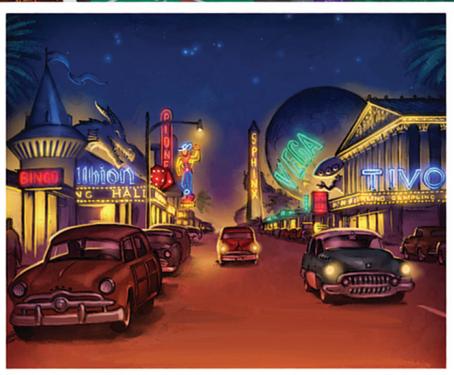




LORD\$ OF VEGA\$™: THE RULES

A game for 2-6 players by
James Ernest & Mike Selinker



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Las Vegas, 1941. Stretching before you is Highway 91, soon to be known as the Las Vegas Strip. In this desert landscape you see the future home of the most fabulous hotels and casinos in the world. Over the next few decades, you and your fellow developers will build the Las Vegas Strip from the ground up, vying to become the new Lords of Vegas.



SUMMARY

In *Lords of Vegas*, you are a Las Vegas developer and casino boss. You build and take over casinos, trade properties, gamble in other players' casinos, invest in people and events, and improve the casinos you manage.

OBJECTIVE

You win the game by scoring the most points when the game ends, either by drawing the End of Game card or reaching the Instant Win space. You score points when your casinos' colors are drawn—larger casinos are worth more points. Casinos also pay money, which you can spend to manage your properties. Your basic strategy is to build and control the largest and best casinos.

GAME SETS

This rulebook assumes you are playing with the base set, *Up!*[™], and *Underworld*[™]. If you don't have either or both expansions, ignore any rules that apply to their elements.

These rules also can be used with other *Lords of Vegas* accessories. For example:

- When playing with the *Lords of Vegas* Poker Chip Set, “money” refers to the chips.
- When playing with the Vegas Playmat, “main board” refers to the area inside the scoring track, and “Underworld board” refers to the card spaces above the track.
- When playing with the Player Upgrade Kit, “scoring chips” refers to the planes. “Player markers” refers to the cars.
- One copy of each promo card can be added to your Underworld deck.

A list of available expansions and accessories can be found at lonesharkgames.com.





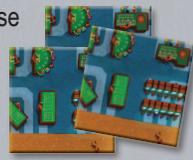
COMPONENTS

Main Board: The main board represents a section of Las Vegas Boulevard (“The Strip”). Each square on the board begins as an unowned space called a “lot,” which can be occupied by a player marker to create a parking lot, which can then be turned into a casino tile by paying the price listed on the space. Each space also shows a die which is the starting value of a casino tile placed there. The board also has a scoring track, a wager space, and discard slots for property cards.

Casino Tiles: These square pieces represent individual casinos, or sections of larger casinos. There are 9 tiles in each of 5 colors representing development companies—aqua (Vega), brown (Pioneer), gold (Sphinx), purple (Albion), and silver (Tivoli). The casino colors do not correspond to player colors. The square hole in the center of the tile is designed to hold 1 player die. (Don’t throw away the 10th blank tiles, as they can be used as replacements.)



Risers: These 48 square pieces represent additional floors in a casino. You place these risers under your casino tiles to raise the casino up. Taller casinos score more points. You may build an unlimited amount of risers; if 48 is insufficient for your game, you might need to improvise.



Underworld Board: The Underworld board represents a section of Downtown Las Vegas. There are slots for the Underworld deck and up to three faceup cards.



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Dice: Each player has 12 dice, representing influence in casinos. The player colors are black, blue, green, purple, red, and yellow. Dice are used to mark how much influence you have in casinos, with the die with the largest value in a casino designating the boss of that casino. They are also used to gamble and for other purposes.



Player Markers: Each player has 10 markers. These are used to mark owned spaces, creating parking lots, which generate money and can be turned into casinos.



Scoring Chips: Your scoring chip begins on space "0" on the scoring track, and records your point total as you score points. The scoring track has numeric jumps that make it harder to advance at higher levels.



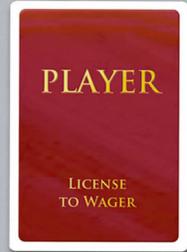
Money: Each represents its value in millions of dollars (\$1 million, \$5 million, etc.). This is often abbreviated with the letter "m," such as "\$1m."



