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GAME PLAY

All of the rules from the *Lords of Vegas™* game apply to the *Up!™* expansion. A new action called "Raise" is added. There are also modifications to the existing action rules.

ACTION – RAISE

When you take the raise action, you add a riser beneath a casino tile (or tiles) in which you are the boss. This makes your casino taller. When you take a "raise" action:

- Take 1 riser for each casino tile in your casino.
- Pay \$15 for each riser.
- Place 1 riser under each casino tile.

You can't raise a portion of a large casino; you must raise the entire casino together, paying \$15 for each piece. You may raise the same casino more than once in the same turn. You can never remove a riser once it is built.

A casino can be no higher (measured in number of casino tiles + risers) than the number of players in the game. Thus, in a 5-player game, a casino's height can consist of no more than 4 risers on the bottom and 1 casino tile on the top.

Note: Just like the actions, other than gamble, you may perform the raise action multiple times in the same turn.

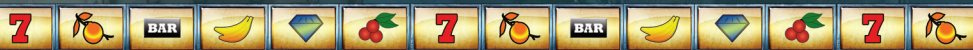
Example: In a 3-player game (see image at right), Purple has a 2-space casino. She wants to perform the raise action twice on this casino. So, she takes 4 risers, pays \$60 to the bank, and places 2 risers under each casino. She cannot raise this casino any higher, as the maximum height in a 3-player game is 3 tiles.

CASINOS PAY

Each **tile** in a casino is worth 1 point, including both the casino and risers. Thus, a 3-space casino that's 4 tiles high is worth 12 points. The height of a casino **does not affect dollar income**, which is still determined by the die in the top section. When scoring "smallest" to "largest" casinos, this order is determined by total point value, not by how many blocks it occupies.

Raise Example:

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ACTIONS WITH RAISED CASINOS

Once your casinos have been built up, these additional rules apply to the actions.

ACTION – BUILD

In order for two casinos to join into one, they must be the same color and the same height. Thus, if a 2-high green casino stands next to a 3-high green casino, they are not yet joined.

ACTION – SPRAWL

You can sprawl a raised casino, but the new section must be built at the same height as the rest of the casino; this happens all at once. The building price includes the usual sprawling price plus \$15 per riser.

Example: *Sprawling a 2-high casino into a \$9 lot costs \$33 (\$18 for the doubled build cost, plus \$15 for the riser).*

ACTION – REMODEL

Risers are presumed to have the same color as the casino tiles above them. Remodeling a casino only changes the topmost tile, and still costs only \$5 per lot.

ACTION – REORGANIZE

This rule is the same as in the base game.

ACTION – GAMBLE

For setting a betting limit, the size of a casino is equal to its total number of physical tiles that make up the casino (casino tiles + risers), so a casino that covers 2 blocks and is 3 high has 6 tiles in it—the betting limit in this casino is \$30.

Note to owners of a 1st edition of

Lords of Vegas: *The rules for the “gamble” action have changed as follows:*

You can only take the gamble action once during your turn. When you take the gamble action, you bet at a casino where another player is the boss.

- Give another player the House card. Choose 1 of his or her casinos.
- Bet up to \$5 for each tile in that casino. You cannot bet more money than you have, and you cannot bet more money than that casino has.

Example: *Purple chooses a 4-tile casino, and wants to bet \$20. However, Black (the casino’s owner) only has \$15, so the most Purple can bet is \$15.*

- Roll 2 dice and add the results. If your roll is 3, 4, 9, 10, or 11, you win, and the casino’s boss pays you an amount equal to your bet. If your roll is 2 or 12, the boss must pay you twice what you bet! (If the boss does not have enough money to fully pay off his portion of your bet, you only get the money he does have.) But if your roll is 5, 6, 7, or 8, you lose and pay the boss an amount equal to your bet.

Gamble Variant

If all players agree, you can use the following variant:

Before the gambler rolls, the boss of the casino taking the bet may opt to “lay off” half of the bet to the bank. After the roll, if the gambler wins, the casino boss only pays half (round down) and the bank pays the rest. Of course, if the gambler loses, the casino boss only receives half (round down) and the bank gets the rest.





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Strategy: In a highly contested block, it's often easier to build upward than outward. Going tall is a good defensive move, especially if your neighbor is spread out. Raising a large and flat casino to take over a skinny and tall one is often prohibitively expensive. Going tall also helps getting over the breaks in the scoring track.

PLAYER AID CARD

This player aid card shows adds the new action "Raise."

ACTION	DESCRIPTION	COST
BUILD	Place 1 tile & 1 of your dice on 1 of your owned lots	Cost is marked on your lot on board
SPRAWL	Place 1 tile & 1 of your dice on an unowned lot by casino	2x cost on unowned lot (casino boss only)
REMODEL	Change color of all tiles in casino	\$5 per tile in casino (casino boss only)
REORGANIZE	Reroll all dice in any casino you have a die in (max any die 1x/turn)	\$1 x total pips on dice in casino
RAISE	Place 1 riser under every casino tile in your casino	\$15 per riser added (casino boss only)
GAMBLE	Bet at 1 opponent's casino (* variant: lay off half of bet)	Up to \$5 per tile in casino (1x per turn)

CREDITS

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You have purchased a game of the highest quality. However, if you find any components missing, please contact us for replacement pieces at:

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