RÜDIGER DORN

VEGAS

GAMBLE UP TO THE LAST ROLL!

GAME IDEA

The players play as risk-taking gamblers trying their luck in the glitzy world of Las Vegas.
Six casinos can be visited, each of them showing a different number and each with a different amount of money available to be won overall. Round after round the same questions are asked: Where should I place most of my dice in order to gain a majority there? Where will my opponents be placing their dice? And where can I maybe grab a tidy sum from a competitor and roll it into my own pockets?
But be careful, that kind of battle over the biggest bucks has gone bad more than once – leaving someone else laughing at the end!
The winner is the player with the most money after four rounds.

GAME IDEA

Players play as gamblers trying their luck in Las Vegas

Round after round, they place their dice onto the casinos in order to have the most lying there

The player with the most money is the winner

GAME COMPONENTS

40 dice (8 in each player colour)
6 casinos (with die values 1-6)
54 banknotes (5 each of $60,000, $70,000, $80,000 and $90,000; 6 each of $10,000, $40,000 and $50,000; 8 each of $20,000 and $30,000)
1 start player card

Before playing for the first time, carefully remove the six casinos from their cardboard frames.

If you are reading these rules for the first time, ignore the text in the sidebars. They serve as a short summary of the rules to make it easy to quickly refresh your memory and get back into the game.

GAME SETUP

Place **the 6 casinos** next to each other in the middle of the table in die value order *(see figure)*.

Shuffle **the 54 banknotes** and place them in a face-down pile next to the casinos. Afterwards, place banknotes above the casinos. Keep adding banknotes to a casino until the total value is *at least* $50,000. Should multiple banknotes have been added to a casino, then arrange the notes such that all of their values are visible *(see figure)*.

Give **each player** the 8 dice in the colour of his choice.

Give **the oldest player** the start player card.

GAME SETUP

- **Lay out casinos**
- **Shuffle banknotes, then add min. $50,000 to each casino**
- **Give each player 8 dice of one colour**

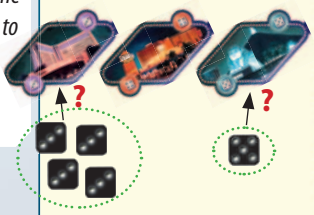
GAMEPLAY

The game is played out over four rounds, each of which is made up of each player getting around four or five dice rolling turns.

The oldest player begins (start player card), after which play continues in clockwise direction.

On your turn, roll *all* of the dice you have left (all 8 to start the round, fewer and fewer as the round goes on). Then, you *must* choose exactly *one* of the numbers rolled and add *all* of those dice to the matching-numbered casino. It doesn't matter if you or another player has already added dice to the casino or not.
It is then the next player's turn to roll and place, etc. until *all* players have placed *all* of their dice.

Example: ***Benno*** *rolls (midway through a round) four 3s and a 5. He chooses the four 3s and adds all of them to the „Mirage" casino (he could not have chosen to add only one, two or three of the 3s!).*
On his next turn, ***Benno*** *will simply roll and then add his last die to the appropriate casino.*



GAMEPLAY

On your turn, roll all of your dice – and then add *all* dice of *one* number to the corresponding casino

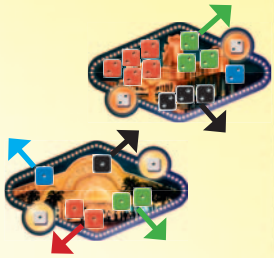
If you are out of dice, then you pass for the rest of the round. *(So it is possible that only one player has any dice left and thus gets to take multiple turns in a row toward the end of a round.)*

Players who have run out of dice pass on their turns

Once the *last* player has added his *final* dice to a casino, then the casinos pay out:

First, check *each* casino to see if two or more players have the *same number* of dice there. Wherever this is the case, *each* of the affected players return *all* of their affected dice back to their supplies.

Important!
Players with equal numbers of dice in a casino get nothing!



