



OVERVIEW

Welcome to dazzling Las Vegas, where risk takers try their luck to win big. There's six different casinos to visit, each represented by a different die number and each with different amounts of cash to win.

Seasoned high rollers ask themselves the same questions every round: Where can I place my dice to win the most cash? Which casinos are everyone else betting at? And how can I snatch a tidy little sum from someone else?

The player with the most cash after three rounds wins.



COMPONENTS

- **36 dice** (6 in each color)
- **6 'Biggie' dice** (1 in each color)
- **6 casinos**
(with dice symbols from 1 to 6)
- **1 one-armed bandit** (variant game only)

• 48 bills

4 x 10.000	4 x 20.000
5 x 30.000	5 x 40.000
6 x 50.000	6 x 60.000
6 x 70.000	4 x 80.000
4 x 90.000	4 x 100.000



SETUP

Place the six **casinos** in the middle of the table in ascending order.

Shuffle the bills and place them face down in a pile. Stock the casinos with bills, one by one: turn over **two bills** from the pile **per casino**. Lay them slightly offset so that their values are clearly visible.

Each player takes the six die and one 'Biggie' die in their chosen color.



HOW TO PLAY

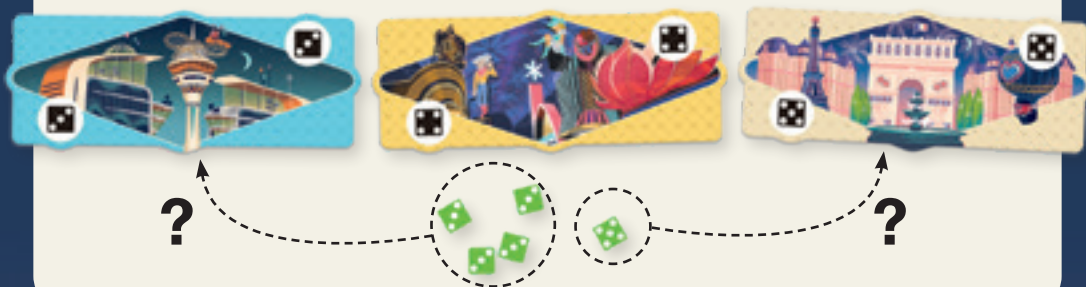
The game lasts for three rounds, with approximately four to five turns at rolling the dice in each. **The luckiest player starts**; play then continues in a clockwise direction.

When it's your turn, always roll **all** of your dice that are still available (all seven dice at the start of a round, then fewer and fewer). Then, decide on exactly one of the numbers of pips you rolled. You must now place all of the dice showing this number on the corresponding casino. It doesn't matter whether there are already dice on the casino (or who put them there).

The next player then rolls their dice and places them on a casino. Continue until you've all placed all of your dice.



Example: **Valentin** still has five dice. He rolls four 3s and one 5. He chooses the four 3s and places them all on the casino with the dice number 3 (he has to put them all there!). On his next turn, **Valentin** rolls his last remaining die and places it on a casino accordingly.



If you run out of dice, sit out the remaining rolls. It may also happen that one player places one die at a time several times in a row towards the end of a round.

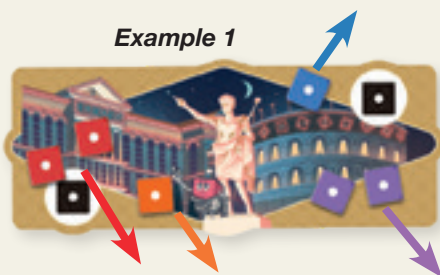
Once the last player has placed their last die on a casino, the casinos are scored (the 'Biggie' die always counts as two dice!).

First, check for each casino whether two or more players have placed the same number of dice there. When this is the case, all of these players must take these dice back.

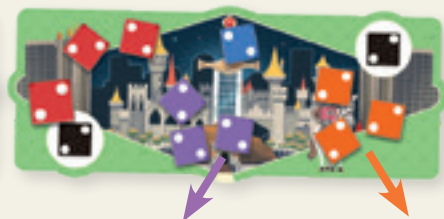
Example 1: **Anna** and **Carla** both have two dice on the 3 casino. **Ben** and **Denny** each have one die: All of the players must take their dice back.

Example 2: **Anna** has placed three dice on the 3 casino (one of them is her 'Biggie' die); **Ben** and **Carla** have each placed three dice, and **Denny** has placed one die. **Ben** and **Carla** must both take their three dice back.

Example 1



Example 2



Now, distribute the bills next to the first casino. If you now have the most dice on the casino, take them all back and take the bill with the highest value. The player with the second most dice also takes back their dice and the remaining bill.

If there are not enough bills for everyone, the remaining players go empty-handed. They take back their dice without winning any cash. If there are still bills left on a casino, these should be returned to the box.