Property Cards: There are 49 property cards in the deck. Each card corresponds to a single space on the board. Each property card shows the starting money when you draw the card in setup, a development company, its color, and a die matching the space on the board. (The exception is the End of Game card, which is a property card that determines when the game ends.)



Player Card: You pass this card around to designate whose turn it is.



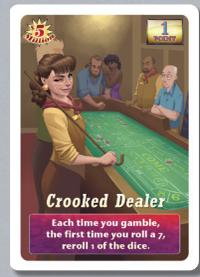
House Card: This card is given to the house when a player gambles, and shows the winning rolls.



Player Aid Cards: The six player aid cards detail all the actions from the base set, *Up!*, and *Underworld*. The steps of a turn are on listed the other side.

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 (base only)
REMODEL	Change the color of all tiles in your casino.	\$1m per tile in casino (base only)
REORGANIZE	Rent all dice in any casino you have a die in (10 turns per die).	\$1m x total pips on dice in casino
GAMBLE	Bet at 1 opponent's casino.	Up to \$1m per tile in casino (in turns)
RAISE	Place 1 raise under every casino tile in your casino.	\$1m per raise added (base only)
ACQUIRE	Purchase a card from the line.	10% per card (1x/turn)

Underworld Cards: These 46 cards feature characters, attractions, and events that alter gameplay. (If you have promo cards, you may add 1 of each to the deck.)





SETTING UP

You and the other players each take a player aid card and the scoring chip, markers, and dice of a single color.

Choose a player to be the banker.

Put the scoring chip for each player on the "0" space of the scoring track.

Shuffle the Underworld deck and place it on the leftmost space on the Underworld board, leaving room for a discard pile.

Remove the End of Game card from the property cards and shuffle the remaining cards. Deal 2 cards to each player; these are their initial properties.

Insert the End of Game card into the shuffled property deck as follows. Divide the deck into 4 roughly equal stacks, place the End of Game card on top of the 4th stack, then place the other 3 stacks on top. Place the draw pile beside the board.



INITIAL PROPERTIES

The 2 cards you deal to each player are their initial **properties**.

- Put 1 of your markers on each of the lots specified by your 2 cards. These are your starting parking lots.
- Collect money from the bank equal to the sum of the 2 values shown on your cards. For example, if your 2 cards have values of \$4 million and \$7 million, you start with \$11 million. These values are only used during setup.
- Discard your 2 cards to their matching **property slots** on the edge of the board. It is important to see how many of each color have been drawn, so these discard piles should be arranged so they can be easily counted. There are 9 cards in each casino color, plus 4 cards that pay The Strip.



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ON EVERY TURN

Your turn has 7 steps, as listed on the player aid card. You'll draw an Underworld card, draw a property card and take over a lot, pay parking lots, pay casinos, score casinos, discard the property card, and take any number of actions. Each of these steps is described below.

STEP 1: DRAW AN UNDERWORLD CARD

At the start of each turn, turn over an Underworld card onto the Underworld board, sliding the rest down. (On the first turn, only 1 card is exposed.) If there would now be 4 cards in the line, discard the oldest card; if the deck is empty, no more cards are available.

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.*

STEP 2: DRAW A PROPERTY CARD

Then draw a property card. If the lot specified on your property card is empty, place 1 of your player markers on the lot—you now own it.

If the lot already has a tile with another player's die on it (see Sprawl, page 10), replace the die on the tile with 1 of your dice, keeping the same pip value. If the tile has no die, place your die so that the pip value matches the die printed on the board. If it has your die, leave it alone.

STEP 3: PAY ALL PARKING LOTS

Each lot with a player marker on it pays that player \$1 million from the bank, no matter what card is drawn or whose turn it is.

Example: *Red and Blue each have 2 markers on lots. Both collect \$2 million.*



STEP 4: PAY CASINOS

Look at the property card drawn to determine who gets paid by the bank.

Pay Based on Color: On most cards, one development company's color pays money in this step and scores points in the next step to casinos of its color (Albion purple, Pioneer brown, Sphinx gold, Tivoli silver, or Vega aqua). When a card with a single color is drawn, casinos of that color pay money and score points, wherever they are on the board.

Pay The Strip: Four cards (including the End of Game card) "Pay The Strip." When a Pay The Strip card is drawn, each casino with at least 1 edge adjacent to The Strip pays money and scores points for all of its tiles.

Pay All Casinos: Some Underworld cards may tell you to pay all casinos instead. If a card says to pay all casinos, each casino pays money and scores points.

