RULEBOOK



COMPONENTS

81 Casino cards (58 x 88 mm)

Front: the casino number / back: the effect.





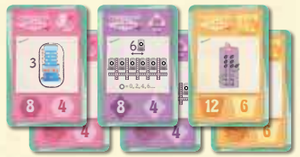
Card distribution:

Effect side: 16 Inauguration cards,
16 Construction cards, 16 Limo cards,
16 Show cards, 17 Improvement cards.

Casino number side: 3x 1 2 14 15,
4x 3 13, 5x 4 12, 6x 5 11,
7x 6 10, 8x 7 9, 9x 8.

21 Project Cards (58 x 88 mm)

Of 3 different types, indicated by a color and a symbol, or (front: project / back: approved).



8 Solo Cards (58 x 88 mm)

3 Project Approval cards and 5 Architect cards.

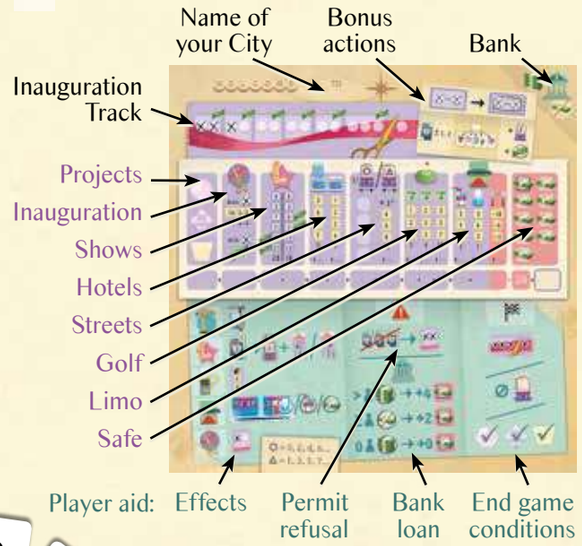




1 Scoring pad

Front: city / back: scoring.





GAME PRINCIPLE

Welcome to New Las Vegas is a standalone sequel to *Welcome to…*

You have become a better architect and at the end of the 60s, in the US, you join the project to build a "New Las Vegas".

But the competition is tough!
Who will best respect the City Projects by creating, in the 4 streets and 11 Avenues that have been allotted to each, the most luxurious and entertaining Casinos, the highest Hotels and the longest Golf Course?

In *Welcome to New Las Vegas*, everyone plays at the same time with the same cards. It's all about cleverly combining the Casino numbers with their associated effects in order to become the greatest architect of tomorrow.

But be careful, the challenge is even higher than in *Welcome to…* ! You will face more difficult choices and a more intense competition with the other architects.

Therefore, we strongly advise you to start by playing *Welcome to…* before playing *Welcome to New Las Vegas*.

PURPOSE OF THE GAME

You will gradually develop your 4 (horizontal) streets by opening Casinos.

You are done opening all the casinos of one of your (vertical) Avenues? Then it is time to build a large hotel for the tourists.

And don't forget to make your city even more attractive with shows, golf courses and even, for your richer clients, a tour of the most luxurious casinos in a limousine.

Of course, all your sumptuous projects are expensive and you will need to borrow from the bank or even from the mafia, but beware of bankruptcy if you cannot pay back your debts!

The competition between you and the other architexts will be tough: who will get the City projects approved first? Who will contribute the most towards the inauguration of the City, while staying in the good graces of Ms Mayor?

Welcome to New Las Vegas!

SET UP

1. Give to each architect a pen (not provided), and 2 sheets from the pad: one sheet for the city and one sheet for the scoring.

2. Pick 3 Project Cards: a pink project, a purple project and a yellow project. Place these 3 cards project side up (all the other Project cards are put back in the box and will not be used in that game).

3. Shuffle the Casino cards and split them into 3 equal stacks (of 27 cards each), number side up.

> NOTE
>
> During your first game, we advise you to play without the golf course (see page 9) and without the Bank rule below, in order to grasp more easily the game.
>
> If you pick a yellow project concerning the golf, replace it with another one.
>
> For this first game, you'll start the game with 3 bundles of bills in your safe. Therefore, circle 2 additional bundles of bills in your safe (see *Safe* page 11).

