

LORDS OF Vegas™

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, and improve the casinos you manage.

OBJECTIVE

You win the game by scoring the most points when the game ends, either after someone draws the Game Over card or reaches the end of the scoring track. 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.

EXPANSIONS

These rules can be used with other *Lords of Vegas* expansions and accessories.

- When playing with the *Underworld* expansion, use its rulebook or the *Unified Rulebook*, which contains the *Underworld* rules. When playing with *Americana*, *Con Jobs*, or other expansions, follow their rules for when to change this rulebook's rules for the game you're playing.
- When playing with the *Lords of Vegas Poker Chip Set*, "money" refers to chips.
- When playing with the *Vegas Playmat*, "board" refers to the area inside the scoring track, and "*Underworld* board" refers to the card spaces above the track.
- One copy of each promo card can be added to the appropriate deck.

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COMPONENTS

Board: The board represents a section of Las Vegas Boulevard (“The Strip”) and surrounding blocks. Each square on the board begins as an unowned space called a “lot,” which can be occupied by a lot 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 that sets the starting value of a die placed in a casino tile built in that space. The board also has a scoring track, a gambling field, and property slots for discarding 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 – Albion purple, Sphinx gold, Vega green, Tivoli silver, and Pioneer brown. 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 extra 10th tiles, as they can be used as replacements.)

THE BOARD



PROPERTY SLOTS



Risers: These 50 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 50 is insufficient for your game, you might need to use the extra casino tiles or improvise.

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



Dice: Each player has 12 dice. 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.



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



Scoring Markers: Each player has 1 airplane. Your airplane records your point total as you score points.



Property Cards: There are 49 property cards in the deck. Each card corresponds to a single space on the board. Most property cards show a development company, defining what color casinos are paid and scored when it is drawn.

Some instead refer to The Strip; these do not have a company or color. The last card is the Game Over card, a Strip card which ends the game.



Player Aid Cards: The six player aid cards detail all the actions from the base set. 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.	1st price
SPRAWL	Place 1 tile & 1 die on an unowned lot adjacent to your casino.	2x lot price (boss only)
REMODEL	Change the color of all tiles in your casino.	\$5m per tile in casino (boss only)
REORGANIZE	Retroll all dice in any casino where you have a die (1x/turn per die).	\$1m x total pips on dice in casino
RAISE	Place risers under every casino tile in your casino.	\$15m per riser added (boss only)
GAMBLE	Bet on 1 opponent's casino, winning on 2-3-4-9-10-11-12.	Up to \$5m per tile in casino (1x/turn)

- TAKING YOUR TURN**
- 1 Draw a new property card. Put your marker on its lot.
 - 2 Each owned parking lot pays its owner \$1m/lot.
 - 3 Casinos of the card's color pay their dice's owners \$1m/PIP.
 - 4 Casinos of the card's color score 1 point/tile (boss only).
 - 5 Discard the card into its property slot on the board.
 - 6 Perform any number of actions in any order. Gamble at most 1x/turn.

Money: There are 20 bills of each of 5 denominations of money. Each represents its value in millions of dollars (\$1 million, \$5 million, etc.). This is often abbreviated with the letter "m," such as "\$5m" for "\$5 million."





SETTING UP

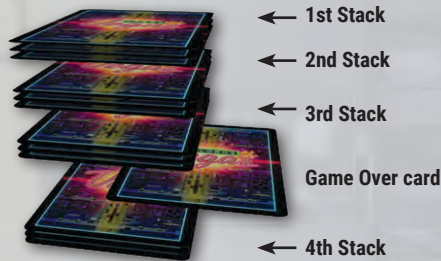
You and the other players each take a player aid card and the scoring marker (airplane), lot markers (cars), and dice of a single color.

Choose a player to be the banker.

Put the scoring marker for each player next to the scoring track.

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

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



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INITIAL PROPERTIES

The 2 cards you dealt 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 equal to \$20 million minus the values of the 2 dice showing on your parking lots. For example, if your spaces show a 4 and a 2, you'd collect \$14 million.
- 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.





WHO OWNS WHAT

A **lot** is a space that does not contain a tile. When you draw the card that corresponds to a lot, you place 1 of your markers on that lot to create a parking lot – you **own** that lot.

A **casino** tile is a tile placed on a lot. When you put your die in a casino tile, you own any tiles (top tile and risers) in that lot. If you are the boss, you also own that casino, though other players may own casino tiles in your casino.