When a casino pays money, you collect \$1 million for each pip on each of your dice in the casino. For example, a red 5 die pays \$5 million to the Red player. If 2 or more players have dice in a casino that pays, all those players collect money for each die they have in it.

The height of a casino does not affect dollar income, which is determined by the die in the top section.

Example: The 1-tile brown casino and the 3-tile gold casino both touch The Strip, but the 1-tile purple casino and the 1-tile gold casino do not.

STEP 5: SCORE CASINOS

Score the casinos that just paid money. When a casino scores points, the casino's boss scores 1 point for each tile in that casino. Score points by moving your chip along the scoring track.

Example: It is the Yellow player's turn. She draws a gold card, D8, and marks D8 with one of her markers. The two owned lots shown pay money: \$1 million for Green and \$1 million for Yellow. Because a gold card was drawn, the gold Sphinx casinos pay everywhere on the board. The Yellow player collects \$6 million and scores 1 point for her 1-tile gold casino in the lower right. The brown Pioneer and purple Albion casinos pay no money or points. Green is the boss of the 3-tile gold casino, so Green scores 3 points. The dice in that casino pay \$2 million to Blue and \$6 million to Green.

As you advance your scoring chip, note that not all the numbers are on the track. Eventually, you will require more than 1 point to advance, such as from 8 to 10. This is called a **break**.

To move your scoring chip past a break, you must score enough points to satisfy the points required for the score past the break. If you do not have enough points, your chip stops before the break and you lose the excess points.

Example: If your scoring chip is on 8 on the scoring track and a casino pays you only score 1 point, your chip does not advance to 10. If you score 2 or 3 points, your chip advances to 10. If you score 4 or 5 points, your chip advances to 12.



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When you score points for multiple casinos on the same turn, you must score each casino's points individually, starting with the smallest and proceeding to the largest (your choice on ties). So, even if several of your 1-tile casinos score on the same turn, your scoring chip still does not move from 8 to 10.

Tiles include both the casino and risers. Thus, a 3-space casino that's 4 tiles high is worth 12 points. When scoring casinos from smallest to largest, this order is determined by total point value, not by how many spaces it occupies.

STEP 6: DISCARD THE PROPERTY CARD

Discard your property card into its appropriate property slot, so that you can easily count the number of cards in the property slot. When 9 cards are in a slot, you can condense the pile down so it is obvious no more can be drawn.



STEP 7: TAKE ACTIONS

During this step of your turn, you may perform **actions** to manage your holdings. Actions any player can take on their turn are: **build, sprawl, remodel, reorganize, raise, gamble, and acquire**. You may perform any of these actions in any order, and all of the actions other than gamble and acquire may be performed multiple times. No player may ever take an action on another player's turn.

You may also trade with other players at any time (see Trading, page 15). Trading is not an action.

SETTLING WHO'S THE BOSS

If 2 or more players ever have dice in a casino that are **tied** for highest value, that casino has multiple bosses that are tied. So, all of the dice with the largest value must be immediately rerolled. This can happen when you merge casinos, reorganize, or take over a sprawled space, for example.

These rerolls cost nothing. Only the tied largest valued dice are rerolled. If still tied for largest value after rerolling, reroll the current largest valued dice. Continue rerolling until there is only 1 player whose die has the largest value; players may not take actions, play cards, or initiate trades until the rerolling finishes. If all of the tied dice belong to the same player, no reroll takes place. If the values of the tied dice are not the largest in the casino, no reroll takes place.

This power struggle can sometimes have disastrous results for the players who are tied for the boss position. If two players reroll to a number below that of another player's die, that third player will become the boss.

Example: *The Green player is the boss of a 2-tile gold casino. Red is the boss of a 3-tile brown casino. Green's dice are 4 & 5, Red has a 5 & 2, and Yellow has a 2.*

Green remodels her gold casino to brown, and becomes tied with Red for control of this new 5-tile casino. Both 5's are rerolled—each gets a 3. Now Green's 4 is the largest die, so Green is the boss and no more rerolls are required.





ACTION - BUILD

To score points, you'll want to own casinos. Any number of times on your turn, you may **build** a new casino tile on a parking lot you own. To build your casino:

- Choose an available casino tile.
- Pay the amount specified on the tile.
- Place the tile, taking back your player marker.
- In that tile, place 1 of your dice with the side faceup that matches the lot's die value.