4. Secretly choose if you want to borrow money from the bank, which will be added to the bundle of bills already present in your safe.



- ★ To choose to borrow money, circle the 4 bundles of bills on your score sheet.
- ★ Otherwise, if you don't want to borrow money, circle the barred bundle of bills.

After that, for your choice to remain secret, fold the corner of your sheet to conceal it from the other architects.

At the end of the game, all choices will be revealed and, depending on the results, the bank will loan a varying amount of money and give the same amount to all the architects (see *Safe* page 11)







GAME TURN

1. Flip 3 Casino cards

At the beginning of each turn, the card from the top of each stack is flipped and placed next to it, effect side up, creating three combinations: Casino number / Effect.
Flipped cards will be stacked in three discarded stacks.



2. Pick a number / effect combination

The players turn is simultaneous: each player individually picks one the three combinations available and apply the results on their sheets.
Several architects can therefore choose the same combination.

3. Open a Casino (compulsory)

First, each architect must write the number of the combination he picked in the casino of one of their 4 streets on their city sheet.
Numbers must always be written in an empty and constructed Casino, that is a casino without a crane or with a crossed off crane (see *Construction* effect page 8).
They must be put in ascending order from left to right in each street independently.

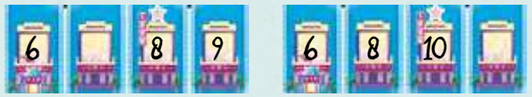


The same number can never appear twice in the same street (except for the *Extended Casino* Bonus, see page 10).

NOTE

The player can leave as many empty casinos as they wish between two opened casinos, then fill them later (as long as they respect the ascending order).

Moreover, they can skip some numbers (for instance put an 8 just after a 6).



If a player cannot write any of the 3 numbers of the Casino cards because they cannot respect the placement rules, they get to check 2 boxes on the Inauguration Track on their score sheet and will not be able to perform any action this turn.



4. Perform the Effect (optional)

The player's chosen combination allows them to perform an effect, if they wish, and if they have opened a casino with the Casino card.

Important: an effect is always optional.

Once all architects have opened their casinos and (potentially) carried out their effects, a new turn starts by flipping new cards from the three Casinos stacks.

When the stacks are empty, reshuffle them.



STREETS

In order to bring luck to your future customers, you must try to open Casinos in series of odd or even numbers.

At the end of the game, you will earn points for your longest series of odd or even casino numbers for each street.

EXAMPLE





Here, the longest series is 4 even numbered casinos, so the architect will earn 4 points for this street, in addition to potentially a 6-points bonus if this architect has the longest series for that street, compared to their opponents.

NOTICE

As long as they are not built, casinos under construction do not stop a series. On the contrary, as soon as they are built, and as long as they are not opened (numbered) they stop it.

By using the Easy-Opening or Extended Casino bonus, it is possible to create series such as 0-2-4-6 or 5-5-7 (see *Bonus* page 10).





HOTELS

In order to build a Hotel at the bottom of an Avenue, all the Casinos of the Avenue must be opened (numbered).



Warning: It means that you must also have built and opened the Casino under construction of the Avenue (see *Construction* effect page 8).





The first architects, to build the Hotel of an Avenue, on the same turn, circle the entire Hotel (the Large Hotel) and announce it to the other architects.



All other architects must then cross off the top floors of the Hotel and will only be able to circle the lower floors of the Hotel (the Small Hotel) on latter turns.



These Hotels, large or small, will earn a certain number of points at the end of the game, depending on whether they were improved (see *Improvement* effect page 8).

EFFECTS

Construction



This effect allows you to finish building one of the casinos under construction in any street. But for that, you'll need to borrow money.



Cross off the crane and circle the debt.



