

How to Play Lords of Atlantic City

When we think about Atlantic City, we think of that breath of acrid coastal air from the Jersey shore. We imagine thick accents of people named Paulie and Snooki. We think of an aging Burt Lancaster running his numbers game as he looks out for casino waitress Susan Sarandon. We think of the hoods who blew up the Chicken Man in Philly last night. His house too. We think it's time to put some money down in Atlantic City.

Number of players

2 to 6

Components

Playing *Lords of Atlantic City* requires the Atlantic City board and 5 Ferris wheels.

Setup changes

Put the appropriate colored Ferris wheels on the piers next to their discard piles.

Gameplay changes

All rules from *Lords of Vegas* apply, with the following changes:

The Boardwalk is the Strip. Atlantic City is densely populated, so some blocks are **connected** to each other; A, B, and C blocks start connected, as do D, E, and F blocks. You can sprawl from A block to B block, for example.

Blocks may also be connected and expanded by **alleys**. The board has two sets of alleys into which casinos can be sprawled. The pink alleys inset next to B and E blocks, and between C and D blocks, are used for any number of players. The orange alleys next to A, C, D, and F blocks are only used with 5 and 6 players.

Alleys don't have property cards; they can only be sprawled into from neighboring spaces for \$15 million. Any die placed in an alley is immediately set to a value of 1, and always resets immediately to that value if anything changes it. Tiles in alleys can connect C block and D block, making it possible to connect the entire board.

Example: *Yellow sprawls from his brown casino on B5 into the neighboring alley, paying \$15 million and placing a die set to 1.*

Turn changes

In Atlantic City, you can gain color **monopolies**, which make sprawling cheaper. You gain a monopoly for a color when you are the boss of the largest casino in that color (including casino tiles and risers). If you gain a monopoly, take the Ferris wheel of that color.

If you lose a monopoly, after the event that caused the loss resolves, put the Ferris wheel back (or give it to the player that took the monopoly from you).

Example: *Blue builds the game's first gold casino on F9. She takes the gold Ferris wheel from Steel Pier, signifying the gold monopoly. On the next turn, Red remodels a purple casino on C10 and C11 to gold and takes the gold Ferris wheel from Blue. On Blue's next turn, she raises her casino, tying Red's casino at two tiles. Red must return the gold Ferris wheel to Steel Pier.*

Action — Raise

An alley casino tile can be raised just like all other casino tiles but must always be raised to the same height as the neighboring casino of its color.

Example: *Yellow has raised his 2-square brown casino on B5 and B6 with a riser under each tile. Yellow sprawls a brown casino on the alley next to B5 and must raise it as well.*

Action — Sprawl

The cost to sprawl into an alley is \$15 million. Since an alley doesn't have a build cost, this replaces the normal rule of "twice the listed build cost" for alleys only.

If you have a monopoly, you get a \$5 million discount on any sprawl action. If you are sprawling to a numbered space, subtract \$5 million from the doubled cost on the board. If you are sprawling to an alley, it costs \$10 million.

Example: *Green is the boss of a silver casino on D8 and E1 and has the silver monopoly. Green wants to sprawl into D7 and the alley next to E1. Sprawling into D7 costs her \$7 million—twice D7's \$6 million cost, minus her \$5 million monopoly discount. Sprawling into the alley costs her \$10 million for the sprawl, rather than the normal \$15 million.*

Strategy: The Sprawl action is the only way to build a casino in an alley spot, which is otherwise safe—there are no property cards for alleys, so no one will take one away from you. Sprawling into alleys is a great way to get extra dice for your battle for control, while keeping the costs for reorganization low. Of course, this keeps the cost low for your opponents also. Maybe you can just work something out on the side instead?

Action — Reorganize

When you reorganize a casino that includes alley spaces, you roll those dice as normal, but remember that whenever you place a die on an alley tile, always place it as a 1.

Example: *Yellow reorganizes the 3-square casino on B block and the neighboring alley, rolling three 4s. He places 4s in B5 and B6 but must reset the die for the alley space to a 1.*