A **casino** is a group of 1 or more contiguous tiles of the same color and height. Each tile in a casino must have at least 1 edge adjacent to the edge of another tile, and the same number of risers underneath. These tiles must be treated as 1 large casino that cannot be subdivided. Once a casino is built, the space it is on is no longer treated as a lot.

The **boss** of a casino is the player that currently owns the largest valued die in that casino.

YOUR RESOURCES

There is no hidden information. Your money, marker counts, die counts, and cards are public knowledge, as are the tiles and discarded cards. Anyone can look through any discard pile.

Certain components are finite. When you run out of them, they will affect the game differently.

Available Tiles: If all 9 of the casino tiles of a given color are already on the board, you may not place a tile of that color when you build, sprawl, or remodel (see those actions, pages 10-11). There are an unlimited number of risers, however.

Available Dice: If all 12 of your dice are already on the board and you would place a die in a casino (such as when you build or sprawl a new tile or inherit a sprawled tile), you must remove 1 of your dice and place it in the tile. The resulting tile without a die remains on the board. No one owns a tile without a die, though it still counts for points in the casino; if the last die is removed from a casino, no one owns the casino. You can trade to free up a die. (This rule applies only for placing your dice in casinos. You can use any dice to gamble or for other purposes.)

Available Lot Markers: If all 10 of your lot markers are on the board and you gain a new lot, you must remove or trade to free up 1 of your markers and place it on the new lot. You no longer own the vacated lot.

Available Money: The bank has an unlimited amount of money. If a gambling wager requires you to pay more money than you have, pay as much as you can.

TAKING TURNS

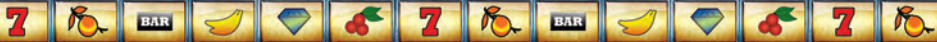
At the start of the game, each player rolls 2 dice. The highest roller takes the first turn. If players tie for highest, those players roll an extra die.

Each turn represents roughly a year of activity, during which certain players and casinos prosper. When a player's turn ends, the next player to the left starts a new turn.

This continues until the Game Over card is drawn or the game ends.

TAKING YOUR TURN

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



ON EVERY TURN

Your turn has 6 steps, as listed on the player aid card. You'll 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 A PROPERTY CARD

Draw a property card. If the lot specified on your property card is empty, place 1 of your lot 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.

Example: *Yellow* draws card D8 and puts a car on space D8.

STEP 2: PAY ALL PARKING LOTS

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

Example: *Green* and *Yellow* each have a parking lot, so they each get \$1 million. (Any other parking lots on the board pay as well.)



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Gain control of this space

Pay and score these casinos

STEP 3: 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, Sphinx gold, Vega green, Tivoli silver, or Pioneer brown). 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 Game Over 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.

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: Yellow's card pays gold casinos. Yellow and Green get \$6 million and Blue gets \$2 million. (If instead the card was a Strip card, the brown casino and the 3-tile gold casino would pay out, since they touch the Strip.)



Example: Green and Yellow have 8 points each. Their casinos both score on Yellow's card. Yellow scores 1 point, not enough to move her marker at all. Green scores 3 points, letting her fly to 10 but not to 12.



STEP 4: 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 scoring marker along the track.

Example: Yellow is the boss of the 1-tile casino on D9, so Yellow scores 1 point. Green is the boss of the 3-tile casino, so Green scores 3 points.

As you advance your scoring marker, 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 marker 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 marker stops before the break and you lose the excess.

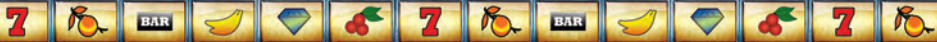
When you score points for multiple casinos on the same turn, you must score each casino's points individually, starting with the smallest and proceeding to the largest (your choice on ties). So, even if several of your 1-tile casinos score on the same turn, your scoring marker still does not move from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

RUE DE MONTE CARLO

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STEP 5: 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 6: 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 possibly others from expansions. You may perform any of these actions in any order, and all of the actions other than gamble 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 14). Trading is not an action.

