Vegas Showdown

Set-Up:

1. Place the Restaurant, Lounge, and Slot tiles on their spaces on the main board. With 3 players, remove 3 tiles from each.
2. Each player chooses a color and takes the matching pieces (Population, Revenue, Fame, Bid) and a Hotel-Casino sheet.
3. Population marker (person) goes on space 8 of the Hotel-Casino sheet and the Revenue marker ($) goes on space 5.
4. Fame marker (star) goes on 0 space of the main board's score track. This tracks your points for the game!
5. Taking the rest of the tiles (Premier), make 6 stacks based on SIZE and A/B backs. Separately shuffle each stack face-down, then put the A stacks on top of their B counterpart, creating 3 stacks (small, medium, large tiles.)
6. Flip the top tile of the 3 stacks, and place each on an empty "Premier" space on the board (don't use "4-5 players only.")
7. Shown on the tile itself (at the top), place a clear red "minimum-bid" marker on the matching number on the bid track below the tile. Non-Premier tiles (Restaurant, Lounge, Slots) don't have minimum-bid markers.
8. Shuffle the Event deck face-down. Designate a "Banker" and give each player $20 in chips.
   o Chips are public. Chips are valued at $25 green, $5 red, and $1 white.
9. Randomly choose a 1st player and give them the "Turn order" button. The button has the round phases on the back.
10. Place the Building Prerequisite Chart nearby for all players to easily see.

Game Flow:

o Vegas Showdown is played over a number of rounds, until 1 of 2 things happens – a player completely covers their Hotel-Casino sheet with tiles or the Premier tile stack indicated on the Event Card runs out. The game will immediately end and the end game points added up. Most points wins! (See End Game for more details.)
o **Each round is broken up into 6 phases – 1. Drop Prices, 2. Flip new Tiles, 3. Collect Income, 4. Choose Actions, 5. Adjust Fame, Revenue, and Population, and 6. Pass the Turn Order Button.**

Game Round:

1. **Drop Prices**
   o Skip this step the 1st round of the game.
   o The 1st player moves all red minimum-bid markers down 1 red space for all remaining Premier tiles.
   o If the red minimum-bid marker started on "3," remove the tile/marker from the game now.

2. **Flip New Tiles**
   o The 1st player draws 1 Event card. Read the card to everyone to know what is changing for the current round.
   o Under the Event card's name is a shape matching 1 of the 3 Premier tile stacks. Using this stack, fill in empty Premier spaces on the main board and add matching red minimum-bid markers. Place "No bid" tokens as needed based on what the Event card stipulations are for this round.
   o If playing with 4-5 players, this is the time when you fill in that extra "4-5 player only" space.
   o If the matching Premier tile stack runs out at this time, the game immediately ends. Go to End Game now.

3. **Collect Income**
   o The Banker gives each player chips equal to their lower value marker, Population or Revenue.

4. **Choose Actions**
   o Starting with the 1st player and going clockwise, each player will chose 1 of 3 choices:
     1. **Bid on Tiles**
        ▪ To bid on a tile, place your bid marker on any number value you wish on the track next to the tile.
        ▪ For non-Premier tiles (Restaurant, Slots, Lounge), there is no minimum-bid requirement.
            ➢ Only use the 2nd Slot's track with 5 players.
        ▪ For Premier tiles, your bid marker must be placed on or higher than the red minimum-bid marker.
        ▪ You can't bid a number if you don't have that much cash (chips.)
        ▪ You can't bid higher than the highest space on the track.
        ▪ If there is another player's marker on the track you want to bid on, you must bid any number higher than the highest bidding player on that track.
        ▪ When you outbid someone, leave their marker where it is. Play will keep going in clockwise order and when it comes back to that player, they will pick up their bid marker and make another action selection (Bid on Tile, Renovate, or Publicity).
        ▪ If it comes back to your turn and you are winning a bid, you do nothing. You can't change your action unless you are outbid. Play moves to the next person clockwise.
        ▪ Bidding will end when all players have placed their bid marker and no player has been outbid!

- Each player who won a tile will pay the bank what they bid/owe and added the tile to their Hotel-Casino sheet following placement rules, or set aside in a personal reserve.
- There is no limit to the number of tiles you can have set aside in your reserve for later actions.
- If you put a tile in your reserve, you can choose 1 other tile you already had in your reserve and place it now, if you want.
- Placement Rules:
  - Yellow tiles added MUST have a pathway tracing back to the Casino entrance.
  - Blue tiles added MUST have a pathway tracing back to the Hotel entrance.
  - Green tiles added MUST have a pathway tracing back to either entrance.
  - Tiles must stay within the layout of the Hotel-Casino sheet.
  - Refer to the "Prerequisite chart," but a tile can't be PLACE on your sheet until the previous tile in line is added. The "Night Club" is particular and needs any Lounge connected to it.
  - For the Renovate Action, these rules must be obeyed at the END of placement.
  - Once placed, a tile can't be moved/rotated unless using the Renovate Action.

2. **Renovate**
   - Put your bid marker in the Renovate section of the main board and do this action while everyone else finishes bidding. Any number of players can go here.
   - Remove 0-2 tiles from your Hotel-Casino sheet and place them in your reserve.
   - Now, add 0-2 tiles from your reserve area on your sheet.
   - Placement rules (see above) only apply after you have finished placing all tiles for this action. You can even leave a tile floating out in space as long as you reconnect it legally when this action is over.

3. **Publicity**
   - Put your bid marker in the Publicity section of the main board and do this action while everyone else finishes bidding. Any number of players can go here.
   - Immediately earn 1 Fame point.
   - Place 1 tile from your reserve area onto your Hotel-Casino sheet, following placement rules above.

5. **Adjust Fame, Revenue, and Population**
   - Earn any Fame, Revenue and Population granted to you based on rooms you added above.
   - If you Renovate, don't forget to subtract bonuses from the tile(s) removed before adding bonuses from the tile(s) added.
   - Retrieve your bid markers from the main board now.
   - If at this time, any player has filled up their Hotel-Casino sheet entirely, the game ends. Go to End Game now.

6. **Pass the Turn Order Button**
   - The player with the Turn Order Button passes it to the Left.
   - Remove any "No Bid" markers now.

End Game:
- The game will end immediately when 1 of the following occurs:
  - When a player completely fills their Hotel-Casino sheet with tiles during step 4/5 of the round… or
  - When filling in Premier room tiles based on the Event card, a Premier tile stack runs out.
- End game Fame points are scored the following ways – add them to the points you earned during the game.
  - If you completely fill your "blue Hotel" section of your sheet with only Blue and Green tiles – 5 points.
  - If you completely fill your "yellow Casino" section of your sheet with only Yellow and Green tiles – 5 points.
  - If your Hotel entrance and your Casino entrance connect with an uninterrupted path – 3 points.
  - Population marker: Most gets 5 points, 2nd most 3 points, 3rd most 1 point. If tied, add and split the points.
  - Revenue marker: Most gets 5 points, 2nd most 3 points, 3rd most 1 point. If tied, add and split the points.
  - For every $10 you have, exchange the chips for 1 point.
  - For each "red diamond" corner on your Hotel-Casino sheet – 3 points.
  - For each ¾ "red diamond" corner on your sheet – 1 point.
- Most points is the winner. If tied, most left over money wins. If still tied, it's a draw.