As soon as the built casino is opened (numbered), the outstanding debt is cleared (crossed off). But if the casino is not opened by the end of the game, the debt will have to be paid by spending (crossing off) a bundle of bills in your safe for each circled debt.



Warning! A casino must be opened before an effect can be performed. Therefore, you cannot build a casino, then open it in the same turn by using the number associated with the Constuction effect.

Improvement



This effect allows you to increase the value of the points earned at the end of the game.



Cross off one yellow box available in any scoring zone of your sheet.

You can cross off the **10/5/2** box of the inauguration zone, or else a yellow box of your choosing in hotels, streets, golf or limousine.

Warning: you must cross the yellow boxes one by one from top to bottom.

Show



This effect allows you to host Shows in your casinos by opening a starred casino with a number associated with the Show effect.

Circle the star of the opened Show Casino and cross off the first box available (from top to bottom) in one of the two Show columns.

When the first box of a Show column is crossed off, circle the two debts of this column.



During the game, as soon as a Show box next to a debt is crossed off, the debt is cleared (crossed off). At the end of the game, for each remaining debt, you will have to cross off a bundle of bills in your safe.



Note: you can open a starred casino without the Show effect but then, you'll cross off the star. You can also open a starless casino with the Show effect, but you cannot perform the effect.

Inauguration



This effect allows you to satisfy Ms Mayor by participating in the Inauguration process of the city.

Check one box on the Inauguration Track (from left to right). You start the game with 3 boxes already crossed off.



Warning: If an architect checks the last box of the Inauguration Track (the one after the scissors), the game ends.



This involvement in the Inauguration process can be used to gain bonuses from Ms Mayor during the game (see *Bonus* page 10).

Moreover, the architect having contributed the most to the Inauguration process will earn a reward and the one with the least involvement will have to settle an outstanding debt (see *End Game* page 11).

Limousine



This effect allows you to draw a Limousine trip for rich Casino customers.

The trip starts at the traffic lights of the airport parking lot and must come back to its starting point at the end.



To start or continue the trip, draw one line that prolongs the existing trip. A line goes along the streets and avenues from one street lamp to the next one.



The trip is composed of one and only route and has no bifurcation. The Limousine cannot come back onto the same section but can cross it. Once the Limousine is back at the starting point, it cannot leave again.



When the trip passes in front of a special casino with a red carpet (VIP, Luxury or Mafia), circle the corresponding symbol in front of that casino. At the end of the game, if the casino is opened, then the circled symbol will earn points or a bundle of bills in your safe.

Warning: At the end of the game, if the limo has not yet returned to the traffic lights of the airport, you'll lose points (see *End Game* page 11).

GOLF

The first time that you open a Casino on the top street, build the golf hole directly above it by circling it.



In order to continue building this golf course, each casino that you'll open on the top street must be directly adjacent to an opened casino. So you'll circle the golf holes as you open casino next to one another.



Warning: If you skip one or more casinos by opening a casino that is not next to an already opened casino, then you will no longer be able to expand your golf course in that direction. In that case, cross off all golf holes located after the last circled hole until the end of the street, in the direction of the newly opened casino.



These golf holes will earn a certain number of points depending on their type (**PAR 3**, **PAR 4** or **PAR 5**).

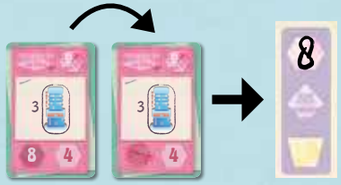
PROJECTS

A City Project is an objective fixed by the City to its architects.

The first architects to fulfill, on the same turn, all the conditions specified on one of the three Projects in play will immediately earn the corresponding points.

They write down in the , , or box in the Project Zone of their scoring sheet the highest value indicated on the project side of the card, and then, they flip it to its approved side.

An architect can only score points once for each of the three projects. Once the project is fulfilled, the architect will keep the points earned even if later on the necessary requirements are not met anymore.



All the other architects who will fulfill the same project will only score the lower value of the project.

The City Projects and their conditions are presented at the end of the rules (see *List of Projects* page 14).