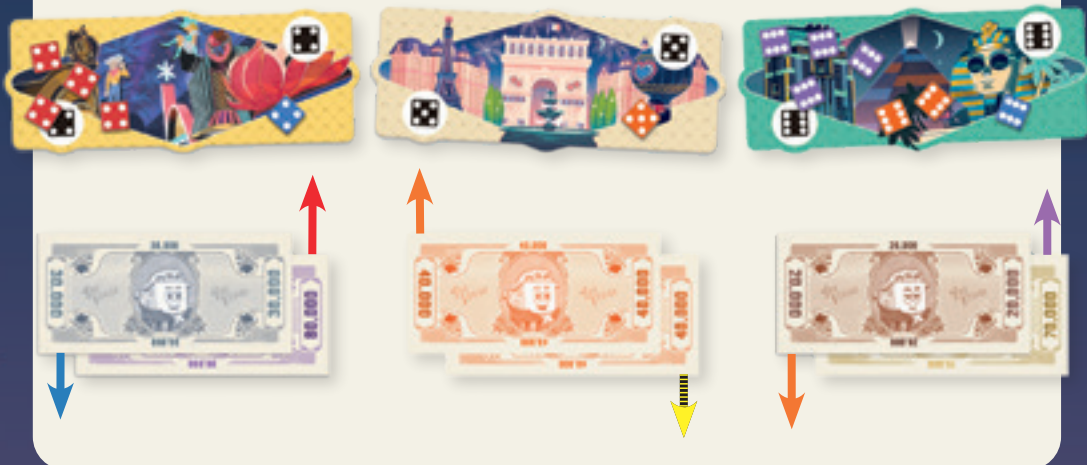
Do the same for each of the casinos.

The players place the cash they've won face down in front of them.

Example 1: *Anna* receives \$80,000 and *Denny* \$30,000.

Example 2: *Ben* receives \$40,000. The second bill is returned to the box.

Example 3: *Carla* receives \$70,000 and *Ben* \$20,000. *Denny* goes empty-handed.



THE NEXT ROUND

Distribute two bills to each of the six casinos again. The last player to roll the dice starts the next round and rolls their seven dice ...

END OF THE GAME

The game ends after three rounds. Then, everyone counts their cash. The player with the most cash wins. In the event of a tie, the tied player with the most bills wins. If there's still a tie, you share the victory.





VARIANT FOR TWO TO FOUR PLAYERS

All of the above rules still apply, with the following exceptions:

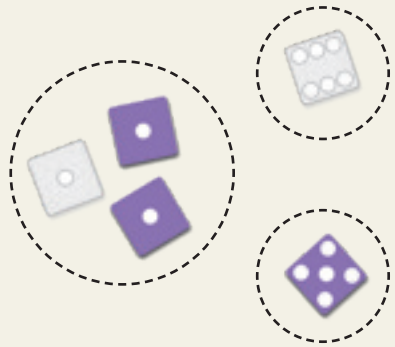
At the start of every round, each player receives dice in a neutral color (i.e. a color not belonging to another player) in addition to their own dice:

- If there are two players, you each receive three neutral dice (ten in total).
- If there are three players, you each receive two neutral dice (nine in total).
- If there are four players, you each receive one neutral die (eight in total).

Always roll all of the dice (both the dice in your chosen color and the neutral ones) and place them in the casinos exactly as if they were dice in your chosen color.

Example: *Carla* rolls a 1 with two of the dice in her chosen color and one of her neutral dice, a 6 with a neutral die, and a 5 with a die in her chosen color. She can now either place all three of the 1s, the 5, or the neutral 6 in a casino.

The neutral dice on a casino are counted at the end of a round as if they belonged to an additional (imaginary) player. If this player wins cash, it is returned to the box.



Example 1: \$80,000 goes to the neutral white (returned to the box) and \$30,000 goes to *Ben*.

Example 2: *Carla* receives \$70,000, the neutral green receives \$40,000 (returned to the box), *Anna* goes empty-handed.

Example 1



Example 2





ONE-ARMED BANDIT VARIANT

(for five to six players)

The one-armed bandit is added as a seventh casino. The same rules apply here as for the other casinos, with three major differences:

1. **No specific number** is required on the one-armed bandit; any number can be placed here.
2. You still have to place *all* of the dice in the number you want to place there, but this number may *not* already be on the one-armed bandit.

At the end of the round, the bills on the one-armed bandit are distributed in the same way as for the other casinos. Everyone can also only win a maximum of one bills here. The number of dice rolled by each player is added together, regardless of the number rolled. Whoever places the most dice receives the biggest bills and so on. Any bills not taken are returned to the box, as usual.

3. If several players place the most dice on the one-armed bandit, there is no deadlock. Instead, the tied player with the highest total sum of pips wins. If this sum is also the same, the tied player with the higher number on their individual dice wins.



Example: **Denny** places three 3s on the one-armed bandit. Now nobody else can place any 3s here (not even **Denny**!). **Ben** places two 6s and **Carla** two 4s. In a later turn, **Carla** adds one single 1.

When cashing up, **Carla** has the first choice, as the sum of her three dice is the same sum as the three 3s placed by **Denny** (9), but the number on **Carla's** dice (4) is higher.



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