Whenever two casinos of the same color and height share an edge, they instantly join into one larger casino. Thus, if a 2-high aqua casino stands next to a 3-high aqua casino, they are not yet joined. Once casino tiles join, they can never be separated.

Example: Red has a marker on space A2 and can build a casino there for \$6 million. He chooses to build a gold Sphinx tile, and place a die in that tile with a value of 2 facing up (as specified on space A2).



ACTION - SPRAWL

To expand your casinos, you can take over neighboring spaces. Any number of times on your turn, you may **sprawl** from a casino in which you are the boss into an unowned space that shares an edge with your casino, increasing its potential for future point scoring. To sprawl your casino:

- Next to your casino, choose a lot that doesn't have a player marker on it.
- Pay *twice* the amount specified on the lot. If your casino has risers, you must also

pay \$15 million per riser needed to make it the same height as your casino. (This raise action occurs at the same time as you sprawl.)

- Place a tile of the same color as the sprawling casino on the lot. If a tile of that color isn't available, you cannot sprawl. If you paid for risers, place the appropriate number of risers as well; this happens all at once.
- In that tile, place 1 of your dice with the side faceup that matches the lot's die value.



Example: Red is sprawling from A2 into A5. Red can sprawl here because no one owns A5, but can't expand into A3 because that space is owned by Yellow. The new tile must be gold because the original casino is gold, and the cost is \$18 million, twice the normal build cost of A5.

If that casino in A2 has been raised once, then it will cost Red \$33 million total—double the \$9 million cost of A5, plus \$15 million for the riser. This happens all at once; at no point are there two separate but adjacent gold casinos of differing heights.

Strategy: Sprawling can be risky, because the property card corresponding to the sprawl lot is still in the deck. Another player who draws such a card immediately replaces the die in that lot with a die of their own (see Step 2: Draw a Property Card, page 7). Of course, you could draw that property card, in which case you dodged the bullet.





ACTION – REMODEL

You may want to change the color of your casino to increase the odds of it paying out or to merge with another casino. Any number of times on your turn, you may **remodel** the color of all of the tiles of a casino where you are the boss. To remodel your casino:

- Choose a new color with enough available tiles to replace all of the casino's top tiles.
- Pay \$5 million for each space in the casino, regardless of height.
- Replace each of the casino's top tiles with a new tile of the chosen color. Return the older tiles to the casino tile stacks.

Risers become the same color as the casino tiles above them. Remodeling a raised casino only changes the topmost tile, and still costs only \$5 million per space.



Example: The Red player decides to remodel his gold Sphinx casino, changing to a brown Pioneer casino. The cost for this remodel is \$10 million (\$5 million per tile). This merges it with the smaller brown casino where Yellow is the boss. Yellow's 5 die is larger than Red's 3 die, so Yellow is the boss of her new casino, for now.

Strategy: You can use a remodel to change the likelihood of your casino's color being drawn. You can remodel to merge several small casinos that you control into one larger one, or to join your casino with a neighbor's casino. Such a "hostile takeover" can be a handy way to become the boss of someone else's property.

ACTION – REORGANIZE

If you're not the boss of a casino where you have a die, you might want to cause a power shakeup. Any number of times on your turn, you may **reorganize** a casino. You must have at least 1 die in the casino, and none of the casino's dice can have been reorganized this turn. Reorganizing forces a reroll of all of the dice (not just some of them). You do not have to be that casino's boss, and you can reorganize if you're the only player with dice in a casino. To reorganize a casino:

- Pay \$1 million for each pip on each die in the casino.
- Each player temporarily may put 1 of their markers on each tile where they have a die, if desired, to remember whose dice are whose.
- Each player rerolls all their dice in the casino.
- Each player returns their rerolled dice to the original tiles they came from, taking back any markers placed earlier. If you return multiple dice, you decide which of your original tiles these dice are returned to.

You may reorganize multiple casinos during your turn, but no die may be reorganized more than once in a turn. A casino that includes any dice reorganized on a turn cannot be reorganized again that turn, even if it merges into a larger casino. (This only applies to reorganizing. Dice can be rerolled as many times as needed in a turn, just only reorganized once.)

Example: In the previous example, the Red player remodeled his casino in A2 and A5 to merge into Yellow's casino in A3, creating a 3-tile brown Pioneer casino with Yellow as boss. He now reorganizes the casino for a cost of \$10





million (there are 10 total pips in the casino). As a result of this reroll, Red becomes the boss of the casino because his new 5 is now the largest die. If the reroll had not gone Red's way, he would have to wait until another turn to reorganize this casino.