The first architect to fulfill the first Project of the game can, if they want, shuffle the 81 Casinos cards and create 3 new stacks for the rest of the game.

BONUS

By contributing to the Inauguration Process, the architects will gain access to 3 types of bonuses granted by Ms Mayor: Free Action, Easy Opening, Extended Casino.

Warning!
You can use only one bonus per turn.

At any time during a turn, to use the bonus, circle a set of crossed off boxes on the inauguration track. The possible sets are indicated on the track.



Reminder: If you cannot use any of the 3 casino cards, then you cross off 2 inauguration boxes, you cannot perform the effect, nor can you use a bonus action.

★ EASY OPENING: The architect can add or subtract 1 or 2 to the number of their casino card. With this bonus, it is possible to have a 0 (even number), a 16 or a 17.

★ FREE ACTION: The architect can use any of the 5 possible effects instead of the one on their number / effect combination.

★ EXTENDED CASINO: The architect can open a second casino during this turn. The casino must be a built casino adjacent to an already opened casino (directly to its right or left). It will have the same number as its neighbor.

Careful, if the bonus used is "Extended Casino", circle the debt above the set of checked boxes used. At the end of the game, you must clear the debt by crossing off a bundle of bills in your safe. If you use another bonus than the Extended Casino, just cross off the debt of the set used.





END GAME

The game ends if an architect:

★ finishes their Inauguration track or

★ fulfills all three Projects or

★ opens all the built Casinos of their 4 streets (the casinos under construction are not taken into account).

The architects add their points in each domain and the architect with the most points is the winner. In case of a tie, the architect with the most Hotels wins. In case of a new tie, the architect with the most Large Hotels wins. If there is still a tie, play again!

Projects Add the scores of the projects you fulfilled.



Inauguration Each architect counts their crossed off boxes that have not been circled for the bonuses in their inauguration track. Depending on your position, earn the value indicated by the first visible box of your score sheet. Those with the most boxes will earn 10 or 15 points. Seconds will earn 5 or 8 points and third architects will earn 2 or 0 points. Those finishing last must also circle the debt in the inauguration zone.



Shows Earn the lowest visible number of each Show Column.



Hotels Write down the number of Large and Small Hotels built and multiply these by their corresponding improved value (the lowest visible value).



Streets Earn the points corresponding to the size of the longest series of odd or even casinos in each street. Reminder: the casinos under construction do not stop a series. Moreover, for each street in which you have the longest series, earn the street bonus (the lowest visible value). In case of a tie, all earn the bonus.



Golf Write down the number of holes for each type (**PAR 3**, **PAR 4** and **PAR 5**) and multiply these by their corresponding improved value (the lowest visible value).



Limousine Write down the number of VIP and Luxury Casinos (red carpet) opened and visited by the Limousine, and multiply these by their corresponding improved value (the lowest visible value). For each Mafia Casino (red carpet) opened and visited by your Limousine, circle one bundle of bills in your safe.



Write down also the minimum number of lines missing in order to finish the trip, and multiply it by the most negative value visible.

Safe The architects reveal their wishes for the bank loan.



★ If more than half of the architects wanted to borrow from the bank, then each architect circle 4 additional bundles of bills in their safe.

★ If half or more than half of the architects refused to borrow from the bank, then each architect circle 2 additional bundles of bills in their safe.



★ But if no one wanted to borrow from the bank, do not circle any bundle of bills in your safe.

Then cross off one bundle for each circled debt that is not crossed off on your 2 sheets. If the number of bundles is sufficient, cross off the -20 points penalty. Otherwise the -20 points penalty applies due to a lack of funds.



SOLO MODE

ALEXIS SOLO MODE

The ACME (Alexis Casinos & Mafia Enterprise) is your lead competitor. Its architects have many ties with the mob and with politicians. So be careful… You might end up six feet under, in the middle of the desert. All regular rules apply with the following changes. Break a leg!

Set Up



★ Pick an ACME Architect card (the top left number is the difficulty level).

