



LORD\$ OF VEGA\$ UNDERWORLD

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

Welcome to the underworld. While the high rollers revel in the glittery high-rises of the Vegas skyline, the streets below are filled with the shadiest of characters. Mob bosses, gaming inspectors, crooked dealers—everyone has their price. While you erect your gleaming edifices, don't take your eyes off the alleyways.

SUMMARY

The *Underworld*™ expansion introduces a new deck of Underworld cards. You can acquire these cards to change how you play the *Lords of Vegas*™ game.

COMPONENTS

The Underworld deck contains 52 cards, including 6 rules cards. There is also an Underworld board.

SETUP CHANGES

Set up *Lords of Vegas* normally (with or without the *Up!*™ expansion). Shuffle the Underworld deck and place it on the leftmost space on the Underworld board, leaving room for a discard pile. Give each player a player aid card, replacing the action cards from the base set; it shows how to take a turn on one side and all the actions you can take on your turn on the other.





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GAMEPLAY CHANGES

All rules from *Lords of Vegas* apply to *Underworld*. A new action called "Acquire" is added.

TURN CHANGES

At the start of each turn, before you turn over a property card, turn over an Underworld card onto the board, sliding the rest down. (The first player will have only one card exposed.) If there would now be 4 cards in the line, discard the oldest one; if the deck is empty, no more cards are available. Then draw a property card and play proceeds as normal.

ACTION - ACQUIRE

Once per turn, as an action, you may acquire a card from the line by paying its cost to the bank.

Example: There are 3 Underworld cards out when Purple begins her turn. She draws a new card, a July 4th Party, and puts it at the back of the line. Then she discards the oldest card, a Shady Deal.



PLAYER AID CARDS

The *Underworld* player aid cards detail all the actions from the base set, *Up!*, and *Underworld*. On the other side are the steps of a turn.

ACTION DESCRIPTION COST

BUILD	Place 1 tile & 1 die on 1 of your lots.	lot price
SPRAWL	Place 1 tile & 1 die on an unowned lot adjacent to your casino.	lot price (buss only)
REMODEL	Change the color of all tiles in your casino.	\$5m per tile in casino (buss only)
REORGANIZE	Roll all dice in any casino you have a die in (1x/turn per die).	\$1m x total pips on dice in casino
GAMBLE	Bet at 1 opponent's casino.	Up to \$5m per tile in casino (1x/turn)
RAISE	Place 1 rider under every casino tile in your casino.	\$50m per rider added (buss only)
ACQUIRE	Purchase a card from the line.	on card (1x/turn)

TAKING YOUR TURN

- 1 Draw a new Underworld card.
- 2 Draw a new property card. Put your marker on its lot.
- 3 Each owned parking lot pays its owner \$1m/lot.
- 4 Casinos of the card's color pay their dice's owners \$1m/ply.
- 5 Casinos of the card's color score 1 point/tile (buss only).
- 6 Place the property card on its property slot on the board.
- 7 Perform any number of actions in any order. Acquire and Gamble at most 1/turn each.



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UNDERWORLD CARD FEATURES

Underworld cards have several features.

- All cards have **costs** in millions of dollars in the upper left corners. To acquire a card, you must pay the cost. A few cards have a \$0 million initial cost; these usually get you a benefit up front but at a later downside. (Sometimes a cost is shown with the letter “m,” so \$5m is \$5 million.)

- Some cards have **point values** in the upper right corners. These cards’ point values are added to your score on the scoring track if you have them at the end of the game; negative values will lower your score. Cards’ end-of-game point values are not subject to the breaks in the scoring track; instead, determine your score on the track, then modify it by the points in the upper right corners of your cards. Regardless of what cards say, if any player reaches the “instant win” space, the game ends immediately; however, the player who reaches the 90-point space might not actually win the game, once all cards are accounted for!

- Some cards have **effects**. Some cards’ effects happen right away; these cards are discarded immediately after their effects happen. Some of these effects score or combine with points immediately; these points are subject to the breaks in the scoring track. Other cards stay in front of you until you are told to discard them. Some of these let you take money from the bank or card and put it into your stack of money; if a card says to put money on it,

you can’t spend it until it tells you to take it off the card.

- Some effects are **actions**. An action can be taken only on your turn, and cannot be taken while you are taking another action. For example, you can’t use an Accountant to increase the value of a die in the middle of a reorganization. If a card calls for an action, it does not stop you from doing that action again.

- Some effects only affect certain **colors** of casinos. The logo for a card’s color will appear in its upper right corner.

- Effects often **break the rules**. If there’s a conflict between a card and the rules, do what the card says. For example, a card that lets you roll a die can reroll a die that’s already been rerolled this turn, and doesn’t prevent a reorganization.

- However, if an effect is **impossible**, ignore the part of it that is impossible. For example, you can’t increase the value of a die above 6 or decrease it below 1, because those numbers don’t exist on the dice.

- You can **trade** Underworld cards and trade the use of your cards, but no one can use your cards for you. For example, you could pay someone for their Health Inspector or pay them to use it to roll 3 dice, but you can’t pay someone to use their Private Jet to give you a point.





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