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.	2x lot price (boss only)
REMODEL	Change the color of all tiles in your casino.	\$5m per tile in casino (boss only)
REORGANIZE	Reroll all dice in any casino where you have a die (1x/turn per die).	\$1m x total pipes on dice in casino
RAISE	Place risers under every casino tile in your casino.	\$15m per riser added (boss only)
GAMBLE	Bet at 1 opponent's casino, winning on 2-3-4-9-10-11-12.	Up to \$5m per tile in casino (1x/turn)

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 2 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 lot.
- Place the tile, taking back your lot marker.
- In that tile, place 1 of your dice with the side faceup that matches the lot's die value.

Whenever 2 casinos of the same color and height share an edge, they instantly join into a larger casino. Thus, if a 2-high green casino stands next to a 3-high green casino, they are not yet joined. Once casino tiles join, no action can separate them.

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 places 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 lot 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 special raise action occurs as part of your sprawl action.)

- 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 2 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 1: Draw a Property Card, page 7). Of course, you could draw that property card, in which case you dodged the bullet.





ACTION – REMODEL

If you are the boss of a casino, you may want to change its color. 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, costing 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, or to free up tiles of its color. You can remodel to merge several small casinos that you own 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 tiles 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, 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 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.

If you sprawl from a raised casino, you must also raise the new casino tile; the raise is considered part of the same action.

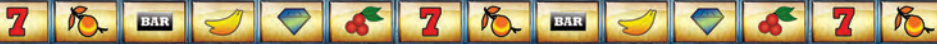
Example: In a 3-player game, Purple has a 2-tile casino. She wants to perform the raise action twice on this casino, and must do so as two separate raise actions.

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:

- ❑ Choose a casino where another player is the boss.
- ❑ Put money on the gambling field on the board. 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 win more money than that casino's boss has.

Example: Red gambles at Blue's 2-space casino that has been risen once, for a total of 4 tiles. The maximum amount that Red can bet is \$20 million. However, Blue only has \$15 million, so Red would be unwise to bet more than that.

- ❑ Roll 2 dice and total their 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.

Strategy: This bet is the field bet from craps, with a chance to hit your number of 44.4%. You usually take this action when you need just a little more money for your turn, but you can do it for any reason.

Example: Green is the boss of a 2-space casino that has been raised once, for a total of 4 tiles. 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 Green has, so Yellow takes all of Green's \$7 million.



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AT ANY TIME: TRADING

The key to being a successful casino magnate 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, and actions (your turn only). Some expansions may let you trade other things, like acquired cards.

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 parking 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 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

Strategy: There are dollar amounts all over the board and cards, but only you can decide what something is worth to you. Sometimes, getting \$6 million for a \$6 million lot is a good return. But if it lets your opponent take over a neighboring casino, maybe it's worth more. Figure out what you need, and propose it as a trade. Who knows, someone might bite!

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 later 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 on A5 next to his 5-tile silver casino on A block, 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 on B block. 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 pay \$15 million to remodel the 3-tile silver casino to green. Then they'll swap dice back.

Blue likes this idea, but wants Black to do something different: Instead of giving her \$5 million, she wants Black to pay \$12 million after the remodel and sprawl into a green casino tile on B2. Then they will swap both of Black's dice on B block to blue, giving Blue 2 dice in the new green casino she'll share with Red.

Black wants to agree, but is \$7 million short. Green suggests an arrangement: Black has a lot marker on D2, perilously close to Green's gold casino on the Strip side of D block. Green will trade Black \$7 million for that lot. Black enthusiastically agrees, to Red's great dismay.

So the trade goes off, in this order: Green gives Black \$7 million, Green replaces Black's lot marker on D2 with a green one, Black replaces the blue 6 on B4 with a black 6 (becoming the boss), Black pays \$15 million to remodel the 3-tile silver casino on B block to green, the silver tiles return to the tile stack, Black sprawls a \$12 million green tile on B2, Black's 2 dice in B block become blue, Black pays \$9 million to build a silver tile on A5 to make a 6-tile silver casino on A block, and Red's head explodes.

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WINNING

As soon as anyone draws the Game Over card, the end of the game happens immediately. Players may not do actions or initiate trades when this happens. Pay parking lots (money is a tiebreaker!), then pay and score casinos that touch The Strip. 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 end of the scoring track. Finish scoring points, and then the player with the most points wins!

2-PLAYER RULES

In a 2-player game, you can't build on F block. If you draw an F card during setup, set it aside and draw a replacement. After each player has 2 properties, shuffle all set-aside cards into the deck before inserting the Game Over card.

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, 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. Then take the rest of your turn as normal.

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