★ Pick 3 Project cards and place them project side up.

★ Take a city sheet and a score sheet. On the score sheet, divide all the scoring boxes in 2 with a horizontal line. You will score your points above the line, while the ACME architect will score below the line.



★ Shuffle the Casino cards and create two equal stacks. Create a deck of Casino cards, effect side up, by shuffling the 3 Project Approval cards in one of the stacks and by placing it below the other stack.

★ Make your bank loan wish. Then pick a casino card and place it under your score sheet without looking at the number. At the end of the game, the card number will indicate the bank loan wish of the ACME architect.

Game Turn

Each turn, draw 3 casino cards. Pick and use 2 of them, one for its number, one for its effect. Then discard the 2 cards and place down the third card, effect side up, in order to create a stack for ACME.

Thus, you will create a stack that will allow ACME to open its own casinos.

Beware: You cannot shuffle this stack but you can check its content at any time.

If you cannot play, check 2 boxes on the Inauguration Track and still choose a card for ACME.

When you draw a Project Approval card, remove it from the game and draw a new Casino card. At the end of the turn, check the ACME architect card where you'll find out:

- if ACME fulfills or not the Project indicated by the Project Approval card drawn.
- the Hotels that ACME tries to build before you.

1st	✗ + 6
2nd	✗ + 7
3rd	✓ + 8-9

When ACME fulfills a project, write down its score on the score sheet. If ACME fulfills the project before you, flip it to its Approved side.

In the example above, if the Project Approval cards appear in the order , , :

- 1st Approval: ACME doesn't fulfill the project, and builds Hotel #6.
- 2nd Approval: ACME doesn't fulfill the project, and builds Hotel #7.
- 3rd Approval: ACME fulfills the Project, and builds Hotels #8 and #9.

When ACME builds a Hotel, write down "A" in the top floors of the Hotel. You can build the same Hotel during the same turn. But if ACME has built the Hotel before you, then you can only build the Small Hotel. On the other hand, if you have built a Hotel before ACME, it cannot build anything as ACME only builds Large Hotels. Note: ACME hotels do not allow them to fulfill a hotel project.

Important! When the 1st project of the game is fulfilled, by you or ACME, you MUST shuffle your discard pile with the stack of Casino cards. You must also shuffle your discard pile once the stack is empty.

End Game

The game ends when one of the 3 regular end conditions is reached. ACME can therefore end the game as well if it fulfills all the 3 projects.

To add the points for ACME, take its stack of casino cards without shuffling them.

ACME will score points according to the values attributed to each domain. On the Architect card, for each domain is indicated a Basic Value and an Improved Value. These domains are placed on an Improvement Track.

Add all the Improvement cards. Depending on the amount, some thresholds will be reached. For all reached thresholds, you will need to use the Improved Values instead of the Basic Values for these domains.



INAUGURATION: Compare the number of Inauguration boxes you crossed off and did not circle with ACME's number of inauguration cards to find out if you are first or second and determine your score. If you are second, circle the debt . ACME doesn't earn points according to 1st or 2nd place and doesn't get any debt. Whether it is 1st or 2nd, for each inauguration card, ACME earns the number of points indicated on the Architect card (Basic or Improved Value).



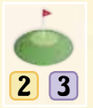
SHOWS: For each show card, ACME earns the value (Basic or Improved) indicated on the Architect card.



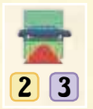
HOTELS: For each built Hotel (with an "A"), ACME earns the value (Basic or Improved) indicated on the Architect card.



STREETS: Add up all the Construction cards then add or subtract the value indicated on the crane. The result (which cannot be lower than 1) is the size of the largest series of odd or even casinos in each street for ACME. ACME earns as many points as that result for each street. Moreover, for each street where ACME has the highest series, ACME earns the value (Basic or Improved) indicated on the Architect card.



GOLF: ACME builds a golf hole for each card with the same effect as the previous card. For example, if in the ACME stack, there are 3 consecutive cards with the same effect, it creates 2 golf holes. For each hole, ACME earns the value (Basic or Improved) indicated on the Architect card.