Strategy: A reorganization represents a shakeup among the influential people in the casino, and it can have dramatic effects on the balance of power. Because some tiles may have been acquired by sprawling, proper replacement of dice can be critical after a reorg to protect your high rolls from a takeover. One common reorganization trick is to build a 1-tile casino with a starting die value of 1 or 2, then immediately reorganize it at a very low cost, hoping to get a higher value.

ACTION - RAISE

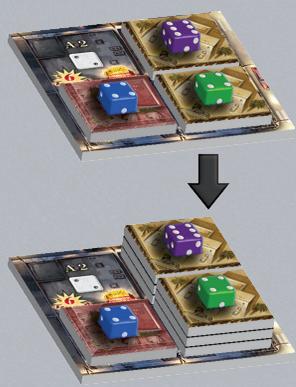
Sometimes you want to expand your casino but not increase its number of spaces. In that case, it's time to build up! Any number of times on your turn, you may **raise** your casino by adding a riser beneath each casino tile in a casino where you are the boss. This makes your casino taller, increasing its scoring potential but not the money it generates. To raise your casino:

- Determine if the casino can be raised. A casino can be no higher (measured in number of casino tiles + risers) than the number of players. Thus, in a 5-player game, a casino can have 1 casino tile on

- the top and no more than 4 risers. If it's already that height, it can't be raised.
- Take 1 riser for each casino tile in your casino. (If there aren't enough, improvise.)
- Pay \$15 million 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 million for each space. You may raise the same casino more than once in the same turn, but remember that if 2 or more casino tiles of the same color are ever next to each other at the same height, they merge immediately and cannot be separated. You can never remove a riser once it is placed.

Example: In a 3-player game, Purple has a 2-space casino. She wants to perform the raise action twice on this casino, and must do so as two separate raise actions. For each, Purple takes 2 risers,



pays \$30 million to the bank, and places 1 riser under each casino tile. She cannot raise this casino any higher, as the maximum height in a 3-player game is 3 tiles.

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.





ACTION - GAMBLE

Sometimes you need cash, so you can visit another player's casino and bet your money, with full awareness that the House has an advantage. Once on your turn, you may **gamble** at a casino where another player is the boss. If there are no such casinos, you can't gamble. To gamble:

- ❑ Give another player the House card. Choose 1 of their casinos.
- ❑ Put money on the House card. You can bet up to \$5 million for each tile in that casino, including risers. You cannot bet more money than you have, and you cannot bet more money than that casino's boss has.

Example: Red chooses a 4-tile casino, and wants to bet \$20 million. However, Blue (the casino's boss) only has \$15 million, so the most Red can bet is \$15 million.

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

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 spaces and is 3 high has 6 tiles in it—the betting limit in this casino is \$30 million.

Example: Green is the boss of a 2-square casino that has been raised once. On Yellow's turn, she gambles at Green's casino; Green is now the House. The maximum amount she can gamble would normally be \$20 million (\$5 million for each of its 4 tiles), but Green only has \$7 million. Yellow wagers \$4 million. Yellow rolls a 12, which would double her winnings to \$8 million! The House can only pay her what he has, so she takes all of Green's \$7 million.

Strategy: This bet is the field bet from craps, with a house advantage of 5.6%. You usually take this action when you need just a little more money for your turn, but you can do it for any reason.

GAMBLE VARIANT: LAYING OFF
If all players agree before the game begins, you can use the following variant: Before the gambler rolls, the House 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 other half. Of course, if the gambler loses, the casino boss only receives half (round down) and the bank gets the other half. The House always decides whether to lay off; a layoff can never be forced.
This variant does not change the betting limit of \$5 million per tile or that the gambler can only gamble as much as the House has, though it can change how much the gambler can win if they roll a 2 or 12.





ACTION - ACQUIRE

The game offers many opportunities to spend money on people, attractions, and events. Once on your turn, as an action, you may **acquire** a card from the line by paying its cost to the bank. An Underworld card has these 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.
- Some cards have **point values** in the upper right corners. These cards' point values are added to your score 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.
- Some cards have **effects**. Some cards' effects happen right away; these cards are discarded immediately after their effects happen. Some 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 let you collect 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 during another action. For example, you can't use an Accountant to increase the value of a die during a reorganization. If a card calls for an action such as gambling or acquiring, it does not stop you from doing that action again.
- Some effects are triggered by property cards of certain **colors**. The logo for the color a card affects will appear in its upper right corner.

