

## VEGAS STRIP

2-6

40'

11+



### COMPONENTS

- A** 1 Character Aid
- B** 2 Setup Cards
- C** 6 Team Markers
- D** 18 Partner Cards (6 per team)
- E** 6 Fixer Cards
- F** 6 Casino Cards
- G** 10 Character Cards (double-sided)
- H** 6 +3 tokens
- I** 98 Poker Chips
- J** First Player Marker
- K** 42 Number Tiles
- L** 6 Player Cards

### CREDITS

**Design:** Peter C. Hayward  
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Use your wits to figure out which casinos your opponents want to win, and try to beat them to the jackpot!

### SETUP

- 1 Place the **setup** card for your player count where everyone can see it. Select the number of **casino cards** listed on the setup card and lay them out in a row. All casinos are the same except for name and artwork.
- 2 If using 5 casinos, remove the **fixer** card for the unused casino from the game. Place the fixer and partner cards near the setup card for now.
- 3 Check the **starting jackpot** on the setup card. Place that amount of poker chips on **each** casino.
- 4 Shuffle the **character** cards and deal 1 below each casino. For your first game, use the **A** side of every card. After your first game, randomly place each card on the **A** or **B** side. If using *Pro Gambler*, pile the +3 tokens nearby.
- 5 Each player chooses a player card and takes the matching team marker and 8 number tiles. If the setup card shows any **removed tiles**, each player removes those tiles from the game.
- 6 Whoever most recently visited Las Vegas takes the **first player** marker.

### GOAL

Each round, you and your assigned partner play **number tiles** at casinos to try and earn the most **poker chips**. After 3 rounds, everyone counts up their chips to see who won.

### RIGGED & SECURE CASINOS

Sound too easy? The catch is that each team secretly chooses a **rigged** casino and a **secure** casino each round.

You only want to **win** at **rigged** casinos, since staff there have been paid to overlook cheating. At **secure** casinos, you want to earn as much as you can **without** winning – because whoever wins gets kicked out with nothing!

### HAND OF TILES

Place your number tiles faceup near your player card. This is your **hand**. The tiles in your hand are always **public** and should be visible to everyone.

### GAME ROUNDS

Each round has 3 phases:

- 1 Round Setup
- 2 Player Turns
- 3 Collect Payouts

#### 1. ROUND SETUP

**A ASSIGN TEAMS:** First, players place their team markers on the **setup** card to find out which **team** they're on this round. Going in clockwise turn order, the first player places their marker on "1st," the next player on "2nd," and so on. If a player doesn't have a partner, they play **solo** this round. In 2-3 player games, everyone plays solo (see pg. 7).



This round, spades and diamonds are on team A. Hearts and clubs are on team B.



**B DEAL:** The player on each team who is **earlier in turn order** (or who is solo) is that team's **fixer**. Shuffle the fixer cards and deal 2 to each fixer. If there is a leftover fixer card, place it facedown to the right of the setup card.

**C CHOOSE:** Each fixer looks at their cards. They secretly place the casino they want to be **rigged** facedown on the left of their player card and the one they want to be **secure** facedown on the right.

Spades are Team A's fixer. They decide to rig Santorini and make Sunset Gondola secure.

**D SHOW PARTNER:** Each fixer who has a **partner** takes their team's 6 partner cards. They find the 2 casinos they were dealt and place them facedown on the left and right of their partner's player card, in the **correct positions**. Each partner then secretly looks at their cards. You can look at your fixer or partner cards at any time during the game, but keep them hidden.



Spades use their partner cards to show diamonds that Santorini is rigged and Sunset Gondola is secure.

### 2. PLAYERTURNS

Players take turns clockwise, starting with the first player. On your turn, place 1 tile from your hand under a casino of your choice.

After placing, add up the **total value** of your tiles at the casino. If necessary, rearrange the tiles at the casino so players are ranked from **highest to lowest** total tile value. Always rank yourself and your partner individually.



## PLACEMENT RULES

You are limited to 2 tiles at each casino. If you have 2 tiles at a casino, you can't place any more there.

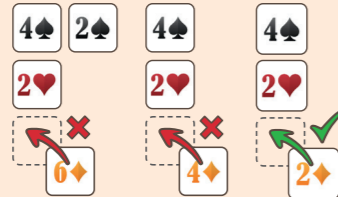


You can't place a 7 at your team's rigged casino. Your cheating is too obvious and the dealer won't cover for you! You *can* play your 7 at an *opponent's* rigged casino, just not the one your team rigged.