LIMOUSINE: For each Limousine card, ACME earns the value (Basic or Improved) indicated on the Architect card.



SAFE: Reveal the card that you set aside at the beginning of the game to know how many bundles you get. If the number of the card is higher than or equal to the value indicated on the Architect card, then ACME has chosen to borrow from the bank. ACME has unlimited funds but you can push it to fail. If both you and ACME have chosen not to borrow from the bank, then ACME gets a penalty equal to the value of the card set aside at the beginning of the game.





LIST OF PROJECTS

Hotels & Inauguration Projects



To fulfill this objective, you must have built 3 Large Hotels.



To fulfill this objective, you must have built 5 Small Hotels.



To fulfill this objective, you must have built 7 Hotels (Large or Small).



To fulfill this objective, you must have built 2 consecutive Large Hotels, on adjacent Avenues.



To fulfill this objective, you must have built 4 consecutive Hotels (Large or Small), on adjacent Avenues.



To fulfill this objective, you must have built the Hotels of the 1st and 11th Avenue (Large or Small).



To fulfill this objective, you must have 10 unused crossed off boxes in your Inauguration Track. These boxes can be used after fulfilling the objective (1 bonus per turn).

Streets & Limo Projects

Reminder: the identical numbers due to the Extended Casino Bonus are included in the series and Casinos under construction do not stop a series.



To fulfill this objective, you must have a series of 6 even numbered Casinos in one street.



To fulfill this objective, you must have a series of 7 odd numbered Casinos in one street.



To fulfill this objective, you must have two series of 4 odd numbered Casinos. These can be in the same street or not.



To fulfill this objective, you must have one series of 5 even numbered Casinos, located at the beginning or the end of a street. Reminder: casinos under construction do not count. So the objective can be fulfilled even with a casino under construction at one end of the street.



To fulfill this objective, you must have opened all the Casinos of 2 streets, excluding the casinos under construction.



To fulfill this objective, you must have the Limo passed by a Special Casino (red carpet) of each type (Mafia, Luxury and VIP). These casinos do not have to be open for the fulfillment of the objective.



To fulfill this objective, you must have the Limo passed by a Special Casino (red carpet) in each of the 4 streets. These casinos do not have to be open for the fulfillment of the objective.

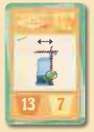
Construction, Shows & Golf Projects



To fulfill this objective, you must have built and opened the Casinos under construction of the 1st and 11th Avenue.



To fulfill this objective, you must have built and opened all the Casinos under construction of 2 streets.



To fulfill this objective, you must have built all the Casinos under construction of the 4 streets.



To fulfill this objective, you must have built and opened all the Casinos under construction and opened all the Shows of the same street.



To fulfill this objective, you must have crossed off the first 3 boxes in both Show Columns.



To fulfill this objective, you must have opened all the Shows and built all the Golf Holes of the Top Street.



To fulfill this objective, you must have built all the Golf holes of the **PAR 4** type.

