

How to Play Lords of Vegas with Con Jobs

Vegas is the convention capital of the world. Every week, tens of thousands of con attendees flood the Strip, bringing with them whatever parochial obsession their group shares. Space is at a premium: That motorcycle rally group is sharing a ballroom with the fans of the long-running pony cartoon. Maybe they can bond over their mutual love of back tattoos.

Con Jobs is an expansion that plays with any version of *Lords of Vegas*. (It may make less sense in *Tombstone*, but we're sure you'll adapt. Maybe it's today's considerably more tourist-friendly Tombstone.)

Number of players

Whatever the game you're playing allows

Components

Adding *Con Jobs* to any *Lords of Vegas* game requires the convention card deck. A **con card** is the color of a casino group and conveys a power that the convention host can use.

Setup changes

Separate the con cards into five decks by casino group, then shuffle each deck and put it faceup by its casino group's discard pile.

Gameplay changes

All rules of whatever game you're playing apply. If a card and the game rules conflict, defer to the card's rules. If there is a tie for something a card cares about, all things of that value do what is required.

Turn changes

Con cards are not played by or during actions. Instead, they can only be triggered after you take certain actions.

Action — Build, Sprawl, or Raise

These actions add a tile to the amount on the board, and thus attract conventions. Once per turn, immediately after you take and resolve one of these actions, you may **host** the matching event (play the top card of the matching color card deck) *or* **cancel** the event (discard it). If you host an event, trigger it immediately then discard the card. You may make this choice after any build, sprawl, or raise action. If you do anything else after resolving the action, you lose your opportunity to make the choice, but can do so after taking another of these actions.

Discarded cards are not shuffled back into their deck when the deck runs out.

Example: *Red has a lot on B6. He builds a gold casino there, and then hosts the event on the top Sphinx con card, the Secret Lodge Convocation. His and Yellow's 1-tile gold casinos score, as well as all the other smallest casinos of each color.*

Flipped tiles

Events can flip tiles. When you flip a tile, turn it over atop any risers, placing any die there back on top. A flipped tile is the color of every neighboring casino of its height, merging with tiles of those casinos independently. Risers under the flipped tiles continue to count as normal.

Example: *Purple hosts the Tivoli Franchise Meetup, flipping over a tile containing a purple 5 in her 3-square brown casino. In addition to being part of the brown casino, the flipped tile also merges with an adjacent 2-square silver casino, and since the 5 is the highest die in it, Purple is now the boss of two 3-square casinos, one brown and one silver.*

Splitting casinos

Events can separate casinos. When this occurs, there may be new leadership issues to resolve in the separated casinos. This also can create casinos with no boss. If a casino has no boss, no one scores points for it when it would otherwise score, and it does not count when determining the status of casinos of its color. It otherwise acts like a casino tile without a die.

Example: *Yellow has a 1 die on the middle space of a 5-space casino at C2, C5, C6, C7, and C8. Purple hosts the Six-Continent Auto Show, and Yellow turns his tile on C5 into a parking lot, collecting \$15 million. This separates the casino into three casinos. The one on C2 now is owned by Purple's 6 die. The one on C6 has no die in it, so is ownerless. The two Yellow dice on C7 and C8, once dominated by Purple's 6, now are the only dice in that 2-square casino owned by Yellow.*