You can never tie the leader.

The highest-ranked player at a casino is called the **leader**. You can never place a tile that will give you the **exact same** total as the current leader — you must either beat or play under them. *This only applies to the leader. You **can** tie any player who is not leading.*



You must follow all character rules.

Each character adds a unique rule at their casino that can get in your way or be used to your advantage. See your character aid for details.



## 3. COLLECT PAYOUTS

When everyone has played **all** tiles in their hand, follow these steps:

- The fixers reveal their **rigged casinos** one at a time in turn order. When a rigged casino is revealed, the **leader** there takes the entire **jackpot** on it. Everyone else gets nothing.
- Every player returns their tiles from all **rigged** casinos to their hand.
- All casinos with tiles left are **secure**. At each secure casino, the **leader** returns their tiles and gets **no** chips (*they are kicked out*). Then, each **other** player takes chips from the supply equal to the **total value of their tiles** there.
- Every player returns all their remaining tiles to their hand.
- Each team with **2 partners** counts up their combined winnings for the round and **splits them evenly** (see next page).



### RIGGED EXAMPLE

The Peacock is rigged, so the clubs player wins the jackpot of 15. Hearts and diamonds get nothing!

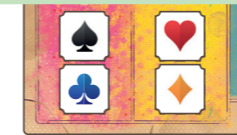


### SECURE EXAMPLE

Sunset Gondola is secure, so the diamonds player gets nothing! Spades gets 7 from the supply, and clubs gets 4. The jackpot stays for next round.

## SPLITTING WINNINGS

When playing with a **partner**, the two of you must place **all** chips you collect during the round in a **team winnings** pile below the setup card. At the end of the round, you split this pile 50/50. If an even split isn't possible, return 1 chip to the supply.



## NEXT ROUND

After scoring casinos, if the game hasn't ended, refill each casino with **0** chips on it up to the **starting jackpot** amount on the setup card. Pass the **first player** marker clockwise and start the next round.

## GAME END

After 3 rounds, the **2 individual players** with the most and second-most chips **win together**. In a tie, the tied player who earned the most chips in the last round is ranked higher.

## SOLO PLAYERS

If you are not assigned a partner, you play as a lone fixer and keep **all your winnings** for the round.

With 2-3 players, **all** players are solo every round, so team markers and partner cards are not used.

## 2-PLAYER RULES

With 2 players, each player takes a second full set of tiles to use as **blockers**.

On your turn, you must place 1 of your tiles **and** 1 blocker, in either order. Each set of blockers acts like a partnered player, except:

- You **never** collect poker chips from your blockers, either from casino payouts or characters. If your blockers win a **jackpot**, return it to the supply.
  - You **may** place your 7 blocker at your rigged casino.
- On the **first turn** of each round, the first player places **only** 1 blocker. They also take the **last** turn of the round, placing their last normal tile.

## CLARIFICATIONS

- Table talk is **not** allowed. Until the last tile is played, you can't discuss decisions with your partner, except to clarify rules.
- With 4 players, the setup card has different team positions for the **last round** only. *This avoids repeat partners.*
- With 2 or 4 players, the casino that is not dealt to anyone is always **secure**.
- When you get chips from a **character**, take them from the **supply** (*not the jackpot*). If you have a partner, add the chips to your **team's** winnings to split at the end of the round.
- When a character **adds** chips to a casino's jackpot, take them from the **supply** (*unless stated otherwise*).
- If a casino's jackpot isn't claimed during scoring, do **not** reset it to the starting amount. Any chips added by characters stay on the casino, and any chips removed are not replaced (*unless there are 0 left*).
- Casino Owner B** does not activate if there is no previous leader.
- High Roller A** activates **every** round, including the first, after (re)filling all jackpots.
- Adding a **+3** token to a tile increases its **number** by 3 for all purposes (*including payouts*). If the token is removed, the tile immediately loses the +3. Only check for leader ties **after** adding and removing +3 tokens.
- In a learning game, if a player realizes during scoring that they mistakenly placed their 7 on their rigged casino, they lose 10 from their personal winnings. With experienced players, the offending player loses **all** their winnings for the round.
- If you can't legally place a tile anywhere on your turn, instead discard a tile from your hand. Return it to your hand at end of round.