Example 1: ***Anna*** *added 5 dice to the "Caesars Palace" casino;* ***Benno*** *and* ***Carla*** *added 3 each and* ***Denny*** *added 1.* ***Benno*** *and* ***Carla*** *both take their 3 dice back.*

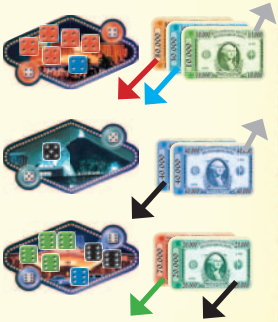
Example 2: ***Anna*** *and* ***Carla*** *both added 2 dice to the "Golden Nugget" casino while* ***Benno*** *and* ***Denny*** *each added 1: All players take their dice back.*

Afterward it is time to distribute the banknotes from the first casino. The player who added the *most* dice to the casino takes all of his dice back from *this* casino (returning them to his supply) and receives the highest-value banknote from it. Any remaining banknotes are distributed to the remaining players in order of descending number of dice. Should there not be enough banknotes for everyone, then the remaining players miss out. They take their dice back and receive nothing.

The player with the most dice receives the highest-value banknote, etc.

Should there be any banknotes left on the casino after distribution, then take the leftover notes and place them, face down, *beneath* the pile.

Pay out the other five casinos in the same manner. Any money that players have won gets placed in front of them, face down.



Example 1: ***Anna*** *receives the $80,000 note and* ***Denny*** *the $30,000 note. The $10,000 note is returned to the bottom of the pile.*

Example 2: ***Benno*** *receives one of the $40,000 notes. The other is returned to the bottom of the pile.*

Example 3: ***Carla*** *receives the $70,000 note and* ***Benno*** *the $20,000 note.* ***Denny*** *gets nothing.*

The Next Round

Resupply the six casinos with banknotes so that they once again have at least $50,000 on them *(see game setup)*.

Resupply each casino with at least $50,000 for the next round

The player to the left of the previous start player receives the start

player card and starts the next round ...

GAME END

The game ends after four rounds and the players count their money. The player with the most is the winner. In the event of a tie, then the winner is the player with the most banknotes. If there is still a tie then there are multiple winners.

VARIANT (2 TO 4 PLAYERS)

All previous rules are in effect with the following exceptions:

At the start of each round, players receive, in addition to the 8 dice in their colour, additional dice in *a neutral*, unused, *colour* (we recommend white):
- with 2 players, *each* player receives 4 *white dice* (= 12 total)
- with 3 or 4 players *each* player receives 2 *white dice* (= 10 total)

(In a three player game, the two leftover white dice get rolled by the start player at the start of the round and placed accordingly.)

On your turn, you must roll your neutral dice along with those of your own colour and then place them just as you would your own.

*Example: **Carla** rolls two 1s of her own colour as well as one white 1; she also rolls a 5 of her own and a neutral 6. She can now choose to place either all three 1s, her own 5, or the neutral 6.*

At the end of a round, the neutral dice are scored as if they belonged to an additional (imaginary) player. Any money that this ‚player' wins gets added to the bottom of the pile.

*Example 1: The $80,000 note goes to white (and is thus added to the bottom of the pile); **Benno** receives the $30,000 note.*

*Example 2: **Carla** receives the $70,000 note and white receives the $40,000 note (added to the bottom of the pile); **Anna** receives nothing.*

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Pass start player card to the left

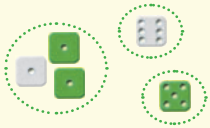
GAME END

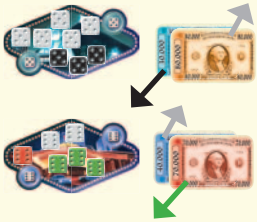
The game is over after four rounds
The player with the most money is the winner

VARIANT

Each player receives additional *neutral* dice:
4 (with 2 players) or
2 (with 3 or 4 players)

Place neutral dice as you would place your own dice





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