• Effects often **break the rules**. For example, a card may let you gamble more than once a turn, or tell you to acquire a card when you already used the acquire action. If there's a conflict between a card and the rules, do what the card says.

• 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. And if you're broke when a Lone Shark demands payment, you don't have to pay anything.

Example: Purple has 18 points. She now has 3 cards to choose from, and already has a Private Jet, which lets her spend \$1 million to score 1 point on her turn. After taking some actions, she decides to buy the card July 4th Party, which she discards to score 4 points. She pays \$5 million to the bank and takes the card. Then she spends \$1 million to score 1 point from her Private Jet, which she adds to the 4 she gets from July 4th Party. Scoring 5 points, she goes up 2 spaces on the track. She has now scored 23 points.



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AT ANY TIME: TRADING

The heart of being a casino boss is wheeling and dealing at the right time. Players may **trade** at any time, even when it is not their turn. Any number of players may be involved in a trade. However, there are restrictions on what you may trade.

You may trade any combination of money, parking lots, dice in casinos, Underworld cards, and actions (your turn only).

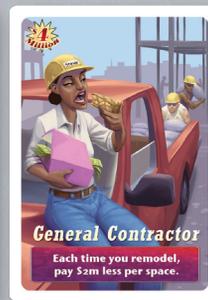
Example: You may trade a die for a lot. You may trade a die for money. You may trade an action you perform this turn for money. You may trade a lot and a die for 2 dice.

When you trade a lot, replace your marker on the lot with a marker belonging to the player you are trading with. When you trade a die, replace your die with a die belonging to the player you are trading with. The new die has the same value as the die it is replacing, not the value marked on the space.

You can trade acquired 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. Any card with a point value in its upper right corner is scored by the player that owns it at the end of the game.

You may *not* trade points, casino tiles or risers, or promises of actions, exchanges, and/or transfers to be performed on future turns. No player may ever take an action on another player's turn. If something stops an element of a trade from occurring (for example, a traded reorganization fails to give a trading player the ability to sprawl), the subsequent steps of the trade do not occur.

Example: It's Black's turn. He has \$29 million. Black wants to build a \$9 million silver tile next to his 5-tile silver casino, but all the Tivoli tiles are on the board. So Black proposes a trade with Blue, who has a blue 6 in a 3-tile silver casino with 2 red 1s in it. Black will give Blue \$5 million to make her blue 6 into a black 6 (which Red points out is a stunningly bad deal for Blue). Then Black will spend \$15 million to remodel the 3-tile silver casino to aqua. Then they'll swap dice back. Blue likes this idea, but wants \$8 million. Taking this trade will mean Black won't be able to afford the \$9 million lot.



Green suggests an arrangement: He'll give Black his General Contractor, which reduces the cost of remodeling by \$2 million per space, in exchange for Blue's Union Boss. All parties agree (to the consternation of Red).

So the trade goes off, in this order: Black gives Blue \$8 million, Black replaces the blue 6 with a black 6 (becoming the boss), Blue gives Green the Union Boss, Green gives Black the General Contractor, Black spends \$9 million to remodel the 3-tile silver casino to aqua, the silver tiles return to the tile stack, Black builds a \$9 million silver tile to make a 6-tile silver casino, Blue and Black trade dice back, and Red's head explodes.





WINNING

As soon as anyone draws the End of Game card, the end of the game happens immediately. Players may not do actions or initiate trades when this happens, though cards may still be played. Pay parking lots, pay and score casinos that touch The Strip, and account for points scored by Underworld cards. If you have the most points after this final payout, you win. If there is a tie for most points, the tied player with the most money wins.

The game also ends if a player reaches 90+ points and lands on the Instant Win space. After points from Underworld cards are counted, that player may or may not win, but someone will!

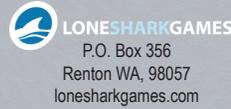
2-PLAYER RULES

In a 2-player game, you can't build on F block. When you draw a card specifying an F lot (i.e., F1, F2, etc.), do not place a marker. Pay owned lots and casinos, score casinos, activate any needed card effects, and discard the F lot card into the appropriate property slot. Then, draw a new property card, repeating this sequence until you draw a card from an A, B, C, D, or E lot. If this occurs during setup, discard the card and draw a replacement.

So, casinos and owned lots can pay multiple times during a single turn. You keep drawing and paying until you get a card specifying A, B, C, D, or E.

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