CREDITS

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Solo Mode Game Designer: **Alexis ALLARD**
Graphic Designer: **Anne HEIDSIECK**
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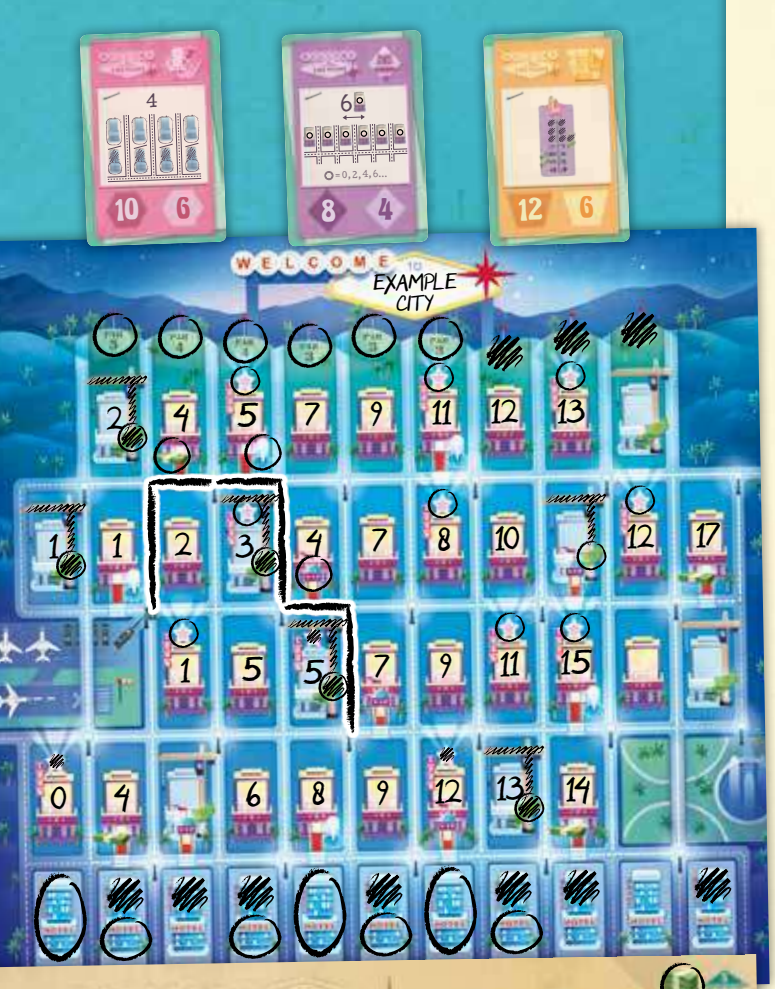
Benoit would like to thank all the players who have discovered and spread the love for Welcome to... Without them, he would have never had the chance to design the expansions and now this sequel to the game. A huge thanks as well to everyone in the game industry who welcomed him and gave him the urge to spend more time and energy in the hobby. Finally, a special thanks to Virginie, without whom nothing would have been possible, even though there was *Myrmes*…

Alexis would like to thank Benoit for the "flop", Anne for the "turn" and Alain for the "river".

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Example of a 2-player game

PROJECTS: Benoit fulfilled 2 projects, pink after his opponent and yellow before. He thus wins 6 + 12 = 18 points.

INAUGURATION: Benoit has fewer crossed off and not circled boxes for bonuses than his opponent. He is second and wins 8 points. Being second, he is also last. He circles the debt.

SHOWS: Benoit wins 28 points and 9 points for the shows. He could have crossed off the last debt by doing an extra show action. But he did not.

HOTELS: Benoit built 3 large hotels before his opponent and 4 small hotels after his opponent. He earns 9 points and 4 points.

STREETS: Benoit's longest series in each street: 4 odd casinos (5-7-9-11) + 2 odd casinos (1-1) + 7 odd casinos (1-5-5-7-9-11-15) + 4 even casinos (0-4-6-8) = 17 points. His series in 3rd Street is longer than his opponent's. He earns 8 extra points.

GOLF: In the 1st street, after writing the 11, Benoit placed the 13 before placing the 12. By doing this he lost all the golf holes on the right side of the 11. He still wins 3 + 4 + 10 points for his golf.

LIMOUSINE: Benoit's limousine passed in front of 1 VIP casino and 1 Luxury casino which earn him 3 points each, as well as 1 mafia casino which allows him to circle 1 bundle of bills in his safe. But his limo misses 2 lines to return to his starting point, which makes him lose 12 points.

SAFE: Benoit wanted to borrow from the bank but not his opponent. So they each get 2 bundles of bills. Benoit has 4 bundles (1 at the beginning + 1 from the limo + 2 from the bank). But he has 5 debts to pay back (1 from a built casino and not numbered + 2 from the extension bonuses used on the inauguration track + 1 from the inauguration + 1 from the show). Benoit can not refund everything and loses 20 points!

TOTAL: 92 points